CLOOK DISK SHEDULING

#include <stdio.h>

#include <stdlib.h>

int i,j;

int abs\_diff(int a, int b) {

return (a > b) ? (a - b) : (b - a);

}

void clook\_disk\_scheduling(int tracks[], int n, int start) {

int total\_head\_movement = 0;

int current\_track = start;

int direction = 1;

printf("Sequence of tracks visited:\n");

for ( i = 0; i < n - 1; i++) {

for ( j = 0; j < n - i - 1; j++)

{

if (tracks[j] > tracks[j + 1]) {

int temp = tracks[j];

tracks[j] = tracks[j + 1];

tracks[j + 1] = temp;

}

}

}

int current\_track\_index = -1;

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

if (tracks[i] == current\_track) {

current\_track\_index = i;

break;

}

}

int i = current\_track\_index;

while (1) {

printf("%d ", tracks[i]);

int next\_track\_index = (i + direction + n) % n;

total\_head\_movement += abs\_diff(tracks[i], tracks[next\_track\_index]);

i = next\_track\_index;

if (i == current\_track\_index)

break;

}

printf("\n\nAverage head movement: %.2f\n", (float)total\_head\_movement / n);

}

int main() {

int tracks[] = {55, 58, 60, 70, 18};

int n = sizeof(tracks) / sizeof(tracks[0]);

int start = 55;

clook\_disk\_scheduling(tracks, n, start);

return 0;

}

OUTPUT:

