

CSB 302: Operating System

Lab2: Job Scheduling Problem

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1. Write a program to calculate average waiting time and average turnaround time using First Come First Serve Scheduling algorithm.

Code:

```
#include <bits/stdc++.h>
using namespace std;

int main() {
    int n;
    cout << "Number of entries: ";
    cin >> n;

    vector<vector<int>> > data(n, vector<int>(3));
    cout << "Process\t Aval. Time \t Burst Time\n";
    for (int i = 0; i < n; i++) {
        cout << "P" << i + 1 << ": ";
        cin >> data[i][0];
        cin >> data[i][1];

        data[i][2] = i + 1;
    }
    cout << "\n\n";

    // sort by available time
    sort(data.begin(), data.end());

    int time = 0;
    double total_waiting_time = 0;
    double total_turnaround_time = 0;

    cout << "Process Description:\n";
    cout << "Process\t\tAval. T.\tBurst T.\tWaiting T.\tTurnaround T.\n";
    for (int i = 0; i < n; i++) {

        cout << "P" << data[i][2] << "\t\t";
        cout << data[i][0] << "\t\t";
        cout << data[i][1] << "\t\t";

        // update time
        time = max(time, data[i][0]);

        // print waiting and Turnaround time
```

```

    cout << time - data[i][0] << "\t\t";
    cout << time - data[i][0] + data[i][1] << "\t\t";

    // add to total waiting time and turnaround time
    total_waiting_time += time - data[i][0];
    total_turnaround_time += time - data[i][0] + data[i][1];

    // update time
    time += data[i][1];
    cout << "\n";
}

cout << "\n";
cout << "Average Waiting Time: " << total_waiting_time / n << "\n";
cout << "Average Turnaround Time: " << total_turnaround_time / n << "\n";
}

```

Output:

Number of entries: 5

Process	Aval. Time	Burst Time
P1: 0 8		
P2: 4 3		
P3: 6 2		
P4: 2 4		
P5: 5 3		

Process Description:

Process	Aval. T.	Burst T.	Waiting T.	Turnaround T.
P1	0	8	0	8
P4	2	4	6	10
P2	4	3	8	11
P5	5	3	10	13
P3	6	2	12	14

Average Waiting Time: 7.2

Average Turnaround Time: 11.2

2. Write a program to calculate average waiting time and average turnaround time using Shortest Job First Scheduling algorithm.

Code:

```
#include <bits/stdc++.h>
using namespace std;

// fetch next job
int findNextJob(vector<int> done, vector<vector<int>> data, int n, int time) {
    // find the job which has already arrived and has minimum burst time
    for (int i = 0; i < n; i++) {
        if (find(done.begin(), done.end(), data[i][2]) == done.end()) {
            if (time >= data[i][1]) return data[i][2];
        }
    }

    // find job which will arrive first but have not arrived yet
    int indx = -1;
    int aval_time = INT_MAX;
    for (int i = 0; i < n; i++) {
        if (find(done.begin(), done.end(), data[i][2]) == done.end()) {
            if (aval_time > data[i][1]) {
                aval_time = data[i][1];
                indx = data[i][2];
            }
        }
    }

    // return id of the process/Job
    return indx;
}

int main() {
    cout << "Enter no. of Process: ";
    int n;
    cin >> n;

    vector<int> done;
    vector<vector<int>> data(n, vector<int>(3));

    cout << "Process\t Aval. Time \t Burst Time\n";
    for (int i = 0; i < n; i++) {
```

```

    cout << "P" << i + 1 << ": ";
    cin >> data[i][1] >> data[i][0];
    data[i][2] = i;
}
cout << "\n\n";

// sort by burst time
sort(data.begin(), data.end());

int time = 0;
double total_waiting_time = 0;
double total_turnaround_time = 0;

int cnt = 0;
cout << "Process Description:\n";
cout << "Process\t\tAval. T.\tBurst T.\tWaiting T.\tTurnaround T.\n";
while (cnt < n) {
    // find next job
    int indx = findNextJob(done, data, n, time);

    // find the index of next job
    int j;
    for (int i = 0; i < n; i++) {
        if (data[i][2] == indx) {
            j = i;
        }
    }

    // print details
    time = max(time, data[j][1]);
    cout << "P" << data[j][2] + 1 << "\t\t";
    cout << data[j][1] << "\t\t";
    cout << data[j][0] << "\t\t";

    cout << time - data[j][1] << "\t\t";
    cout << time - data[j][1] + data[j][0] << "\t\t";

    // add current job waiting time to total waiting time and turnaround
    // time
    total_waiting_time += time - data[j][1];
    total_turnaround_time += time - data[j][1] + data[j][0];
    time += data[j][0];
}

