VISVESVARAYA TECHNOLOGICAL UNIVERSITY

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LAB REPORT

on

OPERATING SYSTEMS

Submitted by

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in partial fulfillment for the award of the degree of

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in

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CERTIFICATE

This is to certify that the Lab work entitled "OPERATING SYSTEMS – 23CS4PCOPS" carried out by Vikas P R (1WA23CS042), who is Bonafide student of B. M. S. College of Engineering. It is in partial fulfilment for the award of Bachelor of Engineering in Computer Science and Engineering of the Visvesvaraya Technological University, Belgaum during the year Feb 2025- June 2025. The Lab report has been approved as it satisfies the academic requirements in respect of a OPERATING SYSTEMS - (23CS4PCOPS) work prescribed for the said degree.

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Course Outcomes

C01	Apply the different concepts and functionalities of Operating System
C02	Analyse various Operating system strategies and techniques
C03	Demonstrate the different functionalities of Operating System.
C04	Conduct practical experiments to implement the functionalities of Operating system.

Program -1

Question:

Write a C program to simulate the following non-pre-emptive CPU scheduling algorithm to find turnaround time and waiting time.

→FCFS

→ SJF (pre-emptive & Non-preemptive)

Code:

=>FCFS:

```
#include <stdio.h>
struct Process {
    int at;
    int bt;
    int ct;
    int tat;
    int wt;
    int rt;
};
void calculateFCFS(struct Process proc[], int n) {
    int time = 0;
    for (int i = 0; i < n; i++) {
        if (time < proc[i].at) {
            time = proc[i].at;
        }
        proc[i].ct = time + proc[i].bt;
        proc[i].tat = proc[i].ct - proc[i].at;
        proc[i].wt = proc[i].tat - proc[i].bt;
        proc[i].rt = time - proc[i].at;
        time = proc[i].ct;
    }
}
int main() {
    int n;
    printf("Enter number of processes: ");
    scanf("%d", &n);
```

```
    struct Process proc[n];
    printf("Enter Arrival Time and Burst Time for each process:\n");
    for (int i = 0; i < n; i++) {
        printf("P%d Arrival Time: ", i + 1);
        scanf("%d", &proc[i].at);
        printf("P%d Burst Time: ", i + 1);
        scanf("%d", &proc[i].bt);
    }
    calculateFCFS(proc, n);
    printf("\nProcess\tAT\tBT\tCT\tTAT\tWT\tRT\n");
    for (int i = 0; i < n; i++) {
        printf("P%d\t%d\t%d\t%d\t%d\t%d\t%d\n", i + 1, proc[i].at, proc[i].bt,
proc[i].ct, proc[i].tat, proc[i].wt, proc[i].rt);
    }

     // Calculate average WT and TAT
    float totalWT = 0, totalTAT = 0;
    for (int i = 0; i < n; i++) {
        totalWT += proc[i].wt;
        totalTAT += proc[i].tat;
    }
    printf("\nAverage Waiting Time: %.2f", totalWT / n);
    printf("\nAverage Turnaround Time: %.2f\n", totalTAT / n);
    return 0;
}
```

Result:

```
Enter number of processes: 4
Enter Arrival Time and Burst Time for each process:
P1 Arrival Time: 0
P1 Burst Time: 7
P2 Arrival Time: 0
P2 Burst Time: 3
P3 Arrival Time: 0
P3 Burst Time: 4
P4 Arrival Time: 0
P4 Burst Time: 6

Process AT      BT      CT      TAT     WT      RT
P1      0       7       20      20      13      13
P2      0       3       3       3       0       0
P3      0       4       7       7       3       3
P4      0       6       13      13      7       7

Average Waiting Time: 5.75
Average Turnaround Time: 10.75

Process returned 0 (0x0)   execution time : 53.889 s
Press any key to continue.
```

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lab-01

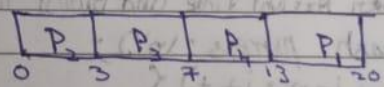
Write a c program to stimulate non pre-emptive CPU scheduling algorithm to find turn around time & waiting time

FCFS

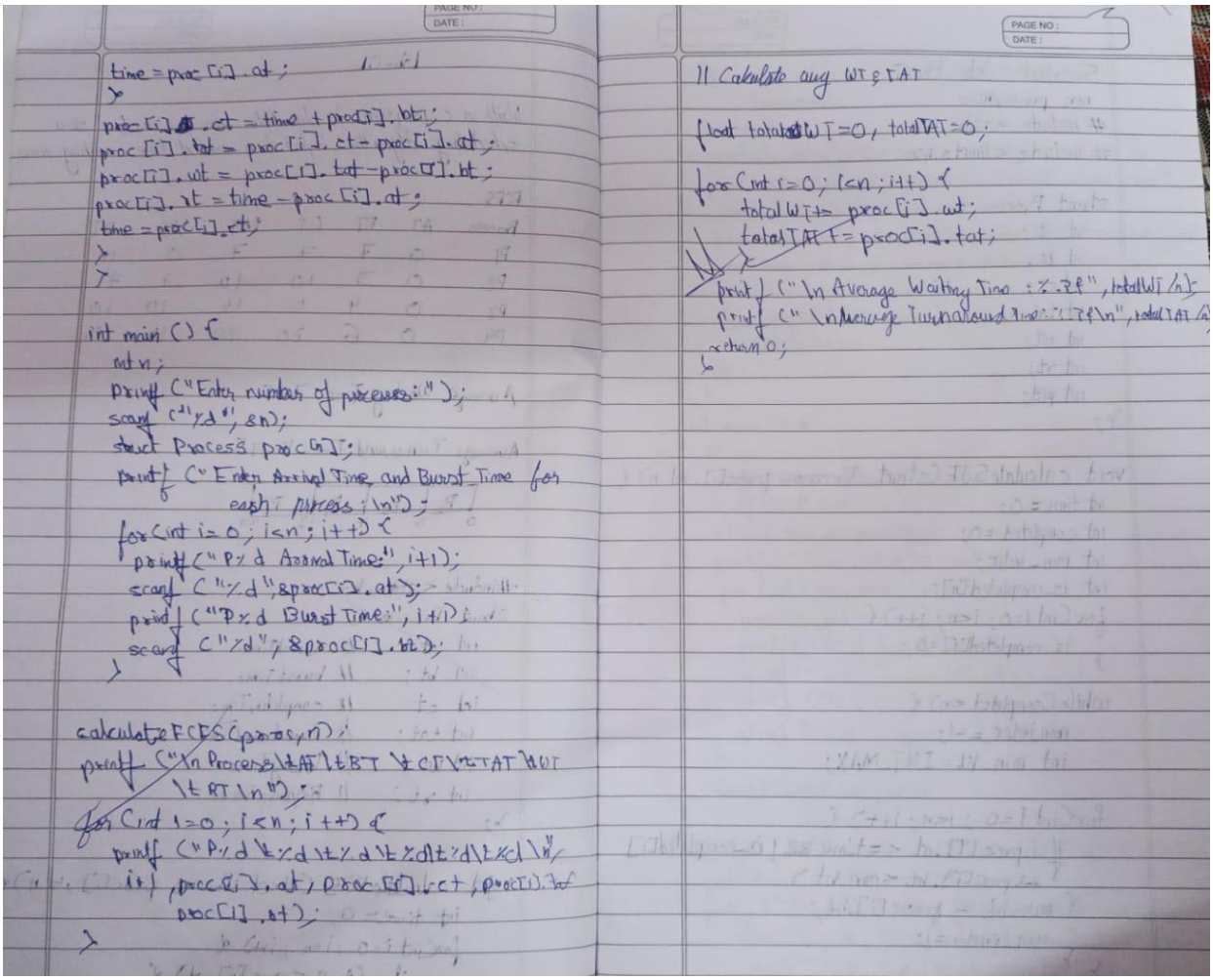
Process	AT	BT	CT	TAT	WT	RT
P1	0	7	7	7	0	0
P2	0	3	10	10	7	7
P3	0	4	14	14	10	10
P4	0	6	20	20	14	14

Average Waiting Time : 7.75

Average Turnaround Time : 12.75




```
#include <stdio.h>
struct Process {
    int at;   // arrivalTime
    int bt;   // burstTime
    int ct;   // complitionTime
    int tat;  // TurnAroundTime
    int wt;   // WaitingTime
    int rt;   // ResponseTime
};
void calculateFCFS(struct Process proc[], int n){
    int time=0;
    for(int i=0 ; i<n ; i++) {
        if (time<proc[i].at) {
```



```
time = proc[i].at;
}
proc[i].ct = time + proc[i].bt;
proc[i].tat = proc[i].ct - proc[i].at;
proc[i].wt = proc[i].tat - proc[i].bt;
proc[i].rt = time - proc[i].at;
time = proc[i].ct;
}
}

int main() {
  int n;
  printf("Enter number of process: ");
  scanf("%d", &n);
  struct Process proc[n];
  printf("Enter Arrival Time and Burst Time for
          each process:\n");
  for(int i=0; i<n; i++) {
    printf("P%d Arrival Time:", i+1);
    scanf("%d", &proc[i].at);
    printf("P%d Burst Time:", i+1);
    scanf("%d", &proc[i].bt);
  }

calculateFCFS(proc, n);
printf("\n Process\tAT\tBT\tCT\tTAT\tWT
  \tRT\n");
for(int i=0; i<n; i++) {
  printf("P%d\t%d\t%d\t%d\t%d\t%d\t%d\n",
    i+1, proc[i].at, proc[i].ct, proc[i].tat
      proc[i].wt);
}
```

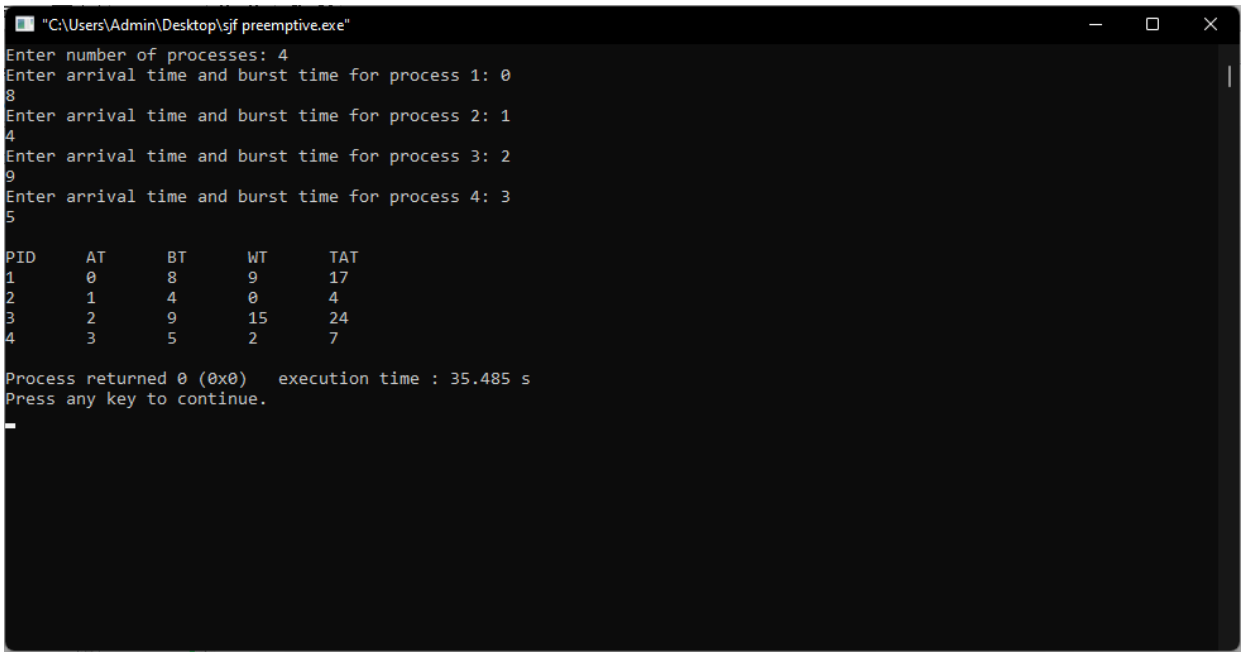
```
// Calculate avg WT & TAT

float totalWT=0, totalTAT=0;

for(int i=0; i<n; i++) {
    totalWT += proc[i].wt;
    totalTAT = proc[i].tat;
}
printf("\n Average Waiting Time : %.2f", totalWT/n);
printf("\n Average Turnaround Time : %.2f\n", totalTAT/
return 0;
}
```

=>SJF(preemptive):

```
 #include <stdio.h>
#define MAX 10
typedef struct {
    int pid, at, bt, rt, wt, tat, completed;
} Process;

void sjf_preemptive(Process p[], int n) {
    int time = 0, completed = 0, shortest = -1, min_bt = 9999;

    while (completed < n) {
        shortest = -1;
        min_bt = 9999;

        for (int i = 0; i < n; i++) {
            if (p[i].at <= time && p[i].rt > 0 && p[i].rt < min_bt) {
                min_bt = p[i].rt;
                shortest = i;
            }
        }

        if (shortest == -1) {
            time++;
            continue;
        }

        p[shortest].rt--;
        time++;

        if (p[shortest].rt == 0) {
            p[shortest].completed = 1;
            completed++;
            p[shortest].tat = time - p[shortest].at;
            p[shortest].wt = p[shortest].tat - p[shortest].bt;
        }
```

```
    }
}

int main() {
    Process p[MAX];
    int n;

    printf("Enter number of processes: ");
    scanf("%d", &n);

    for (int i = 0; i < n; i++) {
        p[i].pid = i + 1;
        printf("Enter arrival time and burst time for process %d: ", p[i].pid);
        scanf("%d %d", &p[i].at, &p[i].bt);
        p[i].rt = p[i].bt;
        p[i].completed = 0;
    }

    sjf_preemptive(p, n);

    printf("\nPID\tAT\tBT\tWT\tTAT\n");
    for (int i = 0; i < n; i++)
        printf("%d\t%d\t%d\t%d\t%d\n", p[i].pid, p[i].at, p[i].bt, p[i].wt, p[i].tat);

    return 0;
}
```

Result:


"C:\Users\Admin\Desktop\sjf preemptive.exe"
Enter number of processes: 4
Enter arrival time and burst time for process 1: 0
8
Enter arrival time and burst time for process 2: 1
4
Enter arrival time and burst time for process 3: 2
9
Enter arrival time and burst time for process 4: 3
5
PID AT BT WT TAT
1 0 8 9 17
2 1 4 0 4
3 2 9 15 24
4 3 5 2 7
Process returned 0 (0x0) execution time : 35.485 s
Press any key to continue.

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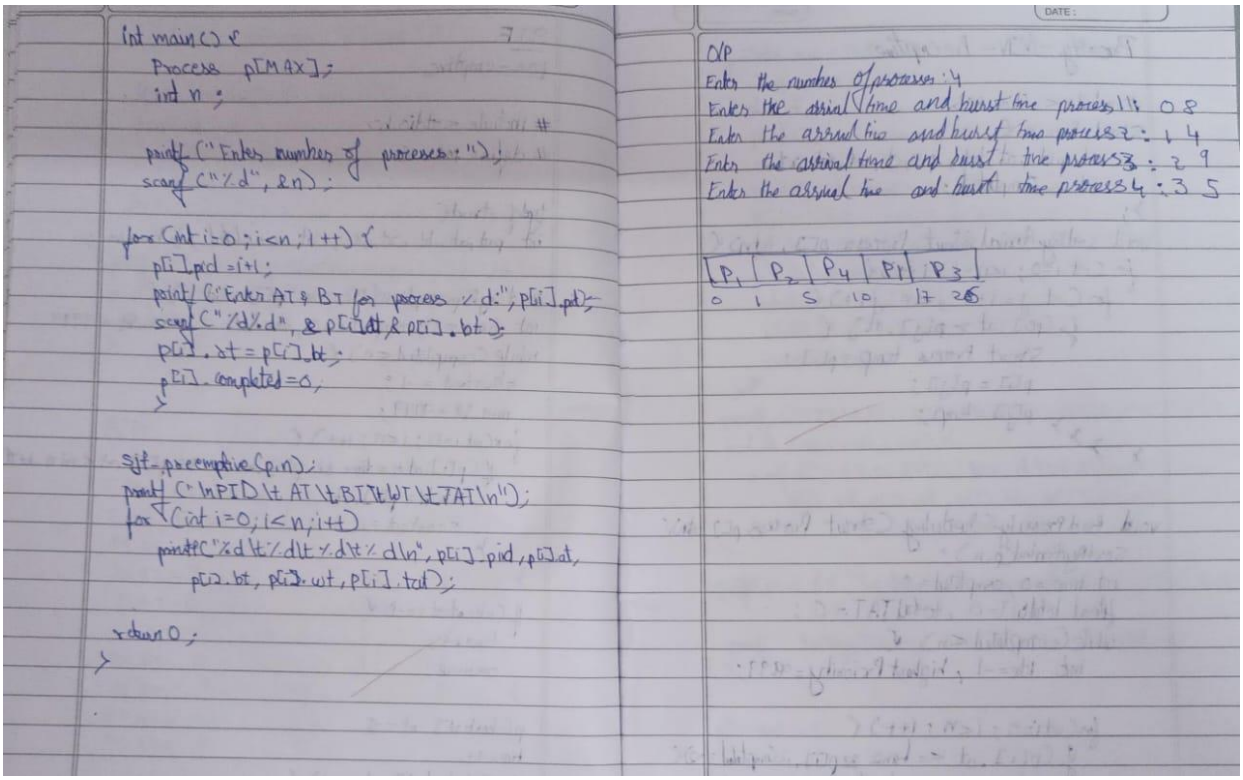
SJF
pre-emptive

```
#include <stdio.h>
#define MAX 10

typedef struct{
int pid,at,bt,rt,wt,tat,completed;} Process;

void sjf_preemptive(Process p[], int n){
int time=0,completed=0,shortest=-1,min_bt=9999;
while(completed<n){
  shortest=-1;
  min_bt=9999;
  for(int i=0;i<n;i++){
    if(p[i].at<=time && p[i].rt>0 && p[i].rt<min_bt){
      min_bt=p[i].rt
      shortest=i;
    }
  }
  if(shortest==-1){
    time++;
    continue;
  }
  p[shortest].rt--;
  time++;
  if(p[shortest].rt==0){
    p[shortest].completed=1;
    completed++;
    p[shortest].tat=time-p[shortest].at;
    p[shortest].wt=p[shortest].tat-p[shortest].bt;
  }
}
```



