

OPERATING SYSTEMS

PROGRAM-2

Write a C program to simulate the following CPU scheduling algorithm to find turnaround time and waiting time.

- ☐ Priority (pre-emptive & Non-pre-emptive)
- ☐ Round Robin (Experiment with different quantum sizes for RR algorithm)

- PRIORITY

```
#include<stdio.h>
```

```
int waitingtime(int proc[], int n, int burst_time[], int wait_time[]){  
    int i;  
    wait_time[0]=0;  
    for(i=1;i<n;i++){  
        wait_time[i]=burst_time[i-1]+wait_time[i-1];  
    }  
}
```

```
int turnaroundtime(int proc[], int n, int burst_time[], int wait_time[], int tat[]) {  
    for (int i = 0; i < n; i++) {  
        tat[i] = burst_time[i] + wait_time[i];  
    }  
}
```

```
int avgtime(int proc[], int n, int burst_time[],int prior[]) {  
    int wait_time[n], tat[n], total_wt = 0, total_tat = 0,temp1,temp2,temp3;
```

```
    for(int i=0;i<n;i++){  
        for(int j=i+1;j<n;j++){  
            if(prior[i]>prior[j]){  
                temp1=burst_time[i];  
                burst_time[i]=burst_time[j];  
                burst_time[j]=temp1;
```

```

        temp2=prior[i];
        prior[i]=prior[j];
        prior[j]=temp2;
        temp3=proc[i];
        proc[i]=proc[j];
        proc[j]=temp3;
    }
}
}

```

```

waitingtime(proc, n, burst_time, wait_time);
turnaroundtime(proc, n, burst_time, wait_time, tat);

```

```

printf("ProcessNo\tPriorityNO\tBurst Time\tWaiting Time\tTurnaround Time\n");

```

```

for (int i = 0; i < n; i++) {
    total_wt = total_wt + wait_time[i];
    total_tat = total_tat + tat[i];
    printf("%d\t%d\t%d\t%d\t%d\n", proc[i],prior[i],burst_time[i], wait_time[i], tat[i]);
}

```

```

printf("Average waiting time = %f\n", (float)total_wt / (float)n);
printf("Average turn around time = %f\n", (float)total_tat / (float)n);
}

```

```

int main() {
    int i,proc[10],n,burst_time[10],prior[10];
    printf("Enter no of processes:");
    scanf("%d",&n);
    for(i=0;i<n;i++){
        printf("Enter burst time of process %d:",i+1);
        scanf("%d",&burst_time[i]);
        printf("Enter priority of process %d:",i+1);
        scanf("%d",&prior[i]);
        proc[i]=i+1;
    }
    avgtime(proc, n, burst_time,prior);

    return 0;
}

```

```
C:\Users\STUDENT\Desktop\178\osp3.exe
Enter no of processes:3
Enter burst time of process 1:4
Enter priority of process 1:2
Enter burst time of process 2:7
Enter priority of process 2:1
Enter burst time of process 3:10
Enter priority of process 3:3
ProcessNo      PriorityNO      Burst Time      Waiting Time      Turnaround Time
2              1              7              0              7
1              2              4              7              11
3              3              10             11             21
Average waiting time = 6.000000
Average turn around time = 13.000000

Process returned 0 (0x0)   execution time : 11.443 s
Press any key to continue.
```

- ROUND ROBIN

```
#include <stdio.h>
```

```
int main() {
```

```
    int n, quantum, i, j;
```

```
    printf("Enter the number of processes: ");
```

```
    scanf("%d", &n);
```

```
    int burst_time[n], remaining_time[n], waiting_time[n], turnaround_time[n];
```

```
    for (i = 0; i < n; i++) {
```

```
        printf("Enter burst time for process %d: ", i + 1);
```

```
        scanf("%d", &burst_time[i]);
```

```
        remaining_time[i] = burst_time[i];
```

```
    }
```

```
    printf("Enter time quantum: ");
```

```
    scanf("%d", &quantum);
```

```
    int time = 0, done = 0;
```

```
    while (done != n) {
```

```
        for (i = 0; i < n; i++) {
```

```
            if (remaining_time[i] > 0) {
```

```

    if (remaining_time[i] > quantum) {
        time += quantum;
        remaining_time[i] -= quantum;
    } else {
        time += remaining_time[i];
        waiting_time[i] = time - burst_time[i];
        remaining_time[i] = 0;
        turnaround_time[i] = time;
        done++;
    }
}
}
}

float total_waiting_time = 0, total_turnaround_time = 0;
for (i = 0; i < n; i++) {
    total_waiting_time += waiting_time[i];
    total_turnaround_time += turnaround_time[i];
}

printf("Process ID\tBurst Time\tWaiting Time\tTurnaround Time\n");
for (i = 0; i < n; i++) {
    printf("%d\t\t%d\t\t%d\t\t%d\n", i + 1, burst_time[i], waiting_time[i], turnaround_time[i]);
}

printf("Average waiting time: %f\n", total_waiting_time / n);
printf("Average turnaround time: %f\n", total_turnaround_time / n);
printf("Total Waiting time: %f\n", total_waiting_time);
printf("Total Turnaround time: %f\n", total_turnaround_time);

return 0; }

```

```

C:\Users\STUDENT\Desktop\178\osp4.exe
Enter the number of processes: 3
Enter burst time for process 1: 4
Enter burst time for process 2: 3
Enter burst time for process 3: 5
Enter time quantum: 2
Process ID      Burst Time      Waiting Time      Turnaround Time
1                4                4                8
2                3                6                9
3                5                7               12
Average waiting time: 5.666667
Average turnaround time: 9.666667
Total Waiting time: 17.000000
Total Turnaround time: 29.000000

Process returned 0 (0x0)   execution time : 4.162 s
Press any key to continue.

```