2)Write a C program to simulate multi-level queue scheduling algorithm considering the following scenario. All the processes in the system are divided into two categories – system processes and user processes. System processes are to be given higher priority than user processes. Use FCFS scheduling for the processes in each queue.

```
#include <stdio.h>
int main() {
  int n, i, type[20], bt[20], pid[20];
  int sys_bt[20], sys_pid[20], user_bt[20], user_pid[20];
  int sys_n = 0, user_n = 0;
  int wt[20], tat[20];
  int time = 0;
  printf("Enter total number of processes: ");
  scanf("%d", &n);
  for(i = 0; i < n; i++) {
    printf("Enter Process ID, Burst Time, Type (0=System, 1=User) for P[%d]: ", i+1);
    scanf("%d%d%d", &pid[i], &bt[i], &type[i]);
    if(type[i] == 0) {
      sys_pid[sys_n] = pid[i];
      sys_bt[sys_n] = bt[i];
      sys_n++;
    } else {
       user_pid[user_n] = pid[i];
       user_bt[user_n] = bt[i];
      user_n++;
    }
  }
  printf("\nExecuting System Processes (High Priority - FCFS):\n");
  for(i = 0; i < sys_n; i++) {
    wt[i] = time;
    tat[i] = wt[i] + sys_bt[i];
    time += sys_bt[i];
    printf("P[%d] (System) - BT: %d, WT: %d, TAT: %d\n", sys_pid[i], sys_bt[i], wt[i], tat[i]);
  }
  printf("\nExecuting User Processes (Low Priority - FCFS):\n");
  for(i = 0; i < user n; i++) {
```

```
wt[sys_n + i] = time;
   tat[sys_n + i] = wt[sys_n + i] + user_bt[i];
   time += user_bt[i];
   printf("P[%d] (User) - BT: %d, WT: %d, TAT: %d\n", user_pid[i], user_bt[i], wt[sys_n + i],
tat[sys n + i]);
 }
 float avg wt = 0, avg tat = 0;
 for(i = 0; i < sys_n + user_n; i++) {
   avg_wt += wt[i];
   avg_tat += tat[i];
 }
 printf("\nAverage Waiting Time = %.2f", avg_wt / (sys_n + user_n));
 printf("\nAverage Turnaround Time = %.2f\n", avg_tat / (sys_n + user_n));
 return 0;
}
   Output
                                                                                 Clear
 Enter total number of processes: 2
 Enter Process ID, Burst Time, Type (0=System, 1=User) for P[1]: 5
 6
 9
 Enter Process ID, Burst Time, Type (0=System, 1=User) for P[2]: 6
 3
 8
 Executing System Processes (High Priority - FCFS):
 Executing User Processes (Low Priority - FCFS):
 P[5] (User) - BT: 6, WT: 0, TAT: 6
 P[6] (User) - BT: 3, WT: 6, TAT: 9
 Average Waiting Time = 3.00
 Average Turnaround Time = 7.50
```