=>SJF(Non-preemptive):

```
#include <stdio.h>
#include <limits.h>
struct Process {
    int at;
    int bt;
    int ct;
    int tat;
    int wt;
    int rt;
    int pid;
};
void calculateSJF(struct Process proc[], int n) {
    int time = 0;
    int completed = 0;
    int min_index;
    int is_completed[n];
    for (int i = 0; i < n; i++) {
        is_completed[i] = 0;
```

```
    }
    while (completed < n) {
        min_index = -1;
        int min_bt = INT_MAX;
        for (int i = 0; i < n; i++) {
            if (proc[i].at <= time && !is_completed[i] && proc[i].bt < min_bt) {
                min_bt = proc[i].bt;
                min_index = i;
            }
        }
        if (min_index == -1) {
            time++;
        } else {
            proc[min_index].ct = time + proc[min_index].bt;
            proc[min_index].tat = proc[min_index].ct - proc[min_index].at;
            proc[min_index].wt = proc[min_index].tat - proc[min_index].bt;
            proc[min_index].rt = time - proc[min_index].at;
            time = proc[min_index].ct;
            is_completed[min_index] = 1;
            completed++;
        }
    }
}
int main() {
    int n;
    printf("Enter number of processes: ");
    scanf("%d", &n);
    struct Process proc[n];
    printf("Enter Arrival Time and Burst Time for each process:\n");
    for (int i = 0; i < n; i++) {
        proc[i].pid = i + 1;
        printf("P%d Arrival Time: ", i + 1);
        scanf("%d", &proc[i].at);
        printf("P%d Burst Time: ", i + 1);
        scanf("%d", &proc[i].bt);
    }
    calculateSJF(proc, n);
    printf("\nProcess\tAT\tBT\tCT\tTAT\tWT\tRT\n");
    for (int i = 0; i < n; i++) {
        printf("P%d\t%d\t%d\t%d\t%d\t%d\t%d\n", proc[i].pid, proc[i].at, proc[i].bt, proc[i].ct,
proc[i].tat, proc[i].wt, proc[i].rt);
    }
```

```
    // Calculate average WT and TAT
    float totalWT = 0, totalTAT = 0;
    for (int i = 0; i < n; i++) {
        totalWT += proc[i].wt;
        totalTAT += proc[i].tat;
    }
    printf("\nAverage Waiting Time: %.2f", totalWT / n);
    printf("\nAverage Turnaround Time: %.2f\n", totalTAT / n);
    return 0;
}
```

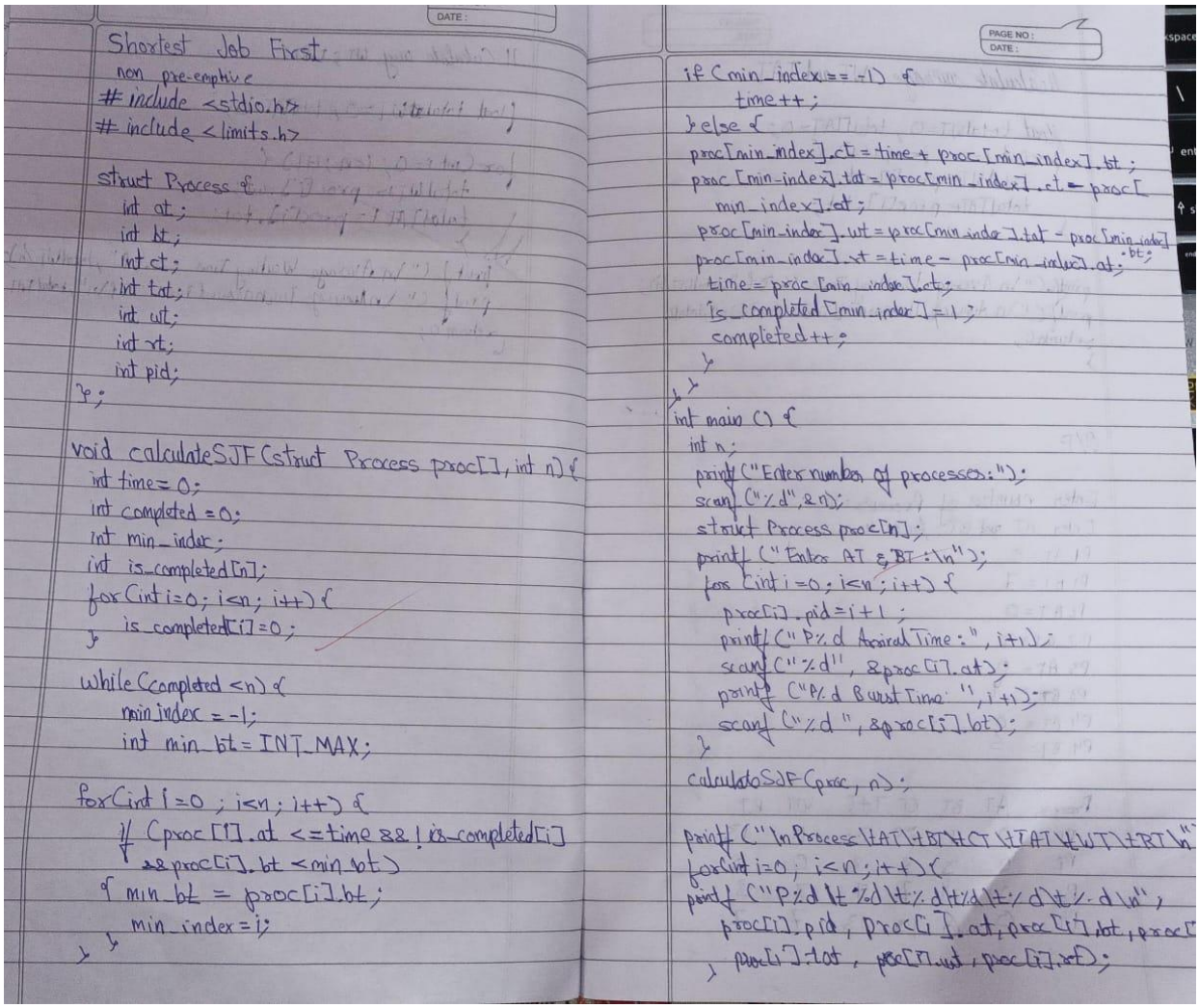
Result:

```
Enter number of processes: 4
Enter Arrival Time and Burst Time for each process:
P1 Arrival Time: 0
P1 Burst Time: 7
P2 Arrival Time: 0
P2 Burst Time: 3
P3 Arrival Time: 0
P3 Burst Time: 4
P4 Arrival Time: 0
P4 Burst Time: 6

Process AT      BT      CT      TAT     WT      RT
P1      0       7       7       7       0       0
P2      0       3       10      10      7       7
P3      0       4       14      14      10      10
P4      0       6       20      20      14      14

Average Waiting Time: 7.75
Average Turnaround Time: 12.75

Process returned 0 (0x0)   execution time : 15.676 s
Press any key to continue.
```



Shortest Job First:
non pre-emptive

```
#include <stdio.h>
#include <limits.h>

struct Process {
    int at;
    int bt;
    int ct;
    int tat;
    int wt;
    int rt;
    int pid;
};

void calculateSJF(struct Process proc[], int n) {
    int time = 0;
    int completed = 0;
    int min_index;
    int is_completed[n];
    for(int i=0; i<n; i++) {
        is_completed[i] = 0;
    }

    while(completed < n) {
        min_index = -1;
        int min_bt = INT_MAX;

    for(int i=0; i<n; i++) {
        if (proc[i].at <= time && !is_completed[i]
            && proc[i].bt < min_bt)
        {
            min_bt = proc[i].bt;
            min_index = i;
        }
    }
    if(min_index == -1) {
        time++;
    } else {
    proc[min_index].ct = time + proc[min_index].bt;
    proc[min_index].tat = proc[min_index].ct - proc[
        min_index].at;
    proc[min_index].wt = proc[min_index].tat - proc[min_index
    proc[min_index].rt = time - proc[min_index].at;
        bt;
    time = proc[min_index].ct;
    is_completed[min_index] = 1;
    completed++;
    }
}
int main() {
    int n;
    printf("Enter number of processes:");
    scanf("%d",&n);
    struct Process proc[n];
    printf("Enter AT & BT :\n");
    for(int i=0; i<n; i++) {
        proc[i].pid = i+1;
        printf("P%d Arrival Time:", i+1);
        scanf("%d", &proc[i].at);
        printf("P%d Burst Time: ", i+1);
        scanf("%d", &proc[i].bt);
    }
    calculateSJF(proc, n);

    printf("\nProcess\tAT\tBT\tCT\tTAT\tWT\tRT\n"
    for(int i=0; i<n; i++){
    printf("P%d\t%d\t%d\t%d\t%d\t%d\t%d\n",
        proc[i].pid, proc[i].at, proc[i].bt, proc[
        proc[i].tat, proc[i].wt, proc[i].rt);
    }
```

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```
// Calculate average WT and TAT
float totalWT=0, totalTAT=0;
for(int i=0; i<n; i++){
    totalWT+=proc[i].wt;
    totalTAT+=proc[i].tat;
}

printf("\n Average Waiting Time: %.2f ", totalWT/n);
printf("\n Average Turnaround Time: %.2f\n", totalT.
return 0;
}
```

O/P

```
Enter number of Process: 4
Enter AT and BT for each:
P1 AT = 0
P1 BT = 7
P2 AT = 0
P2 BT = 3
P3 AT = 0
P3 BT = 4
P4 AT = 0
P4 BT = 6
```

Process	AT	BT	CT	TAT	WT	RT
P1	0	7	20	20	13	13
P2	0	3	3	3	0	0
P3	0	4	7	7	3	3
P4	0	6	13	13	7	7

Program -2

Question: Write a C program to simulate the following CPU scheduling algorithm to find turnaround time and waiting time.
→ Priority (pre-emptive & Non-pre-emptive)
→Round Robin (Experiment with different quantum sizes for RR algorithm)

=>Priority(preemptive):

```
#include <stdio.h>
#include <limits.h>
struct Process {
   int pid, at, bt, pr, ct, wt, tat, rt, remaining;
};
void findPreemptivePriorityScheduling(struct Process p[], int n) {
   int completed = 0, time = 0, min_idx = -1;
   float totalWT = 0, totalTAT = 0;
   for (int i = 0; i < n; i++) {
      p[i].remaining = p[i].bt;
      p[i].rt = -1;
   }
   while (completed != n) {
      int min_priority = INT_MAX;
      min_idx = -1;
      for (int i = 0; i < n; i++) {
         if (p[i].at <= time && p[i].remaining > 0 && p[i].pr < min_priority) {
            min_priority = p[i].pr;
            min_idx = i;
         }
      }
      if (min_idx == -1) {
         time++;
         continue;
      }

      if (p[min_idx].rt == -1) {
```

```
            p[min_idx].rt = time - p[min_idx].at;
        }

        p[min_idx].remaining--;
        time++;

        if (p[min_idx].remaining == 0) {
            completed++;
            p[min_idx].ct = time;
            p[min_idx].tat = p[min_idx].ct - p[min_idx].at;
            p[min_idx].wt = p[min_idx].tat - p[min_idx].bt;
            totalWT += p[min_idx].wt;
            totalTAT += p[min_idx].tat;
        }
    }

    printf("PID\tAT\tBT\tPR\tCT\tTAT\tWT\tRT\n");
    for (int i = 0; i < n; i++) {
        printf("%d\t%d\t%d\t%d\t%d\t%d\t%d\t%d\n",
               p[i].pid, p[i].at, p[i].bt, p[i].pr, p[i].ct, p[i].tat, p[i].wt, p[i].rt);
    }
    printf("\nAverage Turnaround Time: %.2f\n", totalTAT / n);
    printf("Average Waiting Time: %.2f\n", totalWT / n);
}
int main() {
    int n;
    printf("Enter the number of processes: ");
    scanf("%d", &n);
    struct Process p[n];
    printf("Enter Arrival Time, Burst Time, and Priority for each process:\n");
    for (int i = 0; i < n; i++) {
      p[i].pid = i + 1;
        printf("Process %d: ", i + 1);
        scanf("%d %d %d", &p[i].at, &p[i].bt, &p[i].pr);
    }
```

```
    findPreemptivePriorityScheduling(p, n);
    return 0;
}
```

Result:

```
Enter the number of processes: 5
Enter Arrival Time, Burst Time, and Priority for each process:
Process 1: 0
10
3
Process 2: 0
1
1
Process 3: 0
2
4
Process 4: 0
1
5
Process 5: 0
5
2
PID AT  BT  PR  CT  TAT WT  RT
1   0   10  3   16  16  6   6
2   0   1   1   1   1   0   0
3   0   2   4   18  18  16  16
4   0   1   5   19  19  18  18
5   0   5   2   6   6   1   1

Average Turnaround Time: 12.00
Average Waiting Time: 8.20
```

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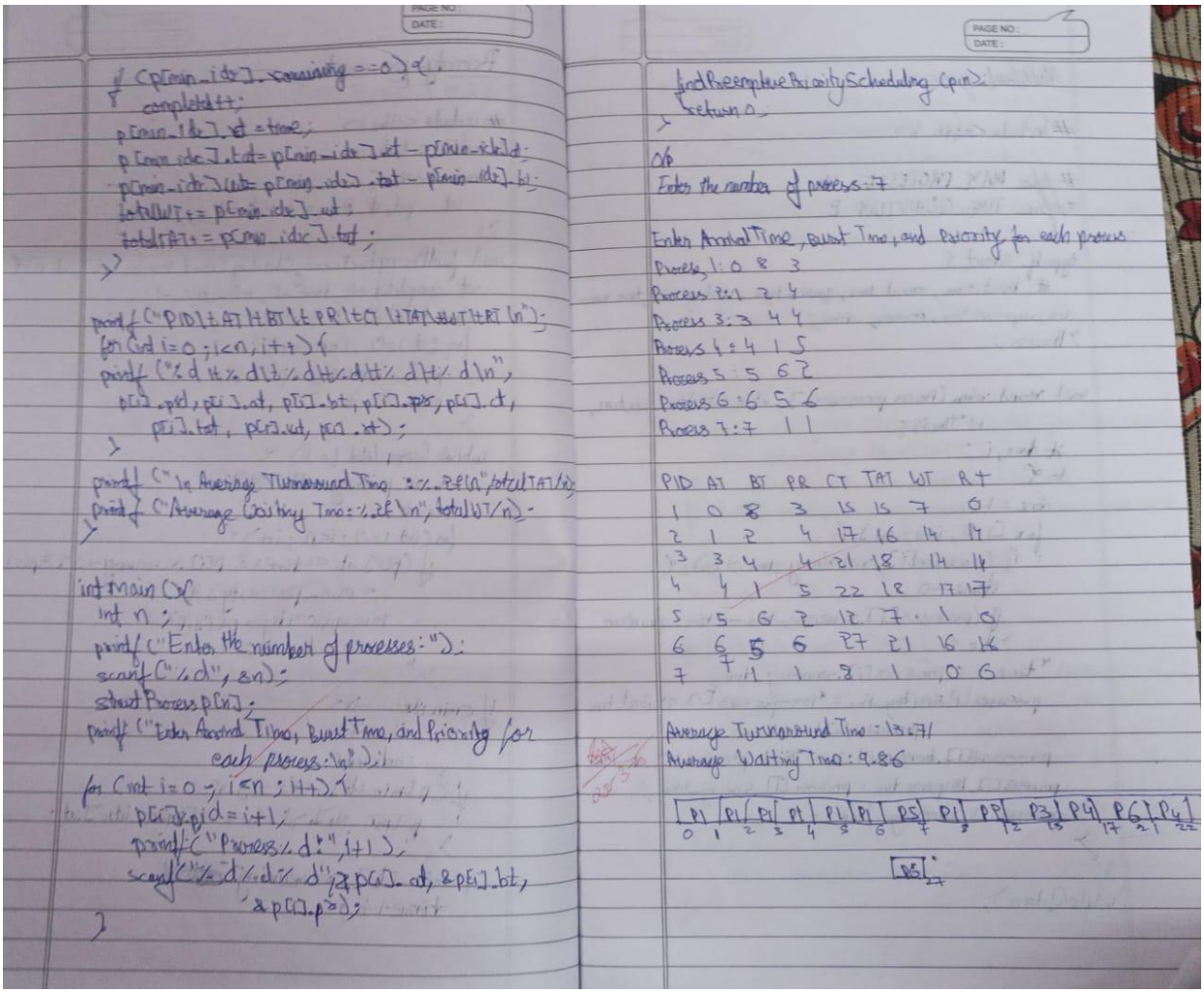
Priority pre emptive

```
#include <stdio.h>
#include <limits.h>
struct Process{
    int pid, at, bt, pr, ct, wt, tat, rt, remaining;
};
void findPreemptivePriorityScheduling(struct Process p[], int n){
  int completed = 0, time = 0, min_idx = -1;
  float totalWT = 0, totalTAT = 0;
  for(int i=0; i<n; i++){
    p[i].remaining = p[i].bt;
    p[i].rt = -1;
  }
  while(completed != n){
    int min_priority = INT_MAX;
    min_idx = -1;
    for(int i=0; i<n; i++){
      if(p[i].at <= time && p[i].remaining > 0 && p[i].pr
          < min_priority){
          min_priority = p[i].pr;
          min_idx = i;
      }
    }
  if(min_idx == -1){
      time++;
      continue;
  }
  if(p[min_idx].rt == -1){
    p[min_idx].rt = time - p[min_idx].at;
  }
  p[min_idx].remaining--;
    time++;
```



=>Priority(non-preemptive):

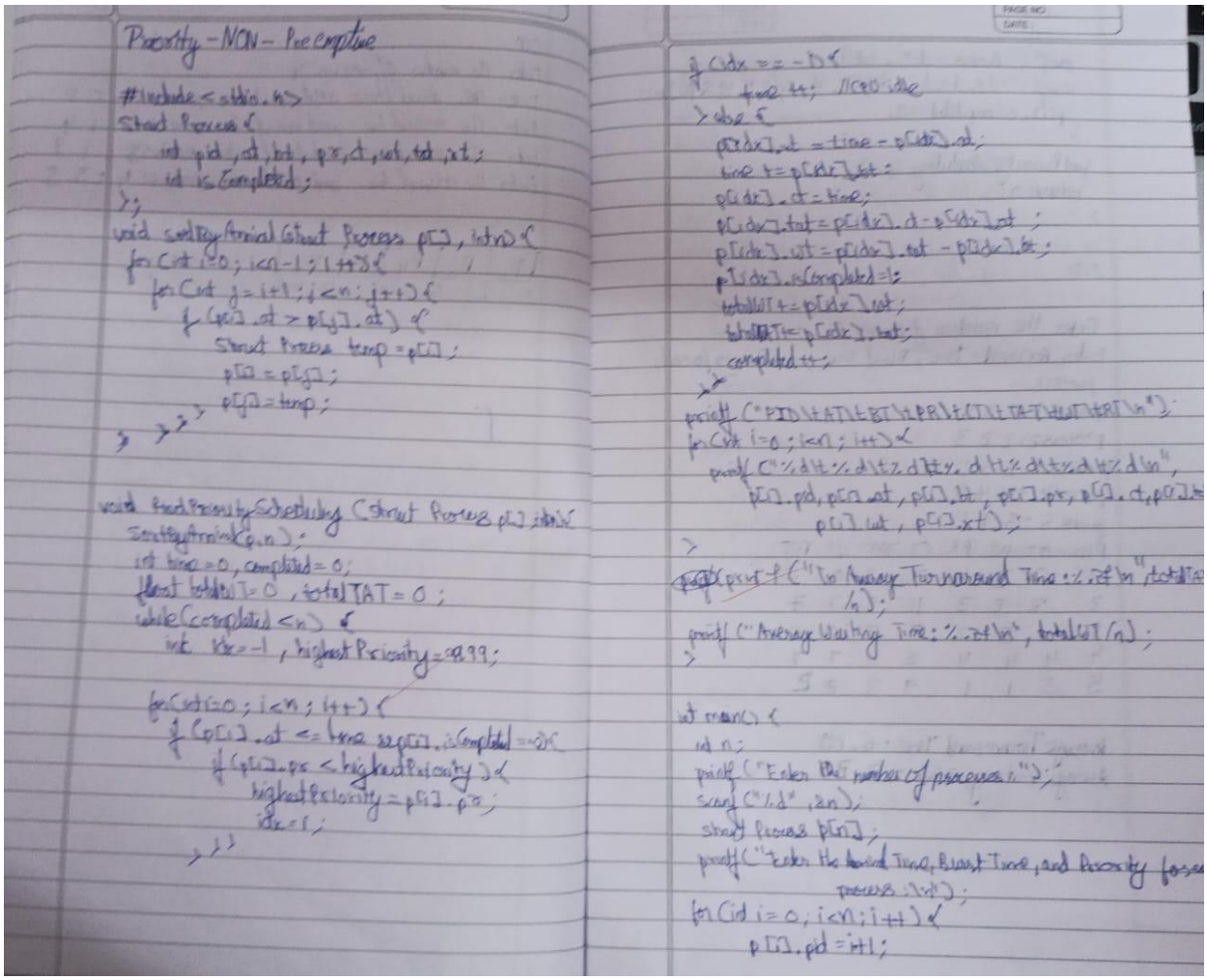
```
#include <stdio.h>

struct Process {
    int pid, at, bt, pr, ct, wt, tat, rt;
    int isCompleted; // Flag to check if process is completed
};

void sortByArrival(struct Process p[], int n) {
    for (int i = 0; i < n - 1; i++) {
        for (int j = i + 1; j < n; j++) {
            if (p[i].at > p[j].at) {
                struct Process temp = p[i];
```