```

```

        cout << "\n";

        cnt++;
        done.push_back(indx);
    }

    cout << "\n";
    cout << "Average Waiting Time: " << total_waiting_time / n << "\n";
    cout << "Average Turnaround Time: " << total_turnaround_time / n << "\n";
}

```

Output:

Enter no. of Process: 5

Process Aval. Time Burst Time

P1: 2 6

P2: 5 2

P3: 1 8

P4: 0 3

P5: 4 4

Process Description:

Process	Aval. T.	Burst T.	Waiting T.	Turnaround T.
P4	0	3	0	3
P1	2	6	1	7
P2	5	2	4	6
P5	4	4	7	11
P3	1	8	14	22

Average Waiting Time: 5.2

Average Turnaround Time: 9.8

3. Write a program to calculate average waiting time and average turnaround time using Priority Scheduling algorithm.

Code:

```
#include <bits/stdc++.h>
using namespace std;

// fetch next job
int findNextJob(vector<int> done, vector<vector<int>> data, int n, int time) {
    // find the job which has already arrived and has minimum burst time
    for (int i = 0; i < n; i++) {
        if (find(done.begin(), done.end(), data[i][3]) == done.end()) {
            if (time >= data[i][2]) return data[i][3];
        }
    }

    // find job which will arrive first but have not arrived yet
    int indx = -1;
    int aval_time = INT_MAX;
    for (int i = 0; i < n; i++) {
        if (find(done.begin(), done.end(), data[i][3]) == done.end()) {
            if (aval_time > data[i][2]) {
                aval_time = data[i][2];
                indx = data[i][3];
            }
        }
    }

    // return id of the process/Job
    return indx;
}

int main() {
    cout << "Enter no. of Process: ";
    int n;
    cin >> n;

    vector<int> done;
    vector<vector<int>> data(n, vector<int>(4));

    cout << "Process\t Aval. Time \t Burst Time \t Priority\n";
    for (int i = 0; i < n; i++) {
```

```

    cout << "P" << i + 1 << ": ";
    cin >> data[i][2] >> data[i][1] >> data[i][0];
    data[i][3] = i;
}
cout << "\n\n";

// sort by burst time
sort(data.begin(), data.end(), [&](auto a, auto b) {
    if (a[0] < b[0]) return true;
    if (a[0] == b[0] && a[2] <= b[2]) return true;
    return false;
});

int time = 0;
double total_waiting_time = 0;
double total_turnaround_time = 0;

int cnt = 0;
cout << "Process Description:\n";
cout << "Process\t\tAval. T.\tBurst T.\tPriority\tWaiting T.\tTurnaround T.\n";
while (cnt < n) {

    // find next job
    int indx = findNextJob(done, data, n, time);

    // find the index of next job
    int j;
    for (int i = 0; i < n; i++) {
        if (data[i][3] == indx) {
            j = i;
        }
    }

    // print details
    time = max(time, data[j][2]);
    cout << "P" << data[j][3] + 1 << "\t\t";
    cout << data[j][2] << "\t\t";
    cout << data[j][1] << "\t\t";
    cout << data[j][0] << "\t\t";

    cout << time - data[j][2] << "\t\t";
}

```



```

        cout << time - data[j][2] + data[j][1] << "\t\t";

        // add current job waiting time to total waiting time and turnaround time
        total_waiting_time += time - data[j][2];
        total_turnaround_time += time - data[j][2] + data[j][1];
        time += data[j][1];
        cout << "\n";

        cnt++;
        done.push_back(indx);
    }

    cout << "\n";
    cout << "Average Waiting Time: " << total_waiting_time / n << "\n";
    cout << "Average Turnaround Time: " << total_turnaround_time / n << "\n";
}

```

Output:

Enter no. of Process: 5

Process	Aval. Time	Burst Time	Priority
P1: 1 3 3			
P2: 2 1 4			
P3: 3 5 5			
P4: 4 2 5			
P5: 0 4 2			

Process Description:

Process	Aval. T.	Burst T.	Priority	Waiting T.	Turnaround
T.					
P5	0	4	2	0	4
P1	1	3	3	3	6
P2	2	1	4	5	6
P3	3	5	5	5	10
P4	4	2	5	9	11

Average Waiting Time: 4.4

Average Turnaround Time: 7.4