

21BCE7371

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1/1

OS - Theory Assignment - 1

Sol-1

Avg. waiting and Avg. Turnaround Time using SJF and Round Robin CPU Scheduling Algo.

All Processes arrived at 0.

Time slice = 2

PROCESS                      BURST TIME

P<sub>1</sub>                                      3

P<sub>2</sub>                                      4

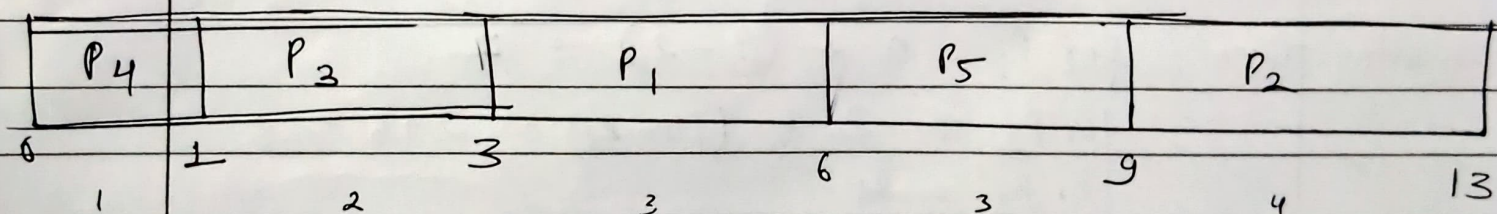
P<sub>3</sub>                                      2

P<sub>4</sub>                                      1

P<sub>5</sub>                                      3

USING SJF → Shortest Job first.

SJF GANTT CHART



Waiting Time : for P<sub>1</sub> = 3 , for P<sub>2</sub> = 9 , for P<sub>3</sub> = 1 , for P<sub>4</sub> = 0  
for P<sub>5</sub> = 6

$$\text{Avg waiting Time} = \frac{3 + 9 + 1 + 0 + 6}{5} = \frac{19}{5} = \underline{\underline{3.8}}$$



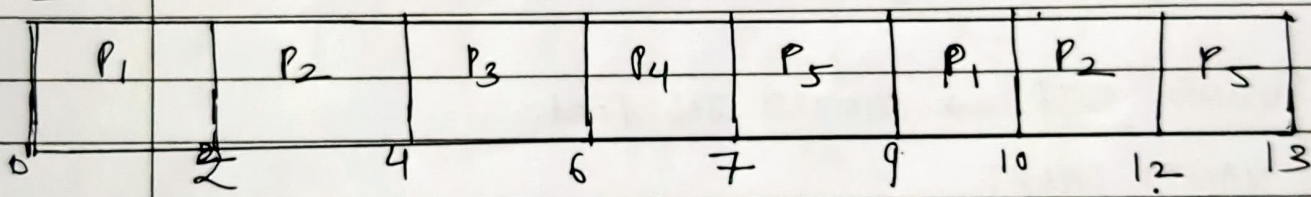
Turn around Time : for  $P_1 = 6$ , for  $P_2 = 13$   
for  $P_3 = 3$ , for  $P_4 = 1$ , for  $P_5 = 9$

$$\text{Avg. Turn around Time} = \frac{6 + 13 + 3 + 1 + 9}{5} = \frac{32}{5} = \underline{\underline{6.4}}$$

USING Round Robin

<u>PROCESS</u>	<u>BURST TIME</u>	<u>Time slice = 2</u>
$P_1$	3	
$P_2$	4	
$P_3$	2	
$P_4$	1	
$P_5$	3	

GANTT CHART



Waiting Time ; for  $P_1 = 0 + (9 - 2) = 7$

for  $P_2 = 2 + (10 - 4) = 2 + 6 = 8$

for  $P_3 = 4$

for  $P_4 = 6$

for  $P_5 = 7 + (12 - 9) = 7 + 3 = 10$

$$\text{Avg. Waiting Time} = \frac{7 + 8 + 4 + 6 + 10}{5} = \frac{35}{5} = \underline{\underline{7}}$$



Turn around Time; for  $P_1 = 2(10 - 0) = 10$

for  $P_2 = 12 - 0 = 12$

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for  $P_3 = 6 - 0 = 6$

for  $P_4 = 7 - 0 = 7$

for  $P_5 = 13 - 0 = 13$

$$\text{Avg. Turn around Time} = \frac{10 + 12 + 6 + 7 + 13}{5} = \frac{48}{5} = \underline{\underline{9.6}}$$

Ans-2

OS provides various kinds of functionalities:

1. I/O services/operation.

To execute a programme, we need I/O which consists of file, or I/O device. Due to the protection and effectiveness, users are not able to manage the I/O device. So OS helps users to perform I/O operations such as Read, write etc.

2. Program execution

OS responsible for loading a programme into memory and execute it

3. File System Manipulation

File is collection of information, for long term storage computer stores it in disk which is a secondary storage.

e.g. Magnetic disk, CD, DVD etc.

for easy and effective usage, file system is organised in the form of directories that contains files & other directories.



#### 4. Communication

The OS offers facility of communication. One process enquires information exchange with another process. done with the help of message passing & shared memory.

#### 5. Error Handling

Provides service of error handling. It may arise any where like in I/O devices, Memory, CPU & in the user programs.

#### 6. Resource Allocation

In System when multiple Jobs are executing concurrently, (multiple Jobs) then resource allocation is needed for each Job. Resources like main Memory, I/O devices etc.

#### 7. Accounting

Accounting Service of OS keeps track of system usage means which user use the resource for how much time and its type.

#### 8. Protection

If OS has Computer System has different users. and permits the concurrent execution of different process then it is must to protect each process from one other's activities.

#### PCB (Process Control Block)

Also called Task control Block

Contains Information Related to each process.

① Process State → current state of process  
Running, waiting, etc.



- ② Programme Counter :- Location of Instruction to be executed next.
- ③ CPU Registers :- Contents of all process centric Registers.
- ④ CPU Scheduling Info :- Priority scheduling, Queue pointers etc.
- ⑤ Memory Management Info :- Memory allocated to the Process
- ⑥ Accounting Info :- CPU used, clock time elapsed since start time limits
- ⑦ I/O status Info :- I/O devices allocated to process, List of open files.