```
            p[i] = p[j];
            p[j] = temp;
        }
    }
  }
}

void findPriorityScheduling(struct Process p[], int n) {
  sortByArrival(p, n);
  int time = 0, completed = 0;
  float totalWT = 0, totalTAT = 0;

  while (completed < n) {
    int idx = -1, highestPriority = 9999;

    for (int i = 0; i < n; i++) {
      if (p[i].at <= time && p[i].isCompleted == 0) {
        if (p[i].pr < highestPriority) {
          highestPriority = p[i].pr;
          idx = i;
        }
      }
    }

    if (idx == -1) {
      time++; // CPU idle
    } else {
      p[idx].rt = time - p[idx].at;
      time += p[idx].bt;
      p[idx].ct = time;
      p[idx].tat = p[idx].ct - p[idx].at;
      p[idx].wt = p[idx].tat - p[idx].bt;
      p[idx].isCompleted = 1;

      totalWT += p[idx].wt;
```

```
            totalTAT += p[idx].tat;
            completed++;
        }
    }

    printf("PID\tAT\tBT\tPR\tCT\tTAT\tWT\tRT\n");
    for (int i = 0; i < n; i++) {
        printf("%d\t%d\t%d\t%d\t%d\t%d\t%d\t%d\n",
               p[i].pid, p[i].at, p[i].bt, p[i].pr, p[i].ct, p[i].tat, p[i].wt, p[i].rt);
    }

    printf("\nAverage Turnaround Time: %.2f\n", totalTAT / n);
    printf("Average Waiting Time: %.2f\n", totalWT / n);
}

int main() {
    int n;
    printf("Enter the number of processes: ");
    scanf("%d", &n);
    struct Process p[n];

    printf("Enter Arrival Time, Burst Time, and Priority for each process:\n");
    for (int i = 0; i < n; i++) {
        p[i].pid = i + 1;
        printf("Process %d: ", i + 1);
        scanf("%d %d %d", &p[i].at, &p[i].bt, &p[i].pr);
        p[i].isCompleted = 0;
    }

    findPriorityScheduling(p, n);
    return 0;
}
```

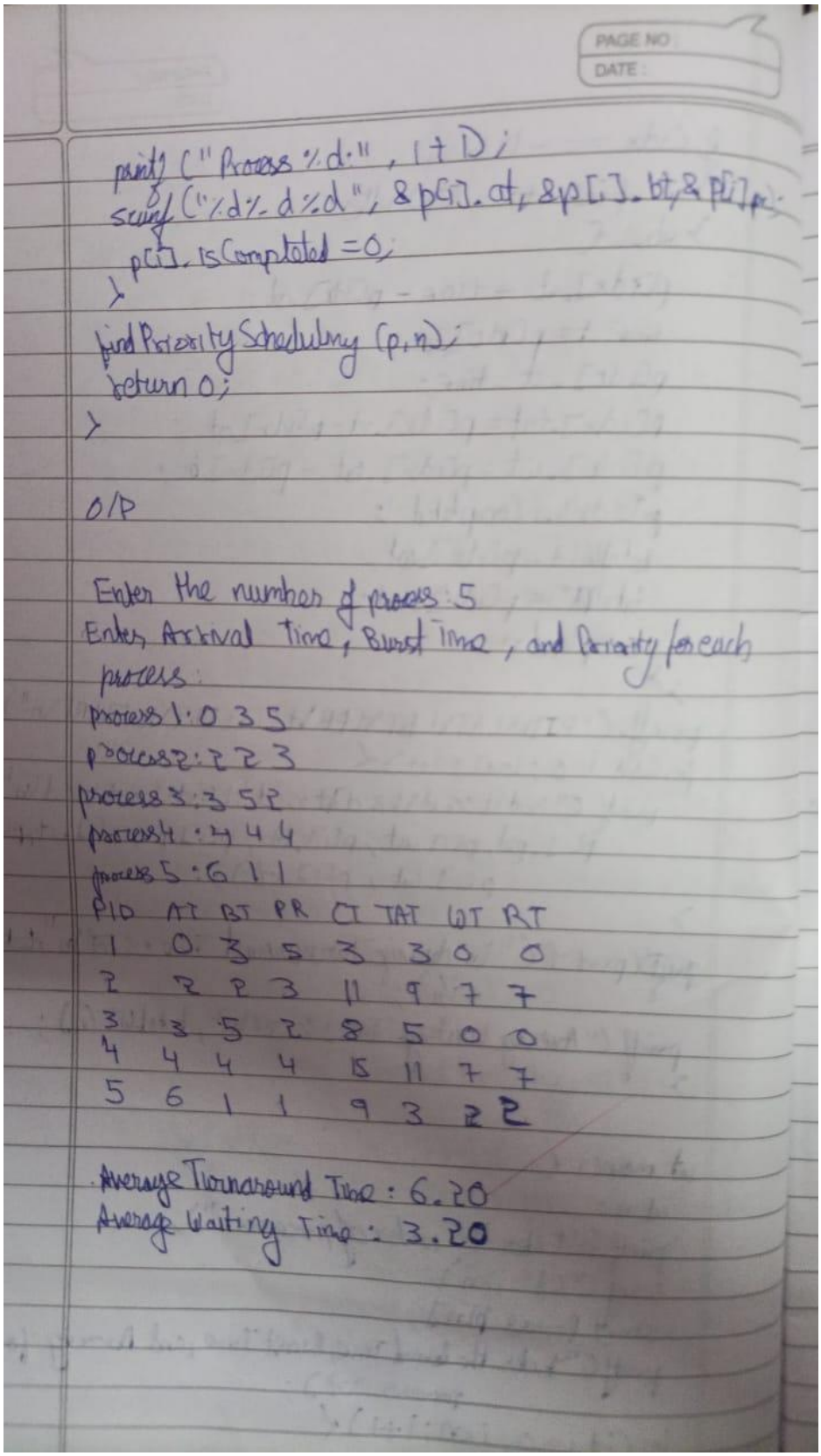
Result:

```
Enter the number of processes: 7
Enter Arrival Time, Burst Time, and Priority for each process:
Process 1: 0
8
3
Process 2: 1
2
4
Process 3: 3
4
4
Process 4: 4
1
5
Process 5: 5
6
2
Process 6: 6
5
6
Process 7: 7
1
1
PID AT  BT  PR  CT  TAT WT  RT
1   0   8   3   15  15  7   0
2   1   2   4   17  16  14  14
3   3   4   4   21  18  14  14
4   4   1   5   22  18  17  17
5   5   6   2   12  7   1   0
6   6   5   6   27  21  16  16
7   7   1   1   8   1   0   0

Average Turnaround Time: 13.71
Average Waiting Time: 9.86
```



Priority - NON - Preemptive

```
#include<stdio.h>
struct Process{
    int pid, at, bt, pr, ct, wt, tat, rt;
    int isCompleted;
};
void sortByArrival(struct Process p[], int n){
  for(int i=0; i<n-1; i++){
    for(int j=i+1; j<n; j++){
      if(p[i].at > p[j].at){
        struct Process temp = p[i];
        p[i] = p[j];
        p[j] = temp;
      }
    }
  }
}

void findPriorityScheduling(struct Process p[], int n){
  sortByArrival(p,n);
  int time=0, completed=0;
  float totalWT=0, totalTAT=0;
  while(completed<n){
    int idx=-1, highestPriority=9999;

    for(int i=0; i<n; i++){
      if(p[i].at<=time && p[i].isCompleted==0){
        if(p[i].pr<highestPriority){
          highestPriority=p[i].pr;
          idx=i;
        }
      }
    }
    if(idx==-1){
      time++; //CPU idle
    }else{
      p[idx].ct = time + p[idx].bt;
      time = p[idx].ct;
      p[idx].tat = p[idx].ct - p[idx].at;
      p[idx].wt = p[idx].tat - p[idx].bt;
      p[idx].isCompleted=1;
      totalWT += p[idx].wt;
      totalTAT += p[idx].tat;
      completed++;
    }
  }
  printf("PID\tAT\tBT\tPR\tCT\tTAT\tWT\n");
  for(int i=0; i<n; i++){
    printf("%d\t%d\t%d\t%d\t%d\t%d\t%d\n",
      p[i].pid, p[i].at, p[i].bt, p[i].pr, p[i].ct, p[i].tat,
      p[i].wt);
  }
  printf("\nAverage Turnaround Time: %.2f\n", totalTAT/n);
  printf("Average Waiting Time: %.2f\n", totalWT/n);
}

int main(){
  int n;
  printf("Enter the number of processes: ");
  scanf("%d",&n);
  struct Process p[n];
  printf("Enter the Burst Time, Priority for %d processes:\n", n);
  for(int i=0; i<n; i++){
    p[i].pid = i+1;
```



```
printf("Process %d:", i+1);
scanf("%d %d %d", &p[i].at, &p[i].bt, &p[i].pr);
p[i].isCompleted = 0;
}
findPriorityScheduling(p, n);
return 0;
}
```

O/P

```
Enter the number of process: 5
Enter Arrival Time, Burst Time, and Priority for each process:
process 1: 0 3 5
process 2: 2 2 3
process 3: 3 5 2
process 4: 4 4 4
process 5: 6 1 1
```

PID	AT	BT	PR	CT	TAT	WT	RT
1	0	3	5	3	3	0	0
2	2	2	3	11	9	7	7
3	3	5	2	8	5	0	0
4	4	4	4	15	11	7	7
5	6	1	1	9	3	2	2

```
Average Turnaround Time: 6.20
Average Waiting Time: 3.20
```

=>Round Robin

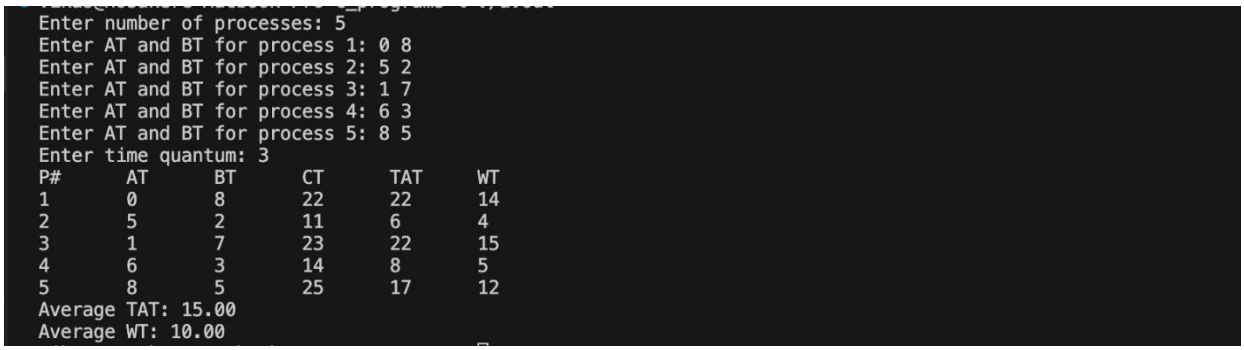
```
#include <stdio.h>

#define MAX 100

void roundRobin(int n, int at[], int bt[], int quant) {
    int ct[n], tat[n], wt[n], rem_bt[n];
    int queue[MAX], front = 0, rear = 0;
    int time = 0, completed = 0, visited[n];

    for (int i = 0; i < n; i++) {
        rem_bt[i] = bt[i];
        visited[i] = 0;
    }

    queue[rear++] = 0;
    visited[0] = 1;

    while (completed < n) {
        int index = queue[front++];

        if (rem_bt[index] > quant) {
            time += quant;
            rem_bt[index] -= quant;
        } else {
            time += rem_bt[index];
```

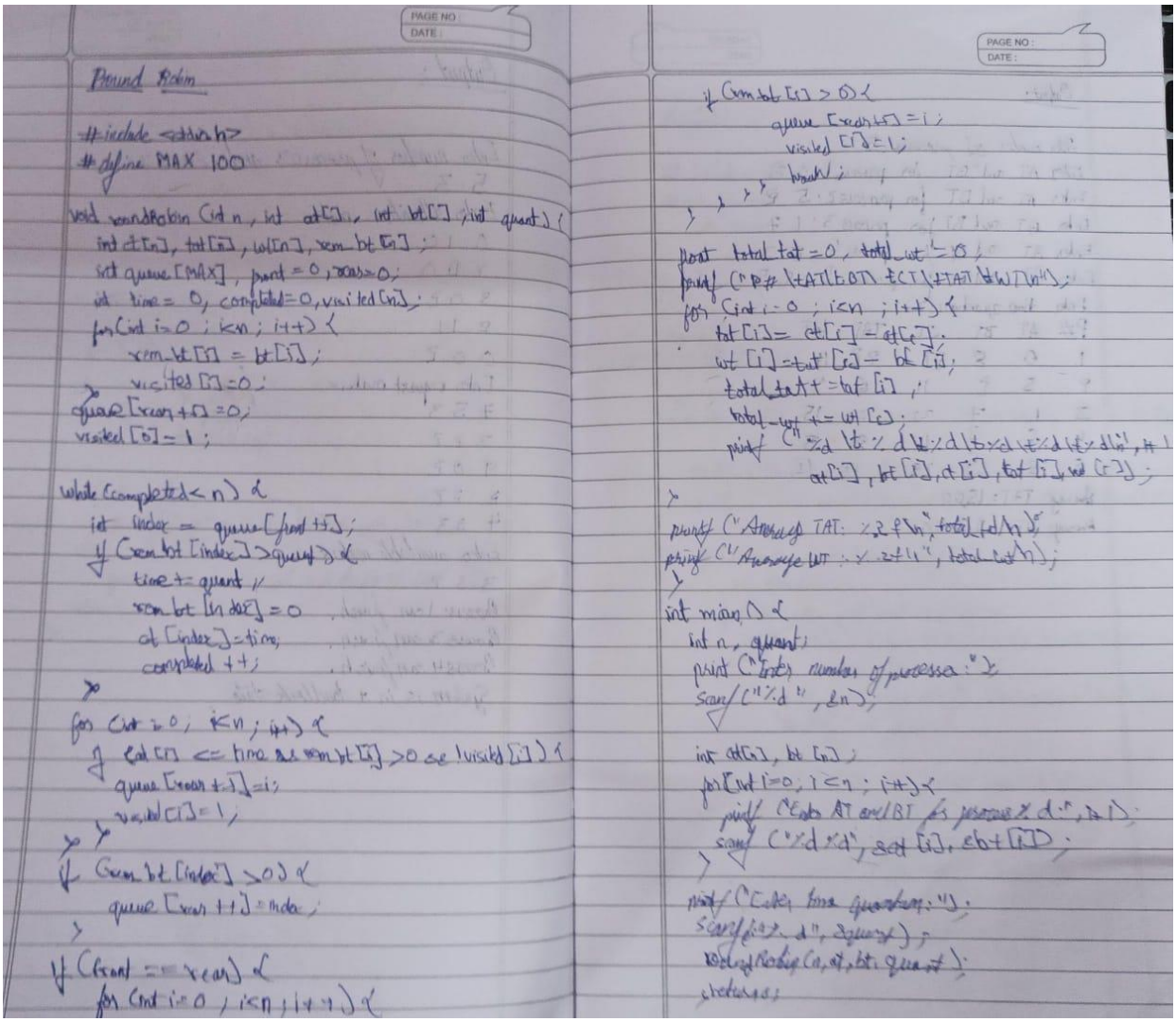
```
            rem_bt[index] = 0;
            ct[index] = time;
            completed++;
        }

        for (int i = 0; i < n; i++) {
            if (at[i] <= time && rem_bt[i] > 0 && !visited[i]) {
                queue[rear++] = i;
                visited[i] = 1;
            }
        }

        if (rem_bt[index] > 0) {
            queue[rear++] = index;
        }

        if (front == rear) {
            for (int i = 0; i < n; i++) {
                if (rem_bt[i] > 0) {
                    queue[rear++] = i;
                    visited[i] = 1;
                    break;
                }
            }
        }
    }
```

```
    float total_tat = 0, total_wt = 0;
    printf("P#\tAT\tBT\tCT\tTAT\tWT\n");
    for (int i = 0; i < n; i++) {
        tat[i] = ct[i] - at[i];
        wt[i] = tat[i] - bt[i];
        total_tat += tat[i];
        total_wt += wt[i];
        printf("%d\t%d\t%d\t%d\t%d\t%d\n", i + 1, at[i], bt[i], ct[i], tat[i], wt[i]);
    }

    printf("Average TAT: %.2f\n", total_tat / n);
    printf("Average WT: %.2f\n", total_wt / n);
}

int main() {
    int n, quant;
    printf("Enter number of processes: ");
    scanf("%d", &n);

    int at[n], bt[n];
    for (int i = 0; i < n; i++) {
        printf("Enter AT and BT for process %d: ", i + 1);
        scanf("%d %d", &at[i], &bt[i]);
    }
```

