1. MULTILEVEL CPU SCHEDULING:

```
#include <stdio.h>

#define MAX_QUEUE_SIZE 100

// Structure to represent a process
typedef struct {
   int processID;
   int arrivalTime;
   int burstTime;
   int priority; // 0 for system process, 1 for user process
} Process;

// Function to execute a process
void executeProcess(Process process) {
   printf("Executing Process %d\n", process.processID);
   // Simulating the execution time of the process
   for (int i = 1; i <= process.burstTime; i++) {
      printf("Process %d: %d/%d\n", process.processID, i,
process.burstTime);
   }
   printf("Process %d executed\n", process.processID);
}

// Function to perform FCFS scheduling for a queue of processes
void scheduleFCFS(Process queue[], int size) {
   for (int i = 0; i < size; i++) {
      executeProcess(queue[i]);
   }
}

int main() {
   int numProcesses;
   Process processes[MAX_QUEUE_SIZE];

   // Reading the number of processes
   printf("Enter the number of processes: ");
```

```c
scanf("%d", &numProcesses);

// Reading process details
for (int i = 0; i < numProcesses; i++) {
    printf("Process %d:\n", i + 1);
    printf("Arrival Time: ");
    scanf("%d", &processes[i].arrivalTime);
    printf("Burst Time: ");
    scanf("%d", &processes[i].burstTime);
    printf("System(0)/User(1): ");
    scanf("%d", &processes[i].priority);
    processes[i].processID = i + 1;
}

// Separate system and user processes into different queues
Process systemQueue[MAX_QUEUE_SIZE];
int systemQueueSize = 0;
Process userQueue[MAX_QUEUE_SIZE];
int userQueueSize = 0;

for (int i = 0; i < numProcesses; i++) {
    if (processes[i].priority == 0) {
        systemQueue[systemQueueSize++] = processes[i];
    } else {
        userQueue[userQueueSize++] = processes[i];
    }
}

// Execute system queue processes first
printf("System Queue:\n");
scheduleFCFS(systemQueue, systemQueueSize);

// Execute user queue processes
printf("User Queue:\n");
scheduleFCFS(userQueue, userQueueSize);

return 0;
```

}

OUTPUT:

"C:\Users\Admin\Desktop\4th Sem\Lab\OS LAB\Multilevel Scheduling.exe"

```
Enter the number of processes: 6
Process 1:
Arrival Time: 0
Burst Time: 3
System(0)/User(1): 0
Process 2:
Arrival Time: 2
Burst Time: 2
System(0)/User(1): 0
Process 3:
Arrival Time: 4
Burst Time: 4
System(0)/User(1): 1
Process 4:
Arrival Time: 4
Burst Time: 2
System(0)/User(1): 1
Process 5:
Arrival Time: 8
Burst Time: 2
System(0)/User(1): 0
Process 6:
Arrival Time: 10
Burst Time: 3
System(0)/User(1): 1
System Queue:
Executing Process 1
Process 1: 1/3
Process 1: 2/3
Process 1: 3/3
Process 1 executed
Executing Process 2
Process 2: 1/2
Process 2: 2/2
Process 2 executed
Executing Process 5
Process 5: 1/2
Process 5: 2/2
Process 5 executed
User Queue:
Executing Process 3
Process 3: 1/4
Process 3: 2/4
Process 3: 3/4
Process 3: 4/4
Process 3 executed
Executing Process 4
Process 4: 1/2
Process 4: 2/2
Process 4 executed
Executing Process 6
Process 6: 1/3
Process 6: 2/3
Process 6: 3/3
Process 6 executed

Process returned 0 (0x0)   execution time : 85.650 s
Press any key to continue.
```

2. RATE MONOMOTIC SCHEDULING:

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

#define MAX_PROCESS 10

int num_of_process = 3, count, remain, time_quantum;
int execution_time[MAX_PROCESS], period[MAX_PROCESS],
remain_time[MAX_PROCESS], deadline[MAX_PROCESS],
remain_deadline[MAX_PROCESS];
int burst_time[MAX_PROCESS], wait_time[MAX_PROCESS],
completion_time[MAX_PROCESS], arrival_time[MAX_PROCESS];

