

OS LAB PREEMPTIVE PRIORITY SCHEDULING

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

```
void preemptivePriority(int n, int bt[], int pr[]) {
```

```
    int wt[n], tat[n], ct[n], rem_bt[n], t = 0, completed = 0;
```

```
    for (int i = 0; i < n; i++) rem_bt[i] = bt[i];
```

```
    while (completed < n) {
```

```
        int min_pr = 9999, min_index = -1;
```

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

```
            if (rem_bt[i] > 0 && pr[i] < min_pr) {
```

```
                min_pr = pr[i];
```

```
                min_index = i;
```

```
            }
```

```
        }
```

```
        rem_bt[min_index]--;
```

```
        t++;
```

```
        if (rem_bt[min_index] == 0) {
```

```
            completed++;
```

```
            ct[min_index] = t;
```

```
            tat[min_index] = ct[min_index];
```

```
            wt[min_index] = tat[min_index] - bt[min_index];
```

```
        }
```

```
    }
```

```
    int total_wt = 0, total_tat = 0;
```

```
    printf("PID Burst Time Priority Completion Time Waiting Time Turnaround Time\n");
```

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

```
        tat[i] = ct[i]; // Turnaround time = Completion time
```

```

        total_wt += wt[i];

        total_tat += tat[i];

        printf("%d\t%d\t%d\t%d\t%d\t%d\n", i + 1, bt[i], pr[i], ct[i], wt[i], tat[i]);
    }

    printf("\nAvg Waiting Time: %.2f\nAvg Turnaround Time: %.2f\n", (float)total_wt/n,
(float)total_tat/n);
}

int main() {
    int n;

    printf("Enter number of processes: ");

    scanf("%d", &n);

    int bt[n], pr[n];

    for (int i = 0; i < n; i++) {
        printf("Enter burst time and priority for process %d: ", i + 1);

        scanf("%d %d", &bt[i], &pr[i]);
    }

    preemptivePriority(n, bt, pr);

    return 0;
}

```

Output:

```

Enter number of processes: 4
Enter burst time and priority for process 1: 1 3
Enter burst time and priority for process 2: 3 2
Enter burst time and priority for process 3: 7 1
Enter burst time and priority for process 4: 5 4
PID  Burst Time  Priority  Completion Time  Waiting Time  Turnaround Time
1      1           3           11             10           11
2      3           2           10              7           10
3      7           1            7              0            7
4      5           4           16             11           16

Avg Waiting Time: 7.00
Avg Turnaround Time: 11.00

```