```
    printf("Enter time quantum: ");
    scanf("%d", &quant);

    roundRobin(n, at, bt, quant);
    return 0;
}
```

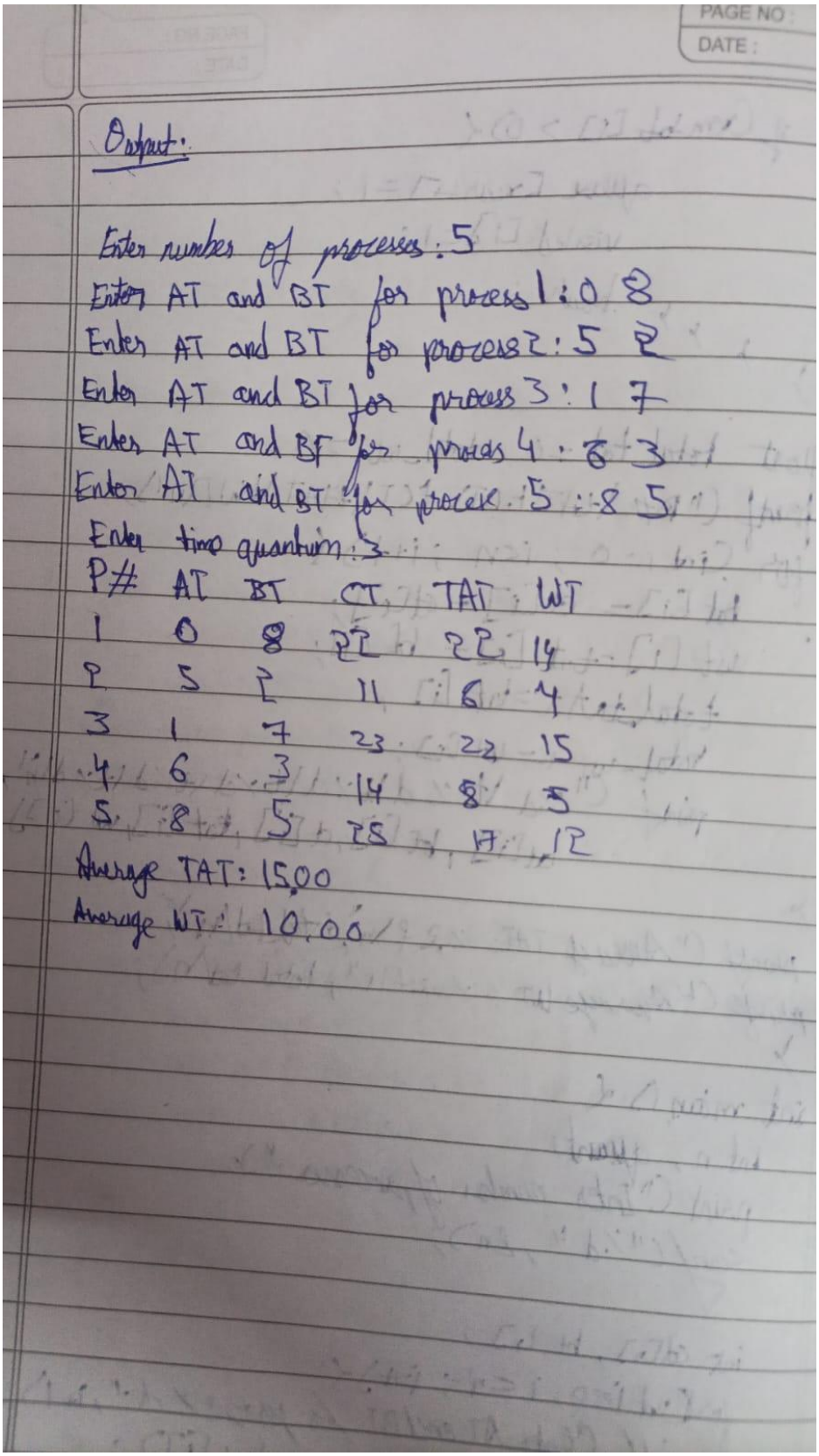
Result:





Round Robin

```
#include <stdio.h>
#define MAX 100

void roundRobin(int n, int at[], int bt[], int quant) {
    int ct[n], tat[n], wt[n], rem_bt[n];
    int queue[MAX], front = 0, rear = 0;
    int time = 0, completed = 0, visited[n];
    for(int i = 0; i < n; i++) {
        rem_bt[i] = bt[i];
        visited[i] = 0;
    }
    queue[rear++] = 0;
    visited[0] = 1;

    while(completed < n) {
        int index = queue[front++];
        if(rem_bt[index] > quant) {
            time += quant;
            rem_bt[index] = 0
            ct[index] = time;
            completed++;
        }

        for(int i = 0; i < n; i++) {
            if(at[i] <= time && rem_bt[i] > 0 && !visited[i]) {
                queue[rear++] = i;
                visited[i] = 1;
            }
        }
        if(rem_bt[index] > 0) {
            queue[rear++] = index;
        }

        if(front == rear) {
            for(int i = 0; i < n; i++) {
                if(rem_bt[i] > 0) {
                    queue[rear++] = i;
                    visited[i] = 1;
                    break;
                }
            }
        }
    }

    float total_tat = 0, total_wt = 0;
    printf("P#\tAT\tBT\tCT\tTAT\tWT\n");
    for(int i = 0; i < n; i++) {
        tat[i] = ct[i] - at[i];
        wt[i] = tat[i] - bt[i];
        total_tat += tat[i];
        total_wt += wt[i];
        printf("%d\t%d\t%d\t%d\t%d\t%d\n", i+1,
               at[i], bt[i], ct[i], tat[i], wt[i]);
    }
    printf("Average TAT: %.2f\n", total_tat/n);
    printf("Average WT: %.2f\n", total_wt/n);
}

int main() {
    int n, quant;
    printf("Enter number of process: ");
    scanf("%d", &n);

    int at[n], bt[n];
    for(int i = 0; i < n; i++) {
        printf("Enter AT and BT for process %d:", i+1);
        scanf("%d %d", &at[i], &bt[i]);
    }
    printf("Enter time quantum: ");
    scanf("%d", &quant);
    roundRobin(n, at, bt, quant);
    return 0;
}
```



Output:

Enter number of process: 5
Enter AT and BT for process 1: 0 8
Enter AT and BT for process 2: 5 2
Enter AT and BT for process 3: 1 7
Enter AT and BT for process 4: 6 3
Enter AT and BT for process 5: 8 5
Enter time quantum: 3

P#	AT	BT	CT	TAT	WT
1	0	8	22	22	14
2	5	2	11	6	4
3	1	7	23	22	15
4	6	3	14	8	5
5	8	5	25	17	12

Average TAT: 15.00
Average WT: 10.00

Program -3

Question: 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.

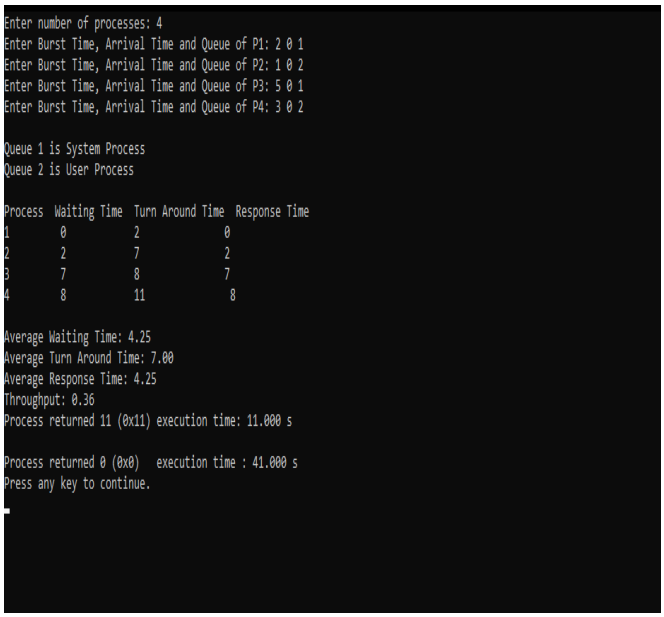
```
#include <stdio.h>

#define MAX_PROCESSES 10
#define TIME_QUANTUM 2

typedef struct {
   int burst_time, arrival_time, queue_type, waiting_time, turnaround_time,
response_time, remaining_time;
} Process;

void round_robin(Process processes[], int n, int time_quantum, int *time) {
   int done, i;
   do {
      done = 1;
      for (i = 0; i < n; i++) {
         if (processes[i].remaining_time > 0) {
            done = 0;
            if (processes[i].remaining_time > time_quantum) {
               *time += time_quantum;
               processes[i].remaining_time -= time_quantum;
            } else {
               *time += processes[i].remaining_time;
               processes[i].waiting_time = *time - processes[i].arrival_time -
processes[i].burst_time;
               processes[i].turnaround_time = *time - processes[i].arrival_time;
               processes[i].response_time = processes[i].waiting_time;
```

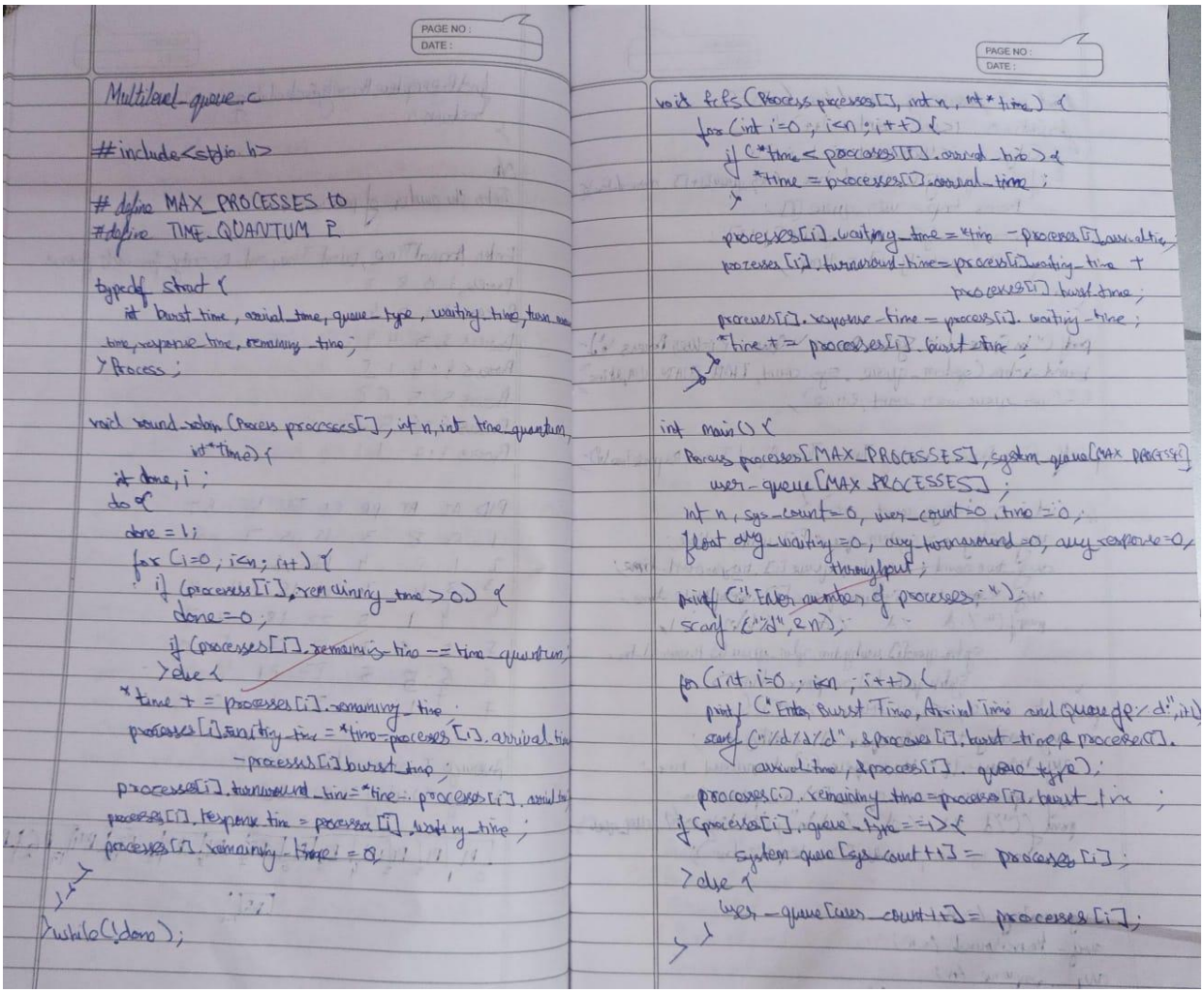
```
                processes[i].remaining_time = 0;
            }
        }
    }
} while (!done);
}

void fcfs(Process processes[], int n, int *time) {
    for (int i = 0; i < n; i++) {
        if (*time < processes[i].arrival_time) {
            *time = processes[i].arrival_time;
        }
        processes[i].waiting_time = *time - processes[i].arrival_time;
        processes[i].turnaround_time = processes[i].waiting_time +
processes[i].burst_time;
        processes[i].response_time = processes[i].waiting_time;
        *time += processes[i].burst_time;
    }
}

int main() {
    Process processes[MAX_PROCESSES], system_queue[MAX_PROCESSES],
user_queue[MAX_PROCESSES];
    int n, sys_count = 0, user_count = 0, time = 0;
    float avg_waiting = 0, avg_turnaround = 0, avg_response = 0, throughput;

    printf("Enter number of processes: ");
    scanf("%d", &n);

    for (int i = 0; i < n; i++) {
        printf("Enter Burst Time, Arrival Time and Queue of P%d: ", i + 1);
```

```
        scanf("%d %d %d", &processes[i].burst_time, &processes[i].arrival_time,
&processes[i].queue_type);
        processes[i].remaining_time = processes[i].burst_time;

        if (processes[i].queue_type == 1) {
            system_queue[sys_count++] = processes[i];
        } else {
            user_queue[user_count++] = processes[i];
        }
    }

    // Sort user processes by arrival time for FCFS
    for (int i = 0; i < user_count - 1; i++) {
        for (int j = 0; j < user_count - i - 1; j++) {
            if (user_queue[j].arrival_time > user_queue[j + 1].arrival_time) {
                Process temp = user_queue[j];
                user_queue[j] = user_queue[j + 1];
                user_queue[j + 1] = temp;
            }
        }
    }

    printf("\nQueue 1 is System Process\nQueue 2 is User Process\n");
    round_robin(system_queue, sys_count, TIME_QUANTUM, &time);
    fcfs(user_queue, user_count, &time);

    printf("\nProcess  Waiting Time  Turn Around Time  Response Time\n");

    for (int i = 0; i < sys_count; i++) {
        avg_waiting += system_queue[i].waiting_time;
```

```
        avg_turnaround += system_queue[i].turnaround_time;
        avg_response += system_queue[i].response_time;
        printf("%d        %d        %d        %d\n", i + 1,
system_queue[i].waiting_time, system_queue[i].turnaround_time,
system_queue[i].response_time);
    }

    for (int i = 0; i < user_count; i++) {
        avg_waiting += user_queue[i].waiting_time;
        avg_turnaround += user_queue[i].turnaround_time;
        avg_response += user_queue[i].response_time;
        printf("%d        %d        %d        %d\n", i + 1 + sys_count,
user_queue[i].waiting_time, user_queue[i].turnaround_time,
user_queue[i].response_time);
    }

    avg_waiting /= n;
    avg_turnaround /= n;
    avg_response /= n;
    throughput = (float)n / time;

    printf("\nAverage Waiting Time: %.2f", avg_waiting);
    printf("\nAverage Turn Around Time: %.2f", avg_turnaround);
    printf("\nAverage Response Time: %.2f", avg_response);
    printf("\nThroughput: %.2f", throughput);
    printf("\nProcess returned %d (0x%d) execution time: %.3f s\n", time, time,
(float)time);

    return 0;
}
```

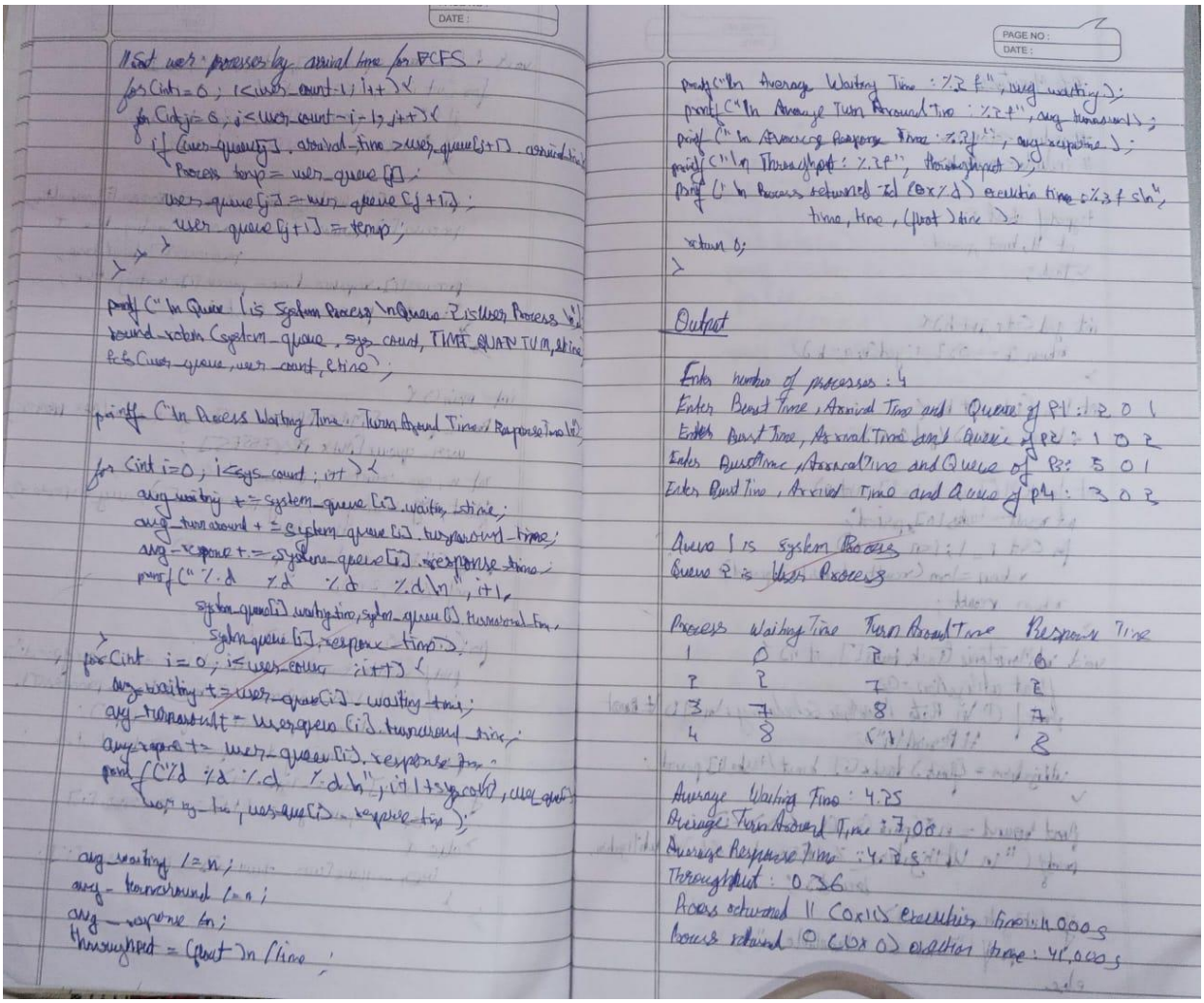
Result:


Enter number of processes: 4
Enter Burst Time, Arrival Time and Queue of P1: 2 0 1
Enter Burst Time, Arrival Time and Queue of P2: 1 0 2
Enter Burst Time, Arrival Time and Queue of P3: 5 0 1
Enter Burst Time, Arrival Time and Queue of P4: 3 0 2
Queue 1 is System Process
Queue 2 is User Process
Process Waiting Time Turn Around Time Response Time
1 0 2 0
2 2 7 2
3 7 8 7
4 8 11 8
Average Waiting Time: 4.25
Average Turn Around Time: 7.00
Average Response Time: 4.25
Throughput: 0.36
Process returned 11 (0x11) execution time: 11.000 s
Process returned 0 (0x0) execution time : 41.000 s
Press any key to continue.



Multilevel_queue.c

