c) SSTF

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

void sstfDiskScheduling(int requests[], int n, int start) {
   int totalHeadMovement = 0;
   int visited[n];
   int count = 0;

   // Initialize visited array to keep track of processed requests
   for (int i = 0; i < n; i++) {
      visited[i] = 0;
   }

   printf("Disk Scheduling (SSTF):\n");

   int prev = start;
   while (count < n) {
      int minDistance = 999999;  // Set to a large value
      int minIndex = -1;

      // Find the request with the shortest seek time
      for (int i = 0; i < n; i++) {
         if (!visited[i]) {
            int distance = abs(requests[i] - prev);
            if (distance < minDistance) {
               minDistance = distance;
               minIndex = i;
            }
         }
      }

      // Mark the selected request as visited
      visited[minIndex] = 1;
      totalHeadMovement += minDistance;

      // Display the head movement
      printf("Move from %d to %d\n", prev, requests[minIndex]);
      prev = requests[minIndex];
      count++;
   }

   printf("\nTotal Head Movement = %d\n", totalHeadMovement);
}

int main() {
   int n, start;
```

```
    printf("Enter the number of disk requests: ");
    scanf("%d", &n);

    int requests[n];

    printf("Enter the disk requests:\n");
    for (int i = 0; i < n; i++) {
        scanf("%d", &requests[i]);
    }

    printf("Enter the starting position of the disk head: ");
    scanf("%d", &start);

    sstfDiskScheduling(requests, n, start);

    return 0;
}
```

Output

```
Enter the number of disk requests: 2
Enter the disk requests:
3
8
Enter the starting position of the disk head: 2
Disk Scheduling (SSTF):
Move from 2 to 3
Move from 3 to 8

Total Head Movement = 6


=== Code Execution Successful ===
```