// collecting details of processes
void get_process_info(int selected_algo)
{
   printf("Enter total number of processes (maximum %d): ",
MAX_PROCESS);
   scanf("%d", &num_of_process);
   if (num_of_process < 1)
   {
      printf("Do you really want to schedule %d processes? -_-",
num_of_process);
      exit(0);
   }
   if (selected_algo == 2)
   {
      printf("\nEnter Time Quantum: ");
      scanf("%d", &time_quantum);
      if (time_quantum < 1)
      {
```

```
        printf("Invalid Input: Time quantum should be greater than 0\n");
        exit(0);
    }
}

for (int i = 0; i < num_of_process; i++)
{
    printf("\nProcess %d:\n", i + 1);
    if (selected_algo == 1)
    {
        printf("==> Burst time: ");
        scanf("%d", &burst_time[i]);
    }
    else if (selected_algo == 2)
    {
        printf("=> Arrival Time: ");
        scanf("%d", &arrival_time[i]);
        printf("=> Burst Time: ");
        scanf("%d", &burst_time[i]);
        remain_time[i] = burst_time[i];
    }
    else if (selected_algo > 2)
    {
        printf("==> Execution time: ");
        scanf("%d", &execution_time[i]);
        remain_time[i] = execution_time[i];
        if (selected_algo == 4)
        {
            printf("==> Deadline: ");
            scanf("%d", &deadline[i]);
        }
        else
        {
            printf("==> Period: ");
            scanf("%d", &period[i]);
        }
    }
```

```
    }
}

// get maximum of three numbers
int max(int a, int b, int c)
{
    int max;
    if (a >= b && a >= c)
        max = a;
    else if (b >= a && b >= c)
        max = b;
    else if (c >= a && c >= b)
        max = c;
    return max;
}

// calculating the observation time for scheduling timeline
int get_observation_time(int selected_algo)
{
    if (selected_algo < 3)
    {
        int sum = 0;
        for (int i = 0; i < num_of_process; i++)
        {
            sum += burst_time[i];
        }
        return sum;
    }
    else if (selected_algo == 3)
    {
        return max(period[0], period[1], period[2]);
    }
    else if (selected_algo == 4)
    {
        return max(deadline[0], deadline[1], deadline[2]);
    }
}
```

```
// print scheduling sequence
void print_schedule(int process_list[], int cycles)
{
   printf("\nScheduling:\n\n");
   printf("Time: ");
   for (int i = 0; i < cycles; i++)
   {
      if (i < 10)
         printf("| 0%d ", i);
      else
         printf("| %d ", i);
   }
   printf("|\n");

   for (int i = 0; i < num_of_process; i++)
   {
      printf("P[%d]: ", i + 1);
      for (int j = 0; j < cycles; j++)
      {
         if (process_list[j] == i + 1)
            printf("|####");
         else
            printf("|    ");
      }
      printf("|\n");
   }
}

void rate_monotonic(int time)
{
   int process_list[100] = {0}, min = 999, next_process = 0;
   float utilization = 0;
   for (int i = 0; i < num_of_process; i++)
   {
      utilization += (1.0 * execution_time[i]) / period[i];
   }
```

```
    int n = num_of_process;
    if (utilization > n * (pow(2, 1.0 / n) - 1))
    {
        printf("\nGiven problem is not schedulable under the said
scheduling algorithm.\n");
        exit(0);
    }


    for (int i = 0; i < time; i++)
    {
        min = 1000;
        for (int j = 0; j < num_of_process; j++)
        {
            if (remain_time[j] > 0)
            {
                if (min > period[j])
                {
                    min = period[j];
                    next_process = j;
                }
            }
        }

        if (remain_time[next_process] > 0)
        {
            process_list[i] = next_process + 1; // +1 for catering 0 array index.
            remain_time[next_process] -= 1;
        }

        for (int k = 0; k < num_of_process; k++)
        {
            if ((i + 1) % period[k] == 0)
            {
                remain_time[k] = execution_time[k];
                next_process = k;
            }
```