```
#include<stdio.h>

#define MAX_PROCESSES 10
#define TIME_QUANTUM 2

typedef struct {
    int burst_time, arrival_time, queue_type, waiting_time, turnaround_time, response_time, remaining_time;
} Process;

void round_robin(Process processes[], int n, int time_quantum, int *time) {
    int done, i;
    do {
        done = 1;
        for (i=0; i<n; i++) {
            if (processes[i].remaining_time > 0) {
                done = 0;
                if (processes[i].remaining_time <= time_quantum) {
                    *time += processes[i].remaining_time;
                    processes[i].waiting_time = *time - processes[i].arrival_time
                        - processes[i].burst_time;
                    processes[i].turnaround_time = *time - processes[i].arrival_time;
                    processes[i].response_time = processes[i].waiting_time;
                    processes[i].remaining_time = 0;
                }
            }
        }
    } while(!done);
}

void fcfs(Process processes[], int n, int *time) {
    for (int i=0; i<n; i++) {
        if (*time < processes[i].arrival_time) {
            *time = processes[i].arrival_time;
        }
        processes[i].waiting_time = *time - processes[i].arrival_time;
        processes[i].turnaround_time = processes[i].waiting_time +
                                       processes[i].burst_time;
        processes[i].response_time = processes[i].waiting_time;
        *time += processes[i].burst_time;
    }
}

int main() {
    Process processes[MAX_PROCESSES], system_queue[MAX_PROCESSES],
        user_queue[MAX_PROCESSES];
    int n, sys_count=0, user_count=0, time=0;
    float avg_waiting=0, avg_turnaround=0, avg_response=0,
          throughput;
    printf("Enter number of processes: ");
    scanf("%d", &n);

    for (int i=0; i<n; i++) {
        printf("Enter Burst Time, Arrival Time and Queue no: %d:", i+1);
        scanf("%d %d %d", &processes[i].burst_time, &processes[i].
            arrival_time, &processes[i].queue_type);
        processes[i].remaining_time = processes[i].burst_time;
        if (processes[i].queue_type == 1) {
            system_queue[sys_count++] = processes[i];
        } else {
            user_queue[user_count++] = processes[i];
        }
    }
```



```
// Sort user processes by arrival time for FCFS
for(int i=0; i<user_count-1; i++){
    for(int j=0; j<user_count-i-1; j++){
        if(user_queue[j].arrival_time > user_queue[j+1].arrival_time){
            Process temp = user_queue[j];
            user_queue[j] = user_queue[j+1];
            user_queue[j+1] = temp;
        }
    }
}

printf("\n Queue 1 is System Process \n Queue 2 is User Process \n");
round_robin(system_queue, sys_count, TIME_QUANTUM, &time,
&cs_user_queue, user_count, &time);

printf("\n Process Waiting Time \t Turn Around Time \t Response Time\n");
for(int i=0; i<sys_count; i++){
    avg_waiting += system_queue[i].waiting_time;
    avg_turnaround += system_queue[i].turnaround_time;
    avg_response += system_queue[i].response_time;
    printf("%d \t %d \t %d \t %d\n", i+1,
        system_queue[i].waiting_time, system_queue[i].turnaround_time,
        system_queue[i].response_time);
}
for(int i=0; i<user_count; i++){
    avg_waiting += user_queue[i].waiting_time;
    avg_turnaround += user_queue[i].turnaround_time;
    avg_response += user_queue[i].response_time;
    printf("%d \t %d \t %d \t %d\n", i+1+sys_count, user_queue[i].waiting_time,
        user_queue[i].turnaround_time, user_queue[i].response_time);
}

avg_waiting /= n;
avg_turnaround /= n;
avg_response /= n;
throughput = (float)n/time;

printf("\n Average Waiting Time : %.2f", avg_waiting);
printf("\n Average Turn Around Time : %.2f", avg_turnaround);
printf("\n Average Response Time : %.2f", avg_response);
printf("\n Throughput : %.2f", throughput);
printf("\n Process returned %d (0x%x) execution time : %.3f s\n",
    time, time, (float)time);

return 0;
}
```

Output

```
Enter number of processes : 4
Enter Burst Time, Arrival Time and Queue of P1 : 2 0 1
Enter Burst Time, Arrival Time and Queue of P2 : 1 0 2
Enter Burst Time, Arrival Time and Queue of P3 : 5 0 1
Enter Burst Time, Arrival Time and Queue of P4 : 3 0 2

Queue 1 is System Process
Queue 2 is User Process

Process  Waiting Time  Turn Around Time  Response Time
1        0             2                 0
2        2             7                 2
3        7             8                 7
4        8             11                8

Average Waiting Time : 4.25
Average Turn Around Time : 7.00
Average Response Time : 4.25
Throughput : 0.36
Process returned 11 (0xB) execution time : 11.000 s
Process returned 0 (0x0) execution time : 11.000 s
```

Program -4

Question:Write a C program to simulate Real-Time CPU Scheduling algorithms:

a)Rate- Monotonic

b)Earliest-deadline First

Proportional scheduling

Rate- Monotonic :

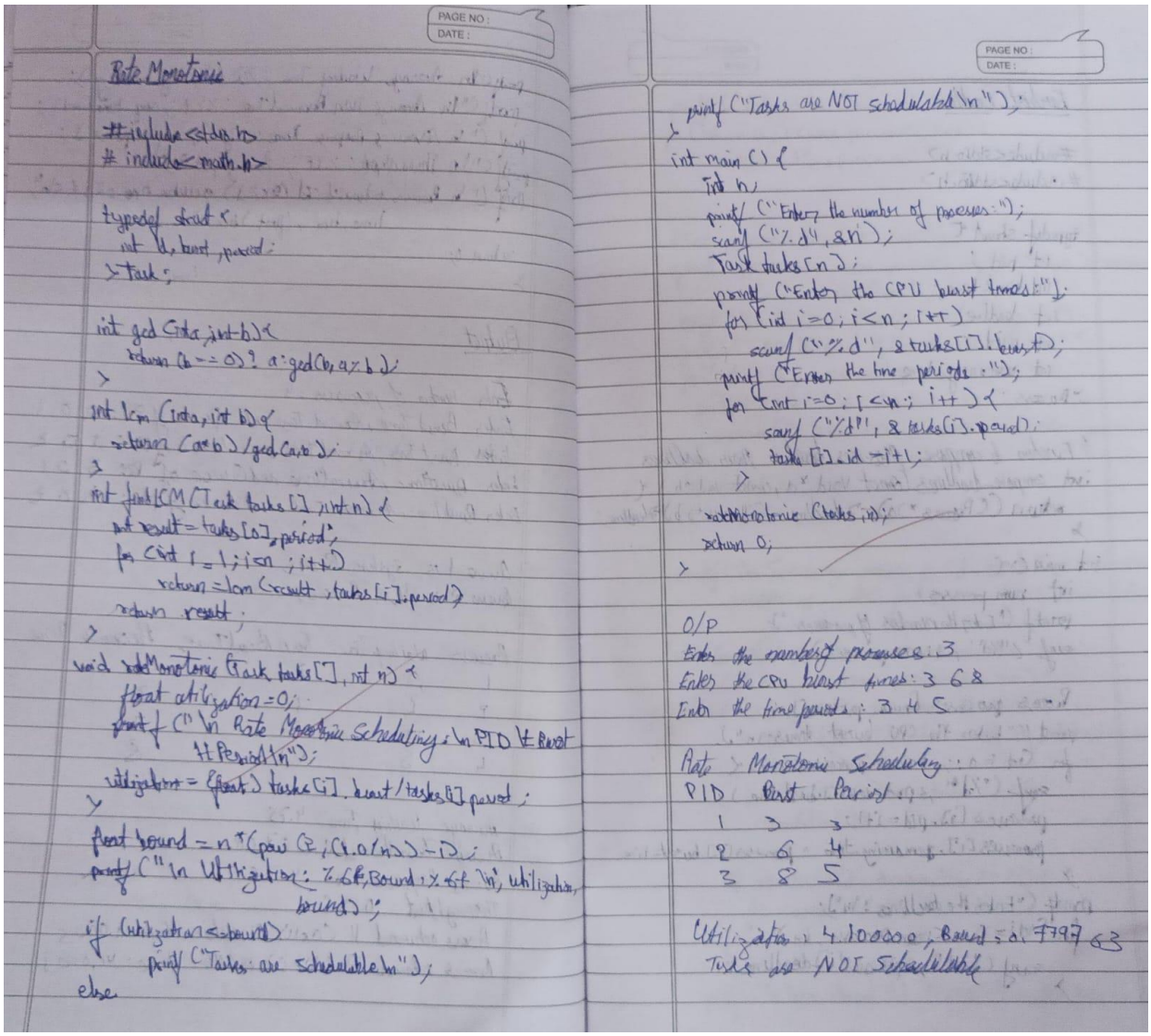
```
#include <stdio.h>
#include <math.h>

typedef struct {
    int id, burst, period;
} Task;

int gcd(int a, int b) {
    return (b == 0) ? a : gcd(b, a % b);
}

int lcm(int a, int b) {
    return (a * b) / gcd(a, b);
}

int findLCM(Task tasks[], int n) {
    int result = tasks[0].period;
    for (int i = 1; i < n; i++)
        result = lcm(result, tasks[i].period);
    return result;
}
```

```
void rateMonotonic(Task tasks[], int n) {
    float utilization = 0;
    printf("\nRate Monotonic Scheduling:\nPID\tBurst\tPeriod\n");
    for (int i = 0; i < n; i++) {
        printf("%d\t%d\t%d\n", tasks[i].id, tasks[i].burst, tasks[i].period);
        utilization += (float)tasks[i].burst / tasks[i].period;
    }

    float bound = n * (pow(2, (1.0 / n)) - 1);
    printf("\nUtilization: %.6f, Bound: %.6f\n", utilization, bound);
    if (utilization <= bound)
        printf("Tasks are Schedulable\n");
    else
        printf("Tasks are NOT Schedulable\n");
}

int main() {
    int n;
    printf("Enter the number of processes: ");
    scanf("%d", &n);

    Task tasks[n];
    printf("Enter the CPU burst times: ");
    for (int i = 0; i < n; i++)
        scanf("%d", &tasks[i].burst);

    printf("Enter the time periods: ");
    for (int i = 0; i < n; i++) {
        scanf("%d", &tasks[i].period);
```

```
        tasks[i].id = i + 1;
    }

    rateMonotonic(tasks, n);
    return 0;
}
```

Result:

```
Enter the number of processes: 3
Enter the CPU burst times: 3 6 8
Enter the time periods: 3 4 5

Rate Monotonic Scheduling:
PID Burst   Period
1   3   3
2   6   4
3   8   5

Utilization: 4.100000, Bound: 0.779763
Tasks are NOT Schedulable
```



Earliest-deadline First:

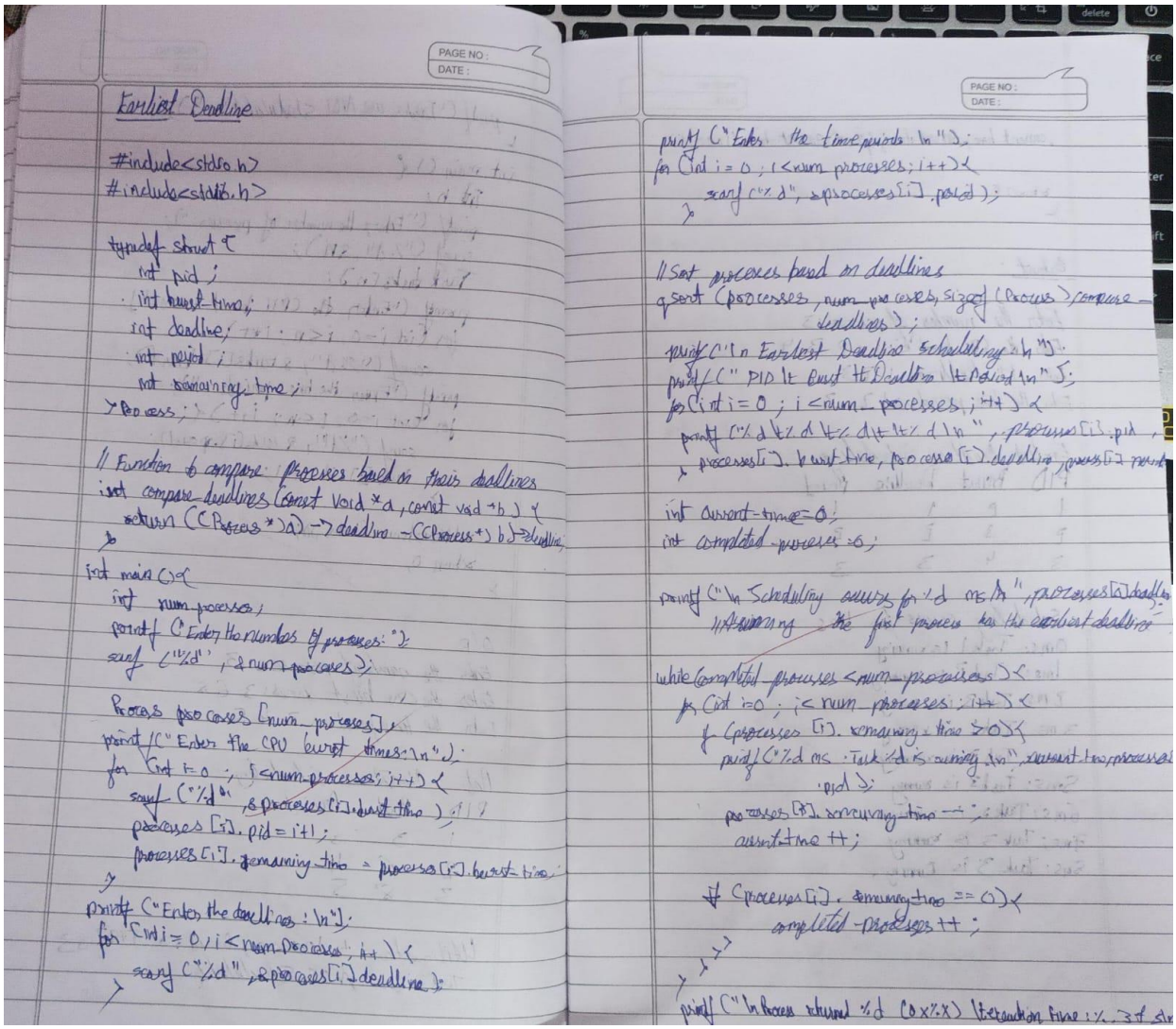
```
#include <stdio.h>
#include <stdlib.h>

typedef struct {
    int pid;
    int burst_time;
    int deadline;
    int period;
    int remaining_time;
```

```
} Process;

// Function to compare processes based on their deadlines
int compare_deadlines(const void *a, const void *b) {
    return ((Process *)a)->deadline - ((Process *)b)->deadline;
}

int main() {
    int num_processes;

    printf("Enter the number of processes: ");
    scanf("%d", &num_processes);

    Process processes[num_processes];

    printf("Enter the CPU burst times:\n");
    for (int i = 0; i < num_processes; i++) {
        scanf("%d", &processes[i].burst_time);
        processes[i].pid = i + 1;
        processes[i].remaining_time = processes[i].burst_time;
    }

    printf("Enter the deadlines:\n");
    for (int i = 0; i < num_processes; i++) {
        scanf("%d", &processes[i].deadline);
    }

    printf("Enter the time periods:\n");
    for (int i = 0; i < num_processes; i++) {
        scanf("%d", &processes[i].period);
    }

    // Sort processes based on deadlines
    qsort(processes, num_processes, sizeof(Process), compare_deadlines);
```

```
    printf("\nEarliest Deadline Scheduling:\n");
    printf("PID\tBurst\tDeadline\tPeriod\n");
    for (int i = 0; i < num_processes; i++) {
        printf("%d\t%d\t%d\t\t%d\n", processes[i].pid, processes[i].burst_time,
processes[i].deadline, processes[i].period);
    }

    int current_time = 0;
    int completed_processes = 0;

    printf("\nScheduling occurs for %d ms\n", processes[0].deadline); // Assuming the
first process has the earliest deadline

    while (completed_processes < num_processes) {
        for (int i = 0; i < num_processes; i++) {
            if (processes[i].remaining_time > 0) {
                printf("%dms : Task %d is running.\n", current_time, processes[i].pid);
                processes[i].remaining_time--;
                current_time++;

                if (processes[i].remaining_time == 0) {
                    completed_processes++;
                }
            }
        }
    }

    printf("\nProcess returned %d (0x%X)\texecution time : %.3f s\n", current_time,
current_time, (float)current_time / 1000.0);

    return 0;
}
```

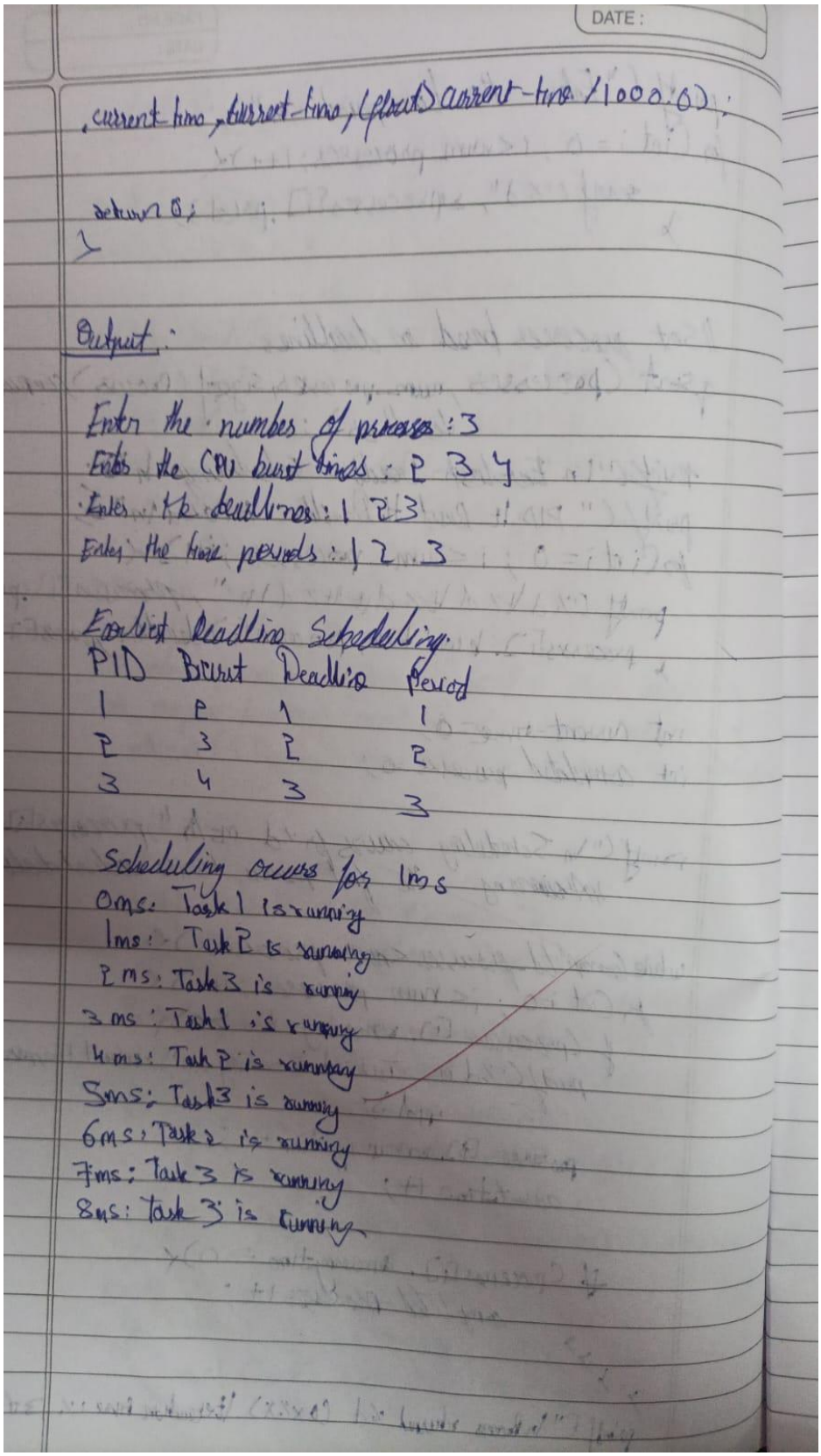
Result:

```
Enter the number of processes: 3
Enter the CPU burst times:
2 3 4
Enter the deadlines:
1 2 3
Enter the time periods:
1 2 3

Earliest Deadline Scheduling:
PID     Burst   Deadline        Period
1       2       1               1
2       3       2               2
3       4       3               3

Scheduling occurs for 1 ms
0ms : Task 1 is running.
1ms : Task 2 is running.
2ms : Task 3 is running.
3ms : Task 1 is running.
4ms : Task 2 is running.
5ms : Task 3 is running.
6ms : Task 2 is running.
7ms : Task 3 is running.
8ms : Task 3 is running.