```
        }
    }
    print_schedule(process_list, time);
}



int main(int argc, char *argv[])
{
    int option = 0;

    printf("3. Rate Monotonic Scheduling\n");

    printf("Select > ");
    scanf("%d", &option);
    printf("-----------------------------\n");

    get_process_info(option); // collecting processes detail
    int observation_time = get_observation_time(option);


     if (option == 3)
        rate_monotonic(observation_time);
    return 0;
}
```

OUTPUT:

```
"C:\Users\Admin\Desktop\4th Sem\Lab\OS LAB\Rate Monotonic-1.exe"
3. Rate Monotonic Scheduling
Select > 3
-----------------------------
Enter total number of processes (maximum 10): 3

Process 1:
==> Execution time: 3
==> Period: 20

Process 2:
==> Execution time: 2
==> Period: 5

Process 3:
==> Execution time: 2
==> Period: 10

Scheduling:

Time: | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
P[1]: |    |    |    |    |####|    |    |####|####|    |    |    |    |    |    |    |    |    |    |    |
P[2]: |####|####|    |    |    |####|####|    |    |    |####|####|    |    |    |####|####|    |    |    |
P[3]: |    |    |####|####|    |    |    |    |    |    |    |    |####|####|    |    |    |    |    |    |

Process returned 0 (0x0)   execution time : 68.961 s
Press any key to continue.
```

3. EARLIEST DEADLINE FIRST

```
#include <stdio.h>

#define arrival             0

#define execution       1

#define deadline        2

#define period              3

#define abs_arrival         4

#define execution_copy  5

#define abs_deadline    6



typedef struct

{

        int T[7],instance,alive;
```

```
}task;

#define IDLE_TASK_ID 1023
#define ALL 1
#define CURRENT 0

void get_tasks(task *t1,int n);
int hyperperiod_calc(task *t1,int n);
float cpu_util(task *t1,int n);
int gcd(int a, int b);
int lcm(int *a, int n);
int sp_interrupt(task *t1,int tmr,int n);
int min(task *t1,int n,int p);
void update_abs_arrival(task *t1,int n,int k,int all);
void update_abs_deadline(task *t1,int n,int all);
void copy_execution_time(task *t1,int n,int all);


int timer = 0;

int main()
{
        task *t;
        int n, hyper_period, active_task_id;
        float cpu_utilization;
        printf("Enter number of tasks\n");
```

```
scanf("%d", &n);
t = malloc(n * sizeof(task));
get_tasks(t, n);
cpu_utilization = cpu_util(t, n);
printf("CPU Utilization %f\n", cpu_utilization);

if (cpu_utilization < 1)
    printf("Tasks can be scheduled\n");
else
    printf("Schedule is not feasible\n");

hyper_period = hyperperiod_calc(t, n);
copy_execution_time(t, n, ALL);
update_abs_arrival(t, n, 0, ALL);
update_abs_deadline(t, n, ALL);

while (timer <= hyper_period)
{

    if (sp_interrupt(t, timer, n))
    {
        active_task_id = min(t, n, abs_deadline);
    }

    if (active_task_id == IDLE_TASK_ID)
    {
```

```
                printf("%d  Idle\n", timer);
        }

        if (active_task_id != IDLE_TASK_ID)
        {

                if (t[active_task_id].T[execution_copy] != 0)
                {
                        t[active_task_id].T[execution_copy]--;
                        printf("%d  Task %d\n", timer, active_task_id + 1);
                }

                if (t[active_task_id].T[execution_copy] == 0)
                {
                        t[active_task_id].instance++;
                        t[active_task_id].alive = 0;
                        copy_execution_time(t, active_task_id, CURRENT);
                        update_abs_arrival(t, active_task_id,
t[active_task_id].instance, CURRENT);
                        update_abs_deadline(t, active_task_id, CURRENT);
                        active_task_id = min(t, n, abs_deadline);
                }
        }
        ++timer;
    }
    free(t);
    return 0;
```

```
}
void get_tasks(task *t1, int n)
{
	int i = 0;
	while (i < n)
	{
		printf("Enter Task %d parameters\n", i + 1);
		printf("Arrival time: ");
		scanf("%d", &t1->T[arrival]);
		printf("Execution time: ");
		scanf("%d", &t1->T[execution]);
		printf("Deadline time: ");
		scanf("%d", &t1->T[deadline]);
		printf("Period: ");
		scanf("%d", &t1->T[period]);
		t1->T[abs_arrival] = 0;
		t1->T[execution_copy] = 0;
		t1->T[abs_deadline] = 0;
		t1->instance = 0;
		t1->alive = 0;
		t1++;
		i++;
	}
}

int hyperperiod_calc(task *t1, int n)
```

```
{
	int i = 0, ht, a[10];
	while (i < n)