Process returned 9 (0x9)        execution time : 0.009 s

Process returned 0 (0x0)   execution time : 18.448 s
Press any key to continue.
```



Earliest Deadline

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

typedef struct {
    int pid;
    int burst_time;
    int deadline;
    int period;
    int remaining_time;
} Process;

// Function to compare processes based on their deadlines
int compare_deadlines(const void *a, const void *b) {
    return ((Process*)a)->deadline - ((Process*)b)->deadline;
}

int main() {
    int num_processes;
    printf("Enter the number of processes: ");
    scanf("%d", &num_processes);

    Process processes[num_processes];
    printf("Enter the CPU burst times:\n");
    for (int i = 0; i < num_processes; i++) {
        scanf("%d", &processes[i].burst_time);
        processes[i].pid = i+1;
        processes[i].remaining_time = processes[i].burst_time;
    }
    printf("Enter the deadlines:\n");
    for (int i = 0; i < num_processes; i++) {
        scanf("%d", &processes[i].deadline);
    }
    printf("Enter the time periods:\n");
    for (int i = 0; i < num_processes; i++) {
        scanf("%d", &processes[i].period);
    }

    // Sort processes based on deadlines
    qsort(processes, num_processes, sizeof(Process), compare_deadlines);

    printf("\n Earliest Deadline scheduling:\n");
    printf("PID\t Burst Time\t Deadline\t Period\n");
    for (int i = 0; i < num_processes; i++) {
        printf("%d\t\t %d\t\t %d\t\t %d\n", processes[i].pid,
               processes[i].burst_time, processes[i].deadline, processes[i].period);
    }

    int current_time = 0;
    int completed_processes = 0;

    printf("\n Scheduling occurs for %d ms\n", processes[0].deadline);
    // Assuming the first process has the earliest deadline

    while (completed_processes < num_processes) {
        for (int i = 0; i < num_processes; i++) {
            if (processes[i].remaining_time > 0) {
                printf("%d ms : Task %d is running.\n", current_time,
                       processes[i].pid);
                processes[i].remaining_time--;
                current_time++;

                if (processes[i].remaining_time == 0) {
                    completed_processes++;
                }
            }
        }
    }

    printf("\nProcess returned %d (0x%x) Execution time : %.3f ms
```



DATE :

, current_time, burst_time, (float) current_time / 1000.0);

return 0;
}

Output:

Enter the number of process : 3
Enter the CPU burst times : 2 3 4
Enter the deadlines : 1 2 3
Enter the time periods : 1 2 3

Earliest Deadline Scheduling.

PID	Burst	Deadline	Period
1	2	1	1
2	3	2	2
3	4	3	3

Scheduling occurs for 1ms
0ms: Task 1 is running
1ms: Task 2 is running
2ms: Task 3 is running
3ms: Task 1 is running
4ms: Task 2 is running
5ms: Task 3 is running
6ms: Task 2 is running
7ms: Task 3 is running
8ms: Task 3 is running

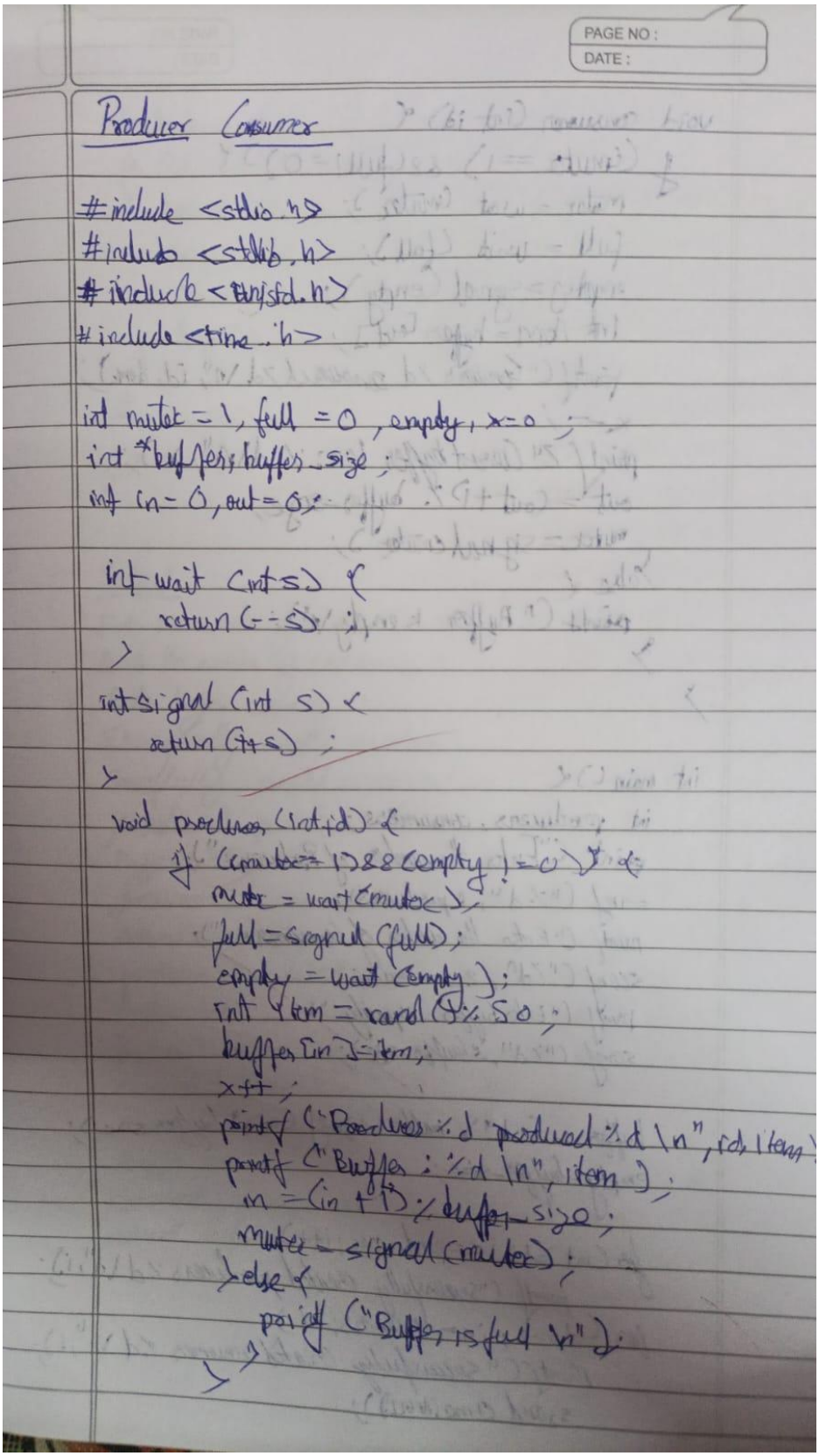
Program - 5
Question: Write a C program to simulate producer-consumer problem using semaphores

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <time.h>
int mutex = 1, full = 0, empty, x = 0;
int *buffer, buffer_size;
int in = 0, out = 0;
int wait(int s) {
   return (--s);
}
int signal(int s) {
   return (++s);
}

void producer(int id) {
   if ((mutex == 1) && (empty != 0)) {
      mutex = wait(mutex);
      full = signal(full);
      empty = wait(empty);
      int item = rand() % 50;
      buffer[in] = item;
      x++;
      printf("Producer %d produced %d\n", id, item);
      printf("Buffer:%d\n", item);
      in = (in + 1) % buffer_size;
      mutex = signal(mutex);
   } else {
      printf("Buffer is full\n");
   }
}

void consumer(int id) {
   if ((mutex == 1) && (full != 0)) {
      mutex = wait(mutex);
      full = wait(full);
      empty = signal(empty);
      int item = buffer[out];
      printf("Consumer %d consumed %d\n", id, item);
      x--;
```

```
        printf("Current buffer len: %d\n", x);
        out = (out + 1) % buffer_size;
        mutex = signal(mutex);
    } else {
        printf("Buffer is empty\n");
    }
}
int main() {
    int producers, consumers;
    printf("Enter the number of Producers:");
    scanf("%d", &producers);
    printf("Enter the number of Consumers:");
    scanf("%d", &consumers);
    printf("Enter buffer capacity:");
    scanf("%d", &buffer_size);
    buffer = (int *)malloc(sizeof(int) * buffer_size);
    empty = buffer_size;
    for (int i = 1; i <= producers; i++)
        printf("Successfully created producer %d\n", i);
    for (int i = 1; i <= consumers; i++)
        printf("Successfully created consumer %d\n", i);
    srand(time(NULL));
    int iterations = 10;
    for (int i = 0; i < iterations; i++) {
        producer(1);
        sleep(1);
        consumer(2);
        sleep(1);
    }
    free(buffer);
    return 0;
}
```

Result:

```
Enter the number of Producers:1
Enter the number of Consumers:1
Enter buffer capacity:1
Successfully created producer 1
Successfully created consumer 1
Producer 1 produced 24
Buffer:24
Consumer 2 consumed 24
Current buffer len: 0
Producer 1 produced 37
Buffer:37
Consumer 2 consumed 37
Current buffer len: 0
Producer 1 produced 26
Buffer:26
Consumer 2 consumed 26
Current buffer len: 0
Producer 1 produced 46
Buffer:46
Consumer 2 consumed 46
Current buffer len: 0
Producer 1 produced 34
Buffer:34
Consumer 2 consumed 34
Current buffer len: 0
Producer 1 produced 13
Buffer:13
Consumer 2 consumed 13
Current buffer len: 0
Producer 1 produced 22
Buffer:22
Consumer 2 consumed 22
Current buffer len: 0
Producer 1 produced 3
Buffer:3
Consumer 2 consumed 3
Current buffer len: 0
Producer 1 produced 12
Buffer:12
Consumer 2 consumed 12
Current buffer len: 0
Producer 1 produced 14
Buffer:14
Consumer 2 consumed 14
Current buffer len: 0

Process returned 0 (0x0)   execution time : 29.417 s
Press any key to continue.
```



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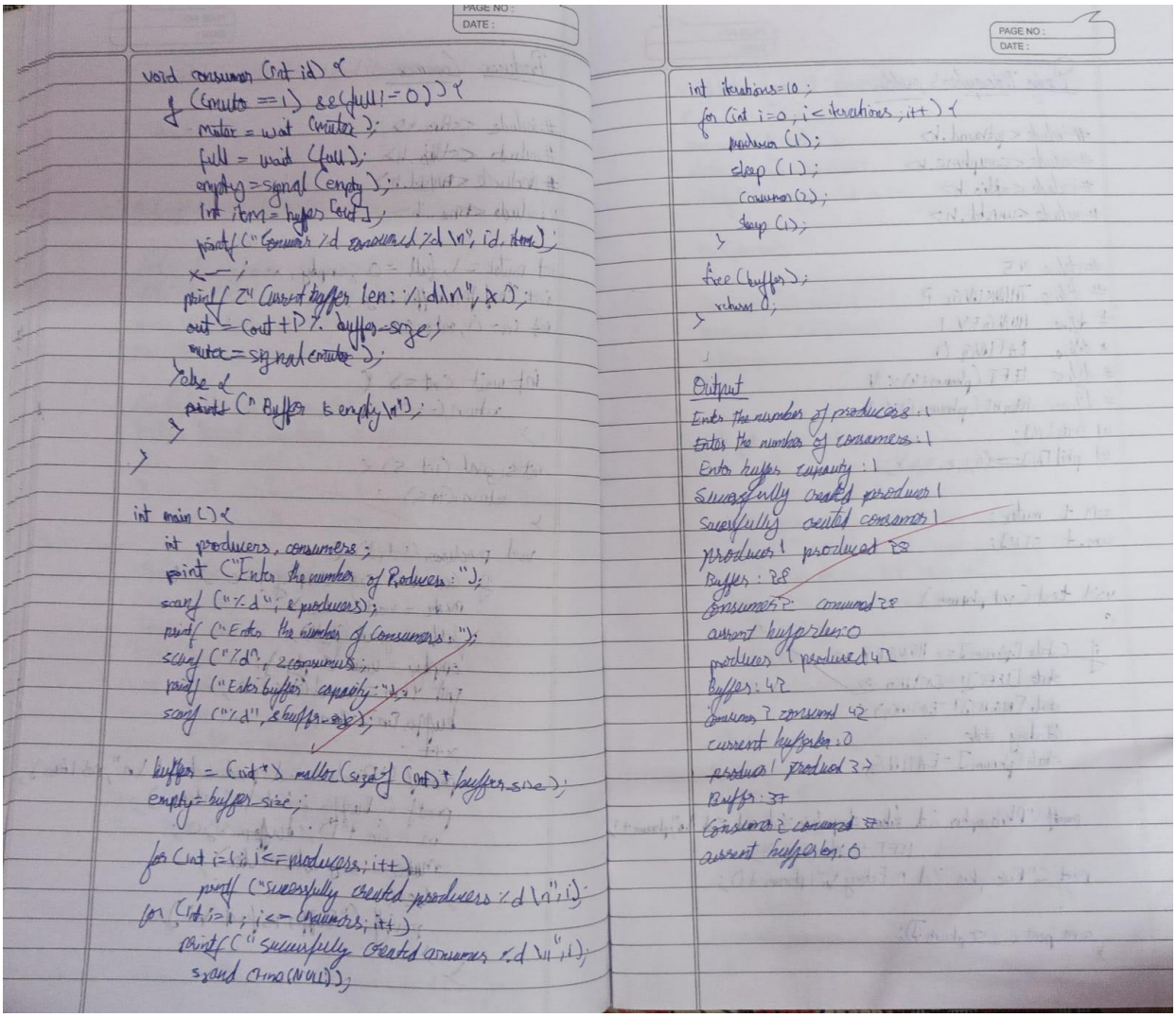
Producer Consumer

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <time.h>

int mutex = 1, full = 0, empty, x = 0;
int *buffer, buffer_size;
int in = 0, out = 0;

int wait (int s) {
    return (--s);
}

int signal (int s) {
    return (++s);
}

void producer (int id) {
    if (mutex == 1 && empty != 0) {
        mutex = wait (mutex);
        full = signal (full);
        empty = wait (empty);
        int item = rand () % 50;
        buffer [in] = item;
        x++;
        printf ("Producer %d produced %d \n", id, item);
        printf ("Buffer : %d \n", item);
        in = (in + 1) % buffer_size;
        mutex = signal (mutex);
    } else {
        printf ("Buffer is full \n");
    }
}
```



```
void consumer(int id){
    if (consumed == 1) && (full != 0)){
        mutex = wait(mutex);
        full = wait(full);
        empty = signal(empty);
        int item = buffer[out];
        printf("Consumer %d consumed %d\n", id, item);
        x--;
        printf("Current buffer len: %d\n", x);
        out = (out+1)%buffer_size;
        mutex = signal(mutex);
    }else{
        printf("Buffer is empty\n");
    }
}

int main(){
    int producers, consumers;
    printf("Enter the number of Producers: ");
    scanf("%d", &producers);
    printf("Enter the number of Consumers: ");
    scanf("%d", &consumers);
    printf("Enter buffer capacity: ");
    scanf("%d", &buffer_size);

    buffer = (int*) malloc(sizeof(int) * buffer_size);
    empty = buffer_size;

    for(int i=1; i<=producers; i++)
        printf("Successfully created producers: %d\n", i);
    for(int i=1; i<=consumers; i++)
        printf("Successfully created consumers: %d\n", i);
    srand(time(NULL));
```

```
    int iterations=10;
    for(int i=0; i<iterations; i++){
        producer(1);
        sleep(1);
        consumer(2);
        sleep(1);
    }

    free(buffer);
    return 0;
}
```

Output

```
Enter the number of producers: 1
Enter the number of consumers: 1
Enter buffer capacity: 1
Successfully created producer 1
Successfully created consumer 1
producer 1 produced 28
Buffer: 28
Consumer 2: consumed 28
current buffer len: 0
producer 1 produced 42
Buffer: 42
Consumer 2 consumed 42
current buffer len: 0
producer 1 produced 37
Buffer: 37
Consumer 2 consumed 37
current buffer len: 0
```

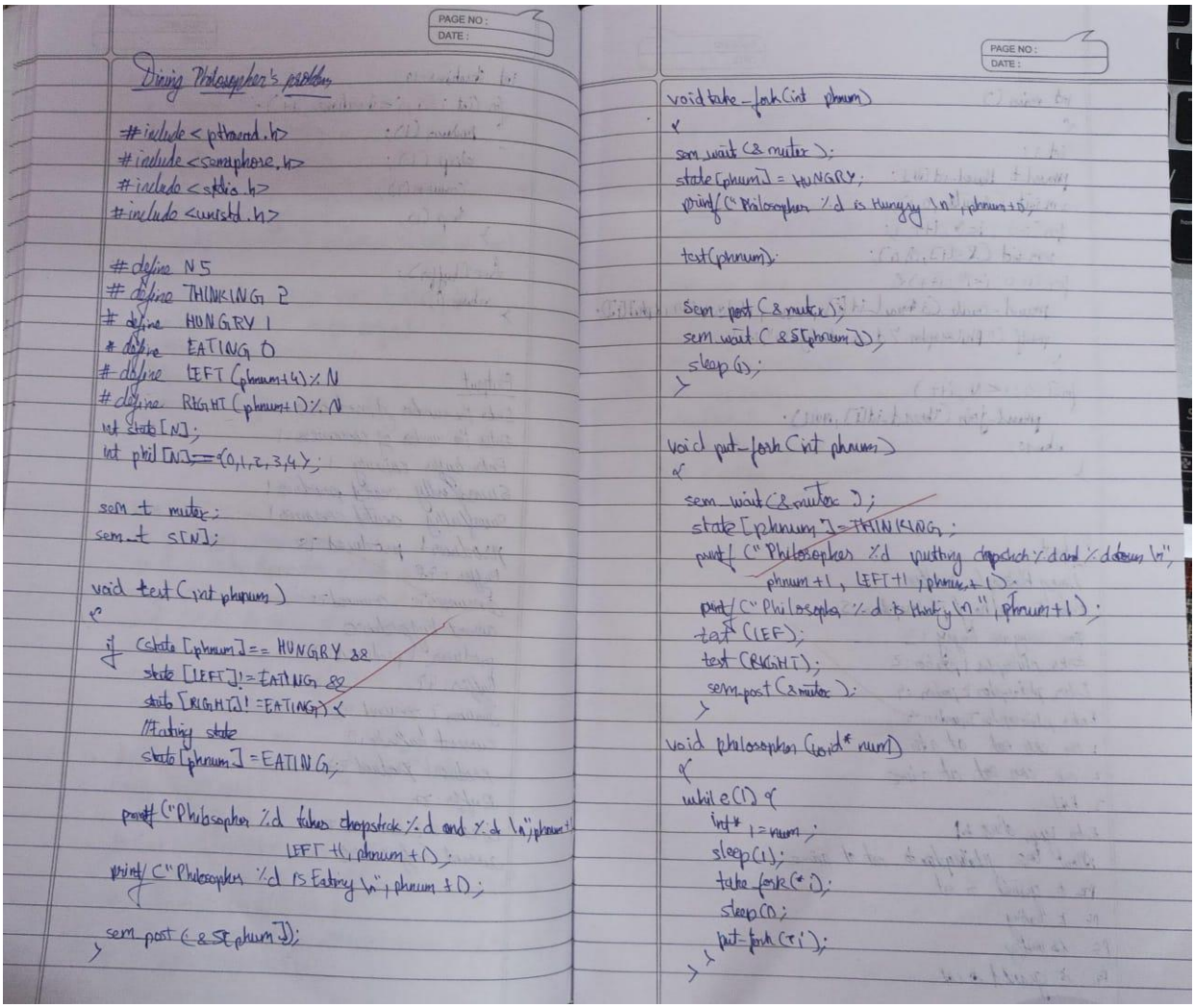
Program -6
Question: Write a C program to simulate the concept of Dining Philosophers problem.

```
#include <pthread.h>
#include <semaphore.h>
#include <stdio.h>
#include <unistd.h>
#define N 5
#define THINKING 2
#define HUNGRY 1
#define EATING 0
#define LEFT (phnum + 4) % N
#define RIGHT (phnum + 1) % N
int state[N];
int phil[N] = { 0, 1, 2, 3, 4 };
sem_t mutex;
sem_t S[N];
void test(int phnum)
{
   if (state[phnum] == HUNGRY &&
      state[LEFT] != EATING &&
      state[RIGHT] != EATING) {
      // Eating state
      state[phnum] = EATING;
      printf("Philosopher %d takes chopstick %d and %d\n", phnum + 1, LEFT + 1, phnum + 1);
      printf("Philosopher %d is Eating\n", phnum + 1);
      sem_post(&S[phnum]);
   }
}
void take_fork(int phnum)
{
   sem_wait(&mutex);
   state[phnum] = HUNGRY;
   printf("Philosopher %d is Hungry\n", phnum + 1);
   test(phnum);
   sem_post(&mutex);
   sem_wait(&S[phnum]);
   sleep(1);
}
void put_fork(int phnum)
{
   sem_wait(&mutex);
```

```
    state[phnum] = THINKING;
    printf("Philosopher %d putting chopstick %d and %d down\n", phnum + 1, LEFT + 1, phnum +
1);
    printf("Philosopher %d is thinking\n", phnum + 1);
    test(LEFT);
    test(RIGHT);
    sem_post(&mutex);
}
void* philosopher(void* num)
{
    while (1) {
        int* i = num;
        sleep(1);
        take_fork(*i);
        sleep(1);
        put_fork(*i);
    }
}
int main()
{
    int i;
    pthread_t thread_id[N];
    sem_init(&mutex, 0, 1);
    for (i = 0; i < N; i++)
        sem_init(&S[i], 0, 0);
    for (i = 0; i < N; i++) {
        pthread_create(&thread_id[i], NULL, philosopher, &phil[i]);
        printf("Philosopher %d is thinking\n", i + 1);
    }

    for (i = 0; i < N; i++)
        pthread_join(thread_id[i], NULL);

    return 0;
}
```

Result:

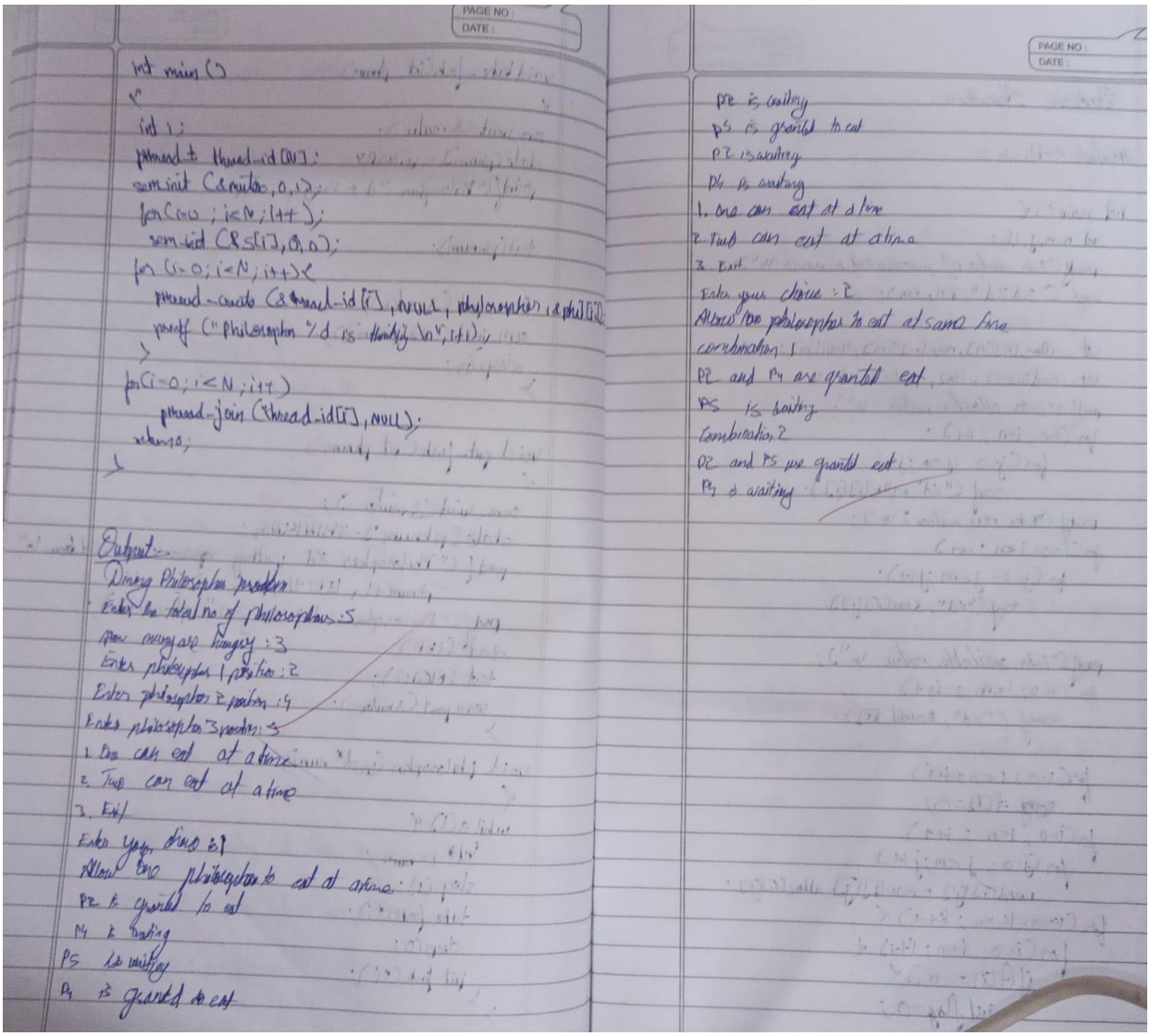
```
Philosopher 5 is thinking
Philosopher 1 takes chopstick 5 and 1
Philosopher 1 is Eating
Philosopher 3 putting chopstick 2 and 3 down
Philosopher 3 is thinking
Philosopher 4 takes chopstick 3 and 4
Philosopher 4 is Eating
Philosopher 3 is Hungry
Philosopher 5 is Hungry
Philosopher 1 putting chopstick 5 and 1 down
Philosopher 1 is thinking
Philosopher 2 takes chopstick 1 and 2
Philosopher 2 is Eating
Philosopher 4 putting chopstick 3 and 4 down
Philosopher 4 is thinking
Philosopher 5 takes chopstick 4 and 5
Philosopher 5 is Eating
Philosopher 1 is Hungry
Philosopher 4 is Hungry
Philosopher 5 putting chopstick 4 and 5 down
Philosopher 5 is thinking
Philosopher 4 takes chopstick 3 and 4
Philosopher 4 is Eating
Philosopher 2 putting chopstick 1 and 2 down
Philosopher 2 is thinking
Philosopher 1 takes chopstick 5 and 1
Philosopher 1 is Eating
Philosopher 2 is Hungry
Philosopher 5 is Hungry
Philosopher 1 putting chopstick 5 and 1 down
Philosopher 1 is thinking
Philosopher 2 takes chopstick 1 and 2
Philosopher 2 is Eating
Philosopher 4 putting chopstick 3 and 4 down
Philosopher 4 is thinking
Philosopher 5 takes chopstick 4 and 5
Philosopher 5 is Eating
Philosopher 1 is Hungry
Philosopher 4 is Hungry
Philosopher 5 putting chopstick 4 and 5 down
Philosopher 5 is thinking
Philosopher 4 takes chopstick 3 and 4
Philosopher 4 is Eating
Philosopher 2 putting chopstick 1 and 2 down
Philosopher 2 is thinking
Philosopher 1 takes chopstick 5 and 1
Philosopher 1 is Eating
Philosopher 2 is Hungry
Philosopher 5 is Hungry
Philosopher 1 putting chopstick 5 and 1 down
Philosopher 1 is thinking
Philosopher 2 takes chopstick 1 and 2
Philosopher 2 is Eating
Philosopher 4 putting chopstick 3 and 4 down
Philosopher 4 is thinking
Philosopher 5 takes chopstick 4 and 5
Philosopher 5 is Eating
Philosopher 1 is Hungry
Philosopher 4 is Hungry
```



Dining Philosopher's problem

```
#include <pthread.h>
#include <semaphore.h>
#include <stdio.h>
#include <unistd.h>

#define N 5
#define THINKING 2
#define HUNGRY 1
#define EATING 0
#define LEFT (phnum+4)%N
#define RIGHT (phnum+1)%N
int state[N];
int phil[N]={0,1,2,3,4};

sem_t mutex;
sem_t S[N];

void test(int phnum)
{
  if (state[phnum]== HUNGRY &&
      state[LEFT]!=EATING &&
      state[RIGHT]!=EATING)
  {
    //Eating state
    state[phnum]=EATING;

    printf("Philosopher %d takes chopstick %d and %d\n",phnum+1,
                                    LEFT+1,phnum+1);
    printf("Philosopher %d IS Eating\n",phnum+1);

    sem_post(&S[phnum]);
  }
}
```

```
void take_fork(int phnum)
{
  sem_wait(&mutex);
  state[phnum]=HUNGRY;
  printf("Philosopher %d is Hungry\n",phnum+1);

  test(phnum);

  sem_post(&mutex);
  sem_wait(&S[phnum]);
  sleep(1);
}

void put_fork(int phnum)
{
  sem_wait(&mutex);
  state[phnum]=THINKING;
  printf("Philosopher %d putting chopstick %d and %d down\n",
        phnum+1, LEFT+1, phnum+1);
  printf("Philosopher %d is thinking\n",phnum+1);
  test(LEFT);
  test(RIGHT);
  sem_post(&mutex);
}
void philosopher(void* num)
{
  while(1){
    int* i=num;
    sleep(1);
    take_fork(*i);
    sleep(0);
    put_fork(*i);
  }
}
```



```
int main()
{
int i;
pthread_t thread_id[N];
sem_init(&mutex,0,1);
for(i=0;i<N;i++);
  sem_init(&S[i],0,0);
for(i=0;i<N;i++){
  pthread_create(&thread_id[i],NULL,philosopher,&phil[i]);
  printf("Philosophor %d is thinking\n",i+1);
}
for(i=0;i<N;i++)
  pthread_join(thread_id[i],NULL);
return 0;
}
```

Output:-

```
Dining Philosophers problem
Enter the total no of philosophers:5
How many are hungry:3
Enter philosopher 1 position:2
Enter philosopher 2 position:4
Enter philosopher 3 position:5
1. One can eat at a time
2. Two can eat at a time
3. Exit
Enter your choice:2
Allow two philosophers to eat at same time
P2 is granted to eat
P4 is waiting
P5 is waiting
P1 is granted to eat
```

```
P2 is waiting
P5 is granted to eat
P2 is waiting
P4 is waiting
1. One can eat at a time
2. Two can eat at a time
3 Exit
Enter your choice:2
Allow two philosophers to eat at same time
combination 1
P2 and P4 are granted eat
P5 is waiting
Combination 2
P2 and P5 are granted eat
P4 is waiting
```

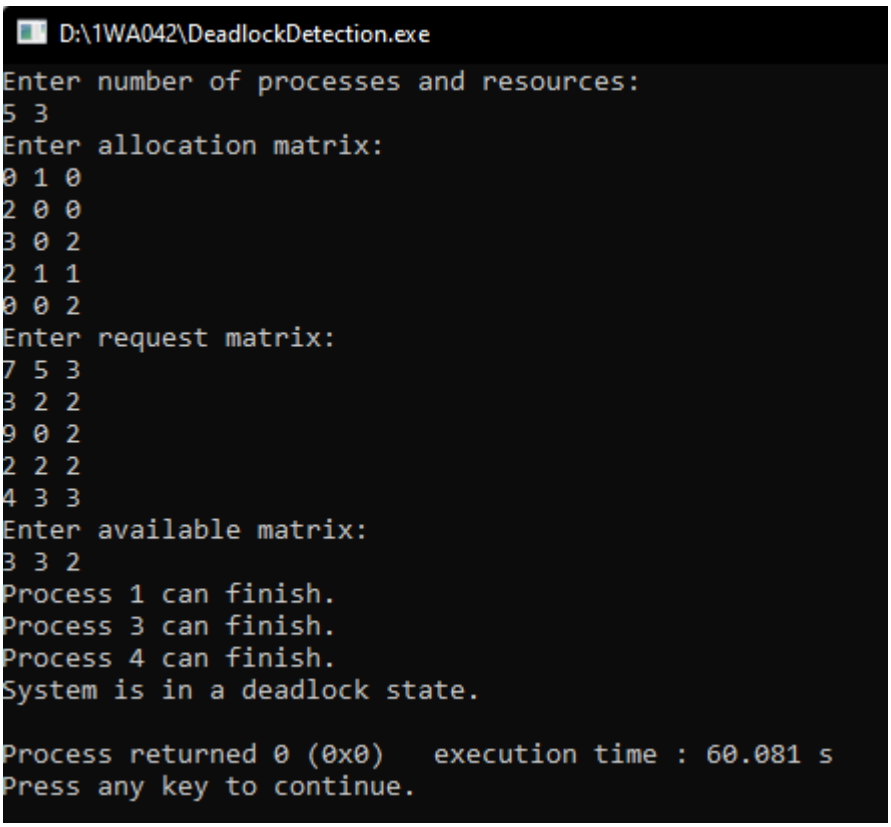
Program -7
Question: Write a C program to simulate Bankers algorithm for the purpose of deadlock avoidance.

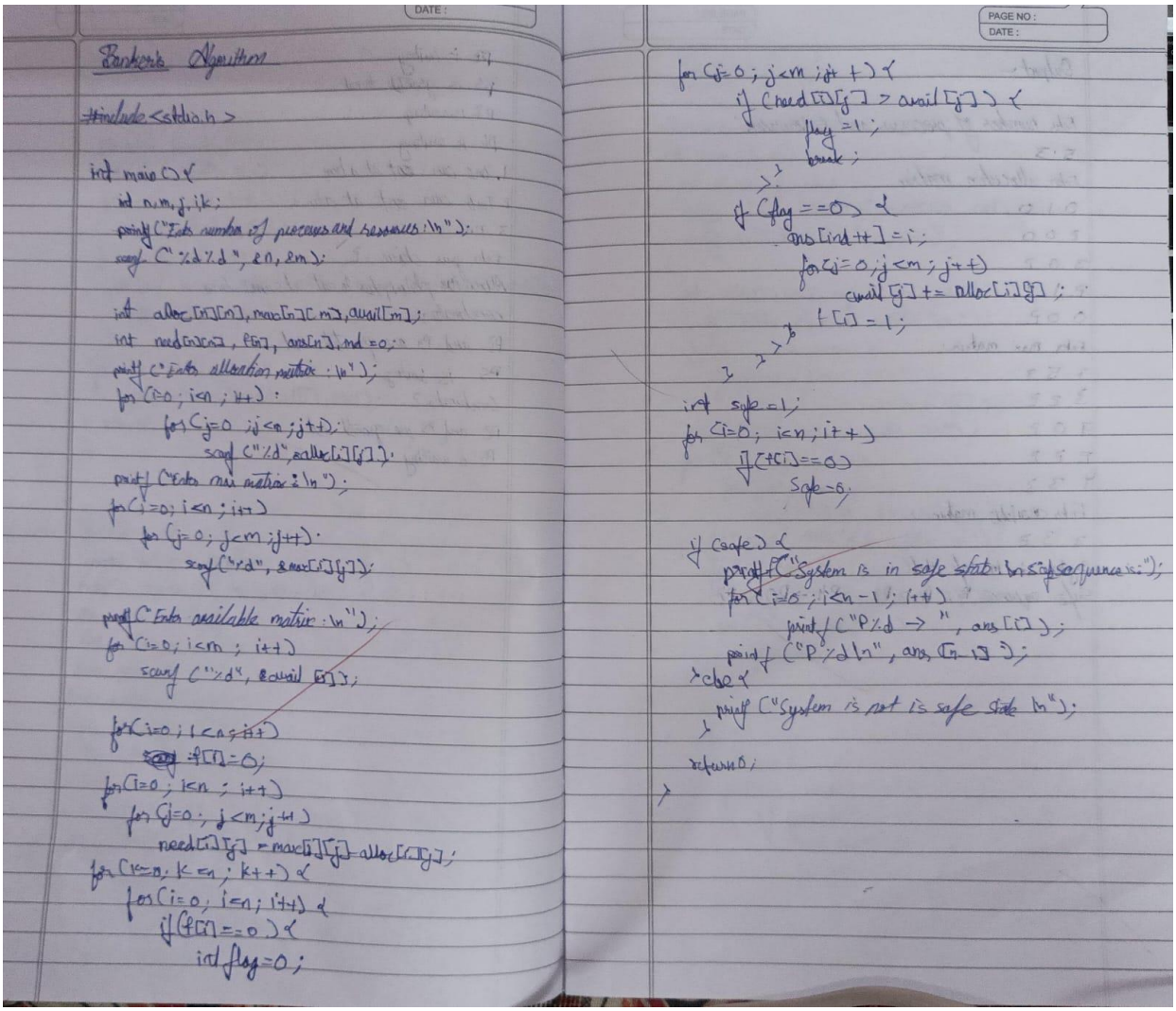
Program -8
Question: Write a C program to simulate deadlock detection

```
#include <stdio.h>
int main() {
   int n, m, i, j, k;
   printf("Enter number of processes and resources:\n");
   scanf("%d %d", &n, &m);
   int alloc[n][m], req[n][m], avail[m], finish[n];
   printf("Enter allocation matrix:\n");
   for (i = 0; i < n; i++)
      for (j = 0; j < m; j++)
         scanf("%d", &alloc[i][j]);
   printf("Enter request matrix:\n");
   for (i = 0; i < n; i++)
      for (j = 0; j < m; j++)
         scanf("%d", &req[i][j]);
   printf("Enter available matrix:\n");
   for (i = 0; i < m; i++)
      scanf("%d", &avail[i]);
   for (i = 0; i < n; i++)
      finish[i] = 0;
   int done;
   do {
      done = 0;
      for (i = 0; i < n; i++) {
         if (finish[i] == 0) {
            int canFinish = 1;
            for (j = 0; j < m; j++) {
               if (req[i][j] > avail[j]) {
                  canFinish = 0;
                  break;
               }
            }
            if (canFinish) {
               for (j = 0; j < m; j++)
                  avail[j] += alloc[i][j];
               finish[i] = 1;
               done = 1;
```

```
                printf("Process %d can finish.\n", i);
            }
        }
    }
} while (done);

int deadlock = 0;
for (i = 0; i < n; i++)
    if (finish[i] == 0)
        deadlock = 1;
if (deadlock)
    printf("System is in a deadlock state.\n");
else
    printf("System is not in a deadlock state.\n");

return 0;
}
```