	{
		a[i] = t1->T[period];
		t1++;
		i++;
	}
	ht = lcm(a, n);

	return ht;
}

int gcd(int a, int b)
{
	if (b == 0)
		return a;
	else
		return gcd(b, a % b);
}

int lcm(int *a, int n)
{
	int res = 1, i;
	for (i = 0; i < n; i++)
```

```
	{
		res = res * a[i] / gcd(res, a[i]);
	}
	return res;
}

int sp_interrupt(task *t1, int tmr, int n)
{
	int i = 0, n1 = 0, a = 0;
	task *t1_copy;
	t1_copy = t1;
	while (i < n)
	{
		if (tmr == t1->T[abs_arrival])
		{
			t1->alive = 1;
			a++;
		}
		t1++;
		i++;
	}

	t1 = t1_copy;
	i = 0;

	while (i < n)
```

```
	{
		if (t1->alive == 0)
			n1++;
		t1++;
		i++;
	}

	if (n1 == n || a != 0)
	{
		return 1;
	}

	return 0;
}

void update_abs_deadline(task *t1, int n, int all)
{
	int i = 0;
	if (all)
	{
		while (i < n)
		{
			t1->T[abs_deadline] = t1->T[deadline] + t1->T[abs_arrival];
			t1++;
			i++;
		}
```

```
	}
	else
	{
		t1 += n;
		t1->T[abs_deadline] = t1->T[deadline] + t1->T[abs_arrival];
	}
}

void update_abs_arrival(task *t1, int n, int k, int all)
{
	int i = 0;
	if (all)
	{
		while (i < n)
		{
			t1->T[abs_arrival] = t1->T[arrival] + k * (t1->T[period]);
			t1++;
			i++;
		}
	}
	else
	{
		t1 += n;
		t1->T[abs_arrival] = t1->T[arrival] + k * (t1->T[period]);
	}
}
```

```
void copy_execution_time(task *t1, int n, int all)
{
	int i = 0;
	if (all)
	{
		while (i < n)
		{
			t1->T[execution_copy] = t1->T[execution];
			t1++;
			i++;
		}
	}
	else
	{
		t1 += n;
		t1->T[execution_copy] = t1->T[execution];
	}
}

int min(task *t1, int n, int p)
{
	int i = 0, min = 0x7FFF, task_id = IDLE_TASK_ID;
	while (i < n)
	{
		if (min > t1->T[p] && t1->alive == 1)
```

```
        {
            min = t1->T[p];
            task_id = i;
        }
        t1++;
        i++;
    }
    return task_id;
}

float cpu_util(task *t1, int n)
{
    int i = 0;
    float cu = 0;
    while (i < n)
    {
        cu = cu + (float)t1->T[execution] / (float)t1->T[deadline];
        t1++;
        i++;
    }
    return cu;
}
```

OUTPUT:

"C:\Users\Admin\Desktop\4th Sem\Lab\OS LAB\EDF-1.exe"

```
Enter number of tasks
3
Enter Task 1 parameters
Arrival time: 0
Execution time: 3
Deadline time: 7
Period: 20
Enter Task 2 parameters
Arrival time: 0
Execution time: 2
Deadline time: 4
Period: 5
Enter Task 3 parameters
Arrival time: 0
Execution time: 2
Deadline time: 8
Period: 10
CPU Utilization 1.178571
Schedule is not feasible
0  Task 2
1  Task 2
2  Task 1
3  Task 1
4  Task 1
5  Task 3
6  Task 3
7  Task 2
8  Task 2
9  Idle
10  Task 2
11  Task 2
12  Task 3
13  Task 3
14  Idle
15  Task 2
16  Task 2
17  Idle
18  Idle
19  Idle
20  Task 2

Process returned 0 (0x0)   execution time : 24.796 s
Press any key to continue.
```