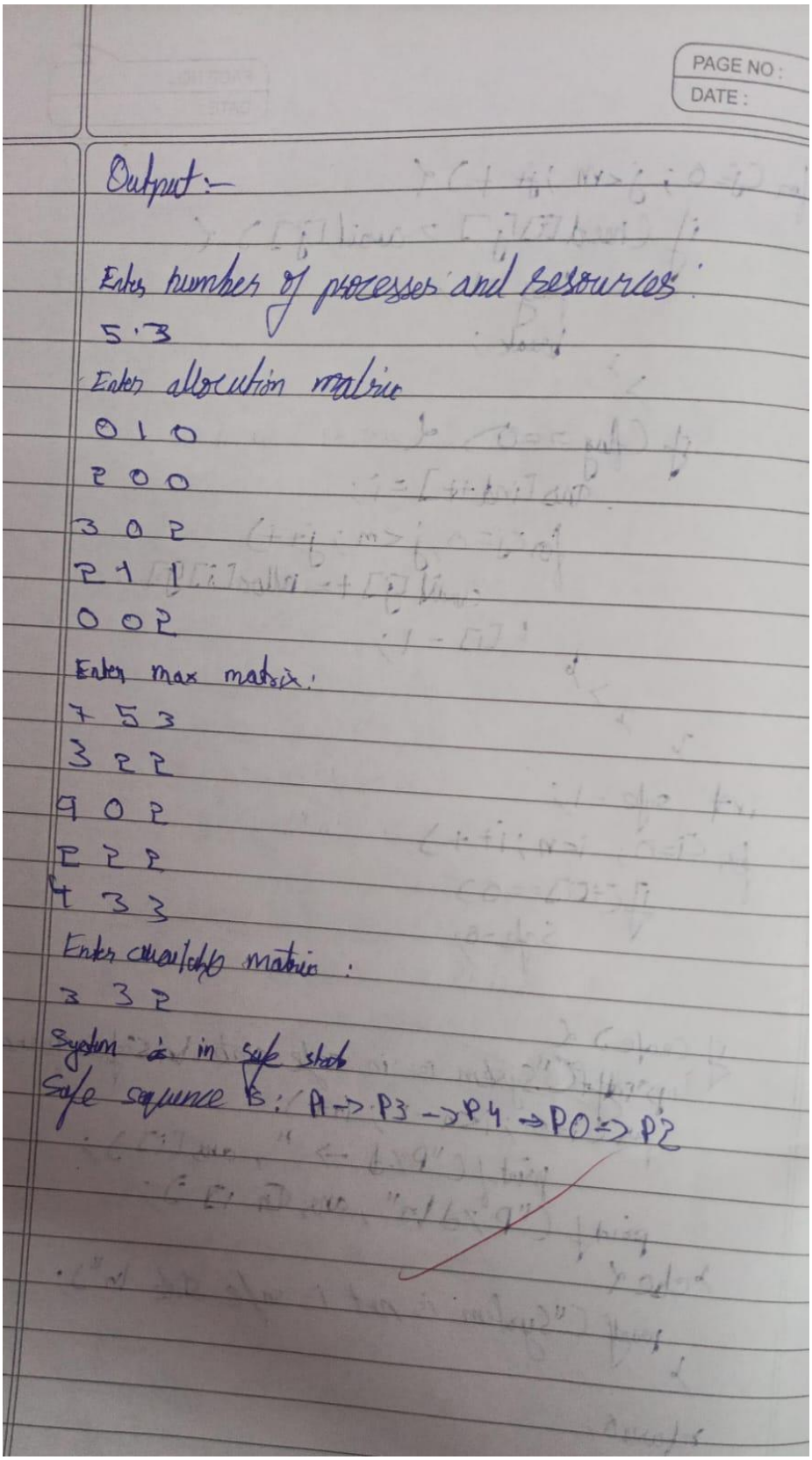
Result:





Bankers Algorithm

```
#include<stdio.h>

int main(){
    int n,m,j,ik;
    printf("Enter number of processes and resources:\n");
    scanf("%d%d",&n,&m);

    int alloc[n][m],max[n][m],avail[m];
    int need[n][m],f[n],ans[n],ind=0;
    printf("Enter allocation matrix:\n");
    for(i=0;i<n;i++):
        for(j=0;j<m;j++):
            scanf("%d",&alloc[i][j]);
    printf("Enter max matrix:\n");
    for(i=0;i<n;i++)
        for(j=0;j<m;j++):
            scanf("%d",&max[i][j]);

    printf("Enter available matrix:\n");
    for(i=0;i<m;i++)
        scanf("%d",&avail[i]);

    for(i=0;i<n;i++)
        f[i]=0;
    for(i=0;i<n;i++)
        for(j=0;j<m;j++)
            need[i][j]=max[i][j]-alloc[i][j];
    for(k=0;k<n;k++){
        for(i=0;i<n;i++){
            if(f[i]==0){
                int flag=0;
                for(j=0;j<m;j++){
                    if(need[i][j]>avail[j]){
                        flag=1;
                        break;
                    }
                }
                if(flag==0){
                    ans[ind++]=i;
                    for(j=0;j<m;j++)
                        avail[j]+=alloc[i][j];
                    f[i]=1;
                }
            }
        }
    }
    int safe=1;
    for(i=0;i<n;i++)
        if(f[i]==0)
            safe=0;

    if(safe){
        printf("System is in safe state.\nSafe sequence is:");
        for(i=0;i<n-1;i++)
            printf("P%d -> ",ans[i]);
        printf("P%d\n",ans[n-1]);
    }else{
        printf("System is not is safe state\n");
    }

    return 0;
}
```



Output:-

Enter number of processes and resources:
5 3
Enter allocation matrix
0 1 0
2 0 0
3 0 2
2 1 1
0 0 2
Enter max matrix:
7 5 3
3 2 2
9 0 2
2 2 2
4 3 3
Enter available matrix:
3 3 2
System is in safe state
Safe sequence is: P1 -> P3 -> P4 -> P0 -> P2

Program 8:
Question: Write a C program to simulate deadlock detection

```
#include <stdio.h>
int main() {
   int n, m, i, j, k;
   printf("Enter number of processes and resources:\n");
   scanf("%d %d", &n, &m);

   int alloc[n][m], req[n][m], avail[m], finish[n];

   printf("Enter allocation matrix:\n");
   for (i = 0; i < n; i++)
      for (j = 0; j < m; j++)
         scanf("%d", &alloc[i][j]);

   printf("Enter request matrix:\n");
   for (i = 0; i < n; i++)
      for (j = 0; j < m; j++)
         scanf("%d", &req[i][j]);

   printf("Enter available matrix:\n");
   for (i = 0; i < m; i++)
      scanf("%d", &avail[i]);

   for (i = 0; i < n; i++)
      finish[i] = 0;

   int done;
   do {
      done = 0;
      for (i = 0; i < n; i++) {
         if (finish[i] == 0) {
            int canFinish = 1;
            for (j = 0; j < m; j++) {
               if (req[i][j] > avail[j]) {
                  canFinish = 0;
                  break;
               }
            }
            if (canFinish) {
               for (j = 0; j < m; j++)
                  avail[j] += alloc[i][j];
               finish[i] = 1;
```

```
                done = 1;
                printf("Process %d can finish.\n", i);
            }
        }
    }
} while (done);

int deadlock = 0;
for (i = 0; i < n; i++)
    if (finish[i] == 0)
        deadlock = 1;

if (deadlock)
    printf("System is in a deadlock state.\n");
else
    printf("System is not in a deadlock state.\n");

return 0;
}
```

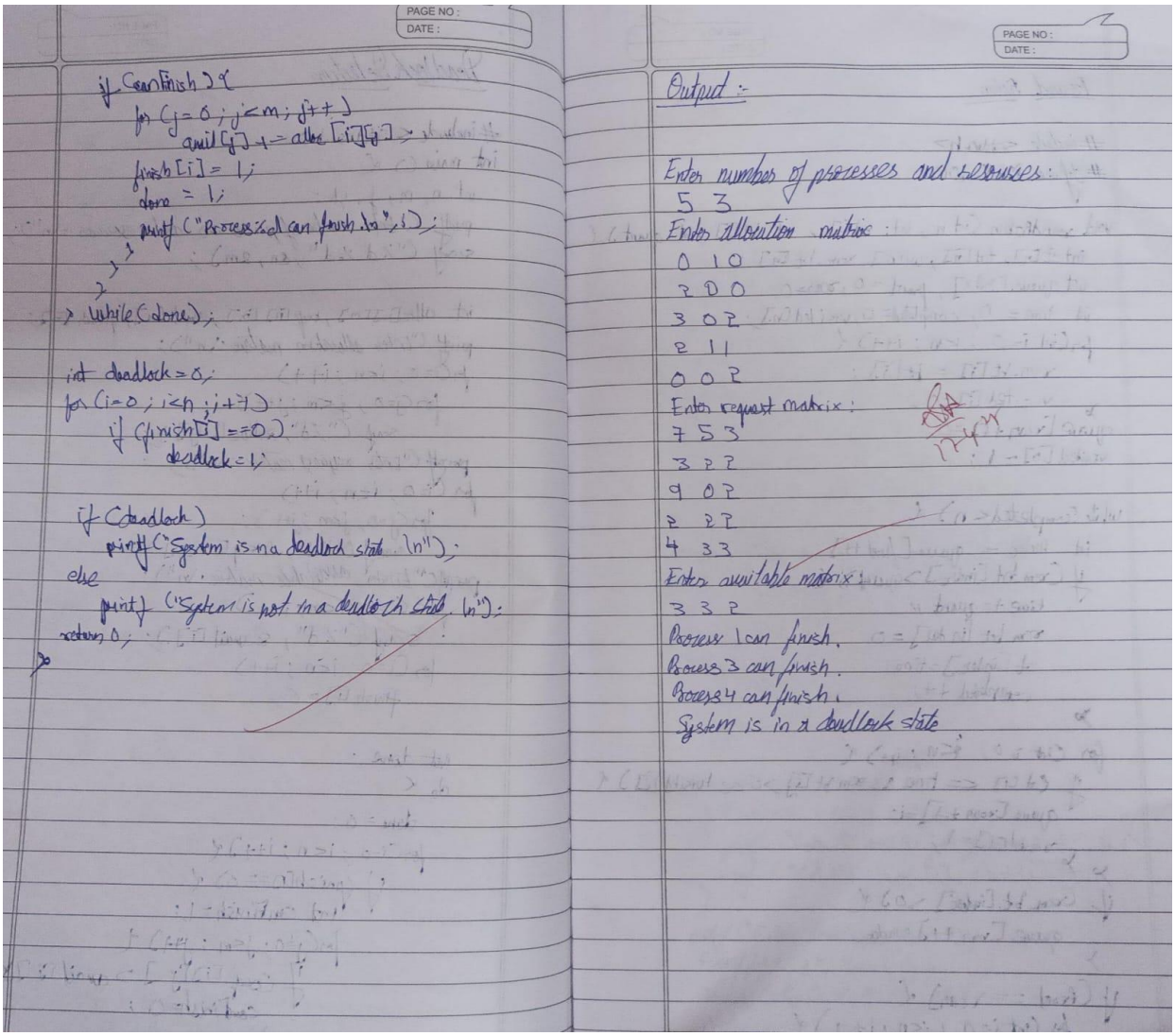
Result:

```
Enter number of processes and resources:
5 3
Enter allocation matrix:
0 1 0
2 0 0
3 0 2
2 1 1
0 0 2
Enter request matrix:
7 5 3
3 2 2
9 0 2
2 2 2
4 3 3
Enter available matrix:
3 3 2
Process 1 can finish.
Process 3 can finish.
Process 4 can finish.
System is in a deadlock state.
```

PAGE NO :
DATE :

Deadlock Detection

```
#include <stdio.h>
int main() {
  int n, m, j, i, k;
  printf("Enter number of processes and resources :\n");
  scanf("%d %d", &n, &m);

  int alloc[n][m], req[n][m], avail[m], finish[n];
  printf("Enter allocation matrix :\n");
  for(i=0; i<n; i++)
    for(j=0; j<m; j++)
      scanf("%d", &alloc[i][j]);
  printf("Enter request matrix :\n");
  for(i=0; i<n; i++)
    for(j=0; j<m; j++)
      scanf("%d", &req[i][j]);
  printf("Enter available matrix :\n");
  for(i=0; i<m; i++)
    scanf("%d", &avail[i]);
  for(i=0; i<n; i++)
    finish[i] = 0;

  int done;
  do {
    done = 0;
    for(i=0; i<n; i++) {
      if(finish[i] == 0) {
        int canFinish = 1;
        for(j=0; j<m; j++) {
          if(req[i][j] > avail[j]) {
            canFinish = 0;
            break;
```



```
if (canFinish) {
    for (j=0; j<m; j++)
        avail[j] += alloc[i][j];
    finish[i] = 1;
    done = 1;
    printf("Process %d can finish.\n", i);
}
}
} while (done);

int deadlock = 0;
for (i=0; i<n; i++)
    if (finish[i] == 0)
        deadlock = 1;

if (deadlock)
    printf("System is in a deadlock state.\n");
else
    printf("System is not in a deadlock state.\n");
return 0;
}
```

Output :-

```
Enter number of processes and resources:
5 3
Enter allocation matrix:
0 1 0
2 0 0
3 0 2
2 1 1
0 0 2
Enter request matrix:
7 5 3
3 2 2
9 0 2
2 2 2
4 3 3
Enter available matrix:
3 3 2
Process 1 can finish.
Process 3 can finish.
Process 4 can finish.
System is in a deadlock state.
```

Program 9:

Question:Write a C program to simulate the following contiguous memory allocation techniques

a) Worst Fit
b) Best Fit
c) First Fit

→Worst Fit

```
#include <stdio.h>

struct Block {
   int block_no;
   int block_size;
   int is_free;
};

struct File {
   int file_no;
   int file_size;
};

void worstFit(struct Block blocks[], int n_blocks, struct File files[], int n_files) {
   printf("\nMemory Management Scheme - Worst Fit\n");
   printf("File_no\tFile_size\tBlock_no\tBlock_size\tFragment\n");

   for (int i = 0; i < n_files; i++) {
      int worst_fit_block = -1;
      int max_fragment = -1;

      for (int j = 0; j < n_blocks; j++) {
         if (blocks[j].is_free && blocks[j].block_size >= files[i].file_size) {
            int fragment = blocks[j].block_size - files[i].file_size;
            if (fragment > max_fragment) {
               max_fragment = fragment;
               worst_fit_block = j;
            }
         }
      }

      if (worst_fit_block != -1) {
         blocks[worst_fit_block].is_free = 0;
         printf("%d\t%d\t\t%d\t\t%d\n",
               files[i].file_no,
               files[i].file_size,
               blocks[worst_fit_block].block_no,
               blocks[worst_fit_block].block_size,
               max_fragment);
      } else {
```

```
            printf("%d\t%d\t\tNot Allocated\n", files[i].file_no, files[i].file_size);
        }
    }
}

int main() {
    int n_blocks, n_files;

    printf("Enter the number of blocks: ");
    scanf("%d", &n_blocks);
    struct Block blocks[n_blocks];
    for (int i = 0; i < n_blocks; i++) {
        blocks[i].block_no = i + 1;
        printf("Enter the size of block %d: ", i + 1);
        scanf("%d", &blocks[i].block_size);
        blocks[i].is_free = 1;
    }
    printf("Enter the number of files: ");
    scanf("%d", &n_files);
    struct File files[n_files];
    for (int i = 0; i < n_files; i++) {
        files[i].file_no = i + 1;
        printf("Enter the size of file %d: ", i + 1);
        scanf("%d", &files[i].file_size);
    }
    worstFit(blocks, n_blocks, files, n_files);

    return 0;
}
```

Result:

```
Enter the number of blocks: 5
Enter the size of block 1: 100
Enter the size of block 2: 500
Enter the size of block 3: 200
Enter the size of block 4: 300
Enter the size of block 5: 600
Enter the number of files: 4
Enter the size of file 1: 212
Enter the size of file 2: 417
Enter the size of file 3: 112
Enter the size of file 4: 426

Memory Management Scheme - Worst Fit
File_no File_size       Block_no        Block_size      Fragment
1       212             5               600             388
2       417             2               500             83
3       112             4               300             188
4       426             Not Allocated
```

→Best Fit

```
#include <stdio.h>
struct Block {
   int block_no;
   int block_size;
   int is_free;
};
struct File {
   int file_no;
   int file_size;
};
void bestFit(struct Block blocks[], int n_blocks, struct File files[], int n_files) {
   printf("\nMemory Management Scheme - Best Fit\n");
   printf("File_no\tFile_size\tBlock_no\tBlock_size\tFragment\n");

   for (int i = 0; i < n_files; i++) {
      int best_fit_block = -1;
      int min_fragment = 10000; // Large initial value

      for (int j = 0; j < n_blocks; j++) {
         if (blocks[j].is_free && blocks[j].block_size >= files[i].file_size) {
            int fragment = blocks[j].block_size - files[i].file_size;
            if (fragment < min_fragment) {
               min_fragment = fragment;
               best_fit_block = j;
            }
         }
      }

      if (best_fit_block != -1) {
         blocks[best_fit_block].is_free = 0;
         printf("%d\t%d\t\t%d\t\t%d\t\t%d\n",
               files[i].file_no,
               files[i].file_size,
               blocks[best_fit_block].block_no,
               blocks[best_fit_block].block_size,
               min_fragment);
      } else {
         printf("%d\t%d\t\tNot Allocated\n", files[i].file_no, files[i].file_size);
      }
   }
}

int main() {
   int n_blocks, n_files;

   printf("Enter the number of blocks: ");
   scanf("%d", &n_blocks);
```

```
    struct Block blocks[n_blocks];

    for (int i = 0; i < n_blocks; i++) {
        blocks[i].block_no = i + 1;
        printf("Enter the size of block %d: ", i + 1);
        scanf("%d", &blocks[i].block_size);
        blocks[i].is_free = 1;
    }

    printf("Enter the number of files: ");
    scanf("%d", &n_files);

    struct File files[n_files];

    for (int i = 0; i < n_files; i++) {
        files[i].file_no = i + 1;
        printf("Enter the size of file %d: ", i + 1);
        scanf("%d", &files[i].file_size);
    }

    bestFit(blocks, n_blocks, files, n_files);

    return 0;
}
```

Result:

```
Enter the number of blocks: 5
Enter the size of block 1: 100
Enter the size of block 2: 500
Enter the size of block 3: 200
Enter the size of block 4: 300
Enter the size of block 5: 600
Enter the number of files: 4
Enter the size of file 1: 212
Enter the size of file 2: 417
Enter the size of file 3: 113
Enter the size of file 4: 426

Memory Management Scheme - Best Fit
File_no File_size       Block_no        Block_size      Fragment
1       212             4               300             88
2       417             2               500             83
3       113             3               200             87
4       426             5               600             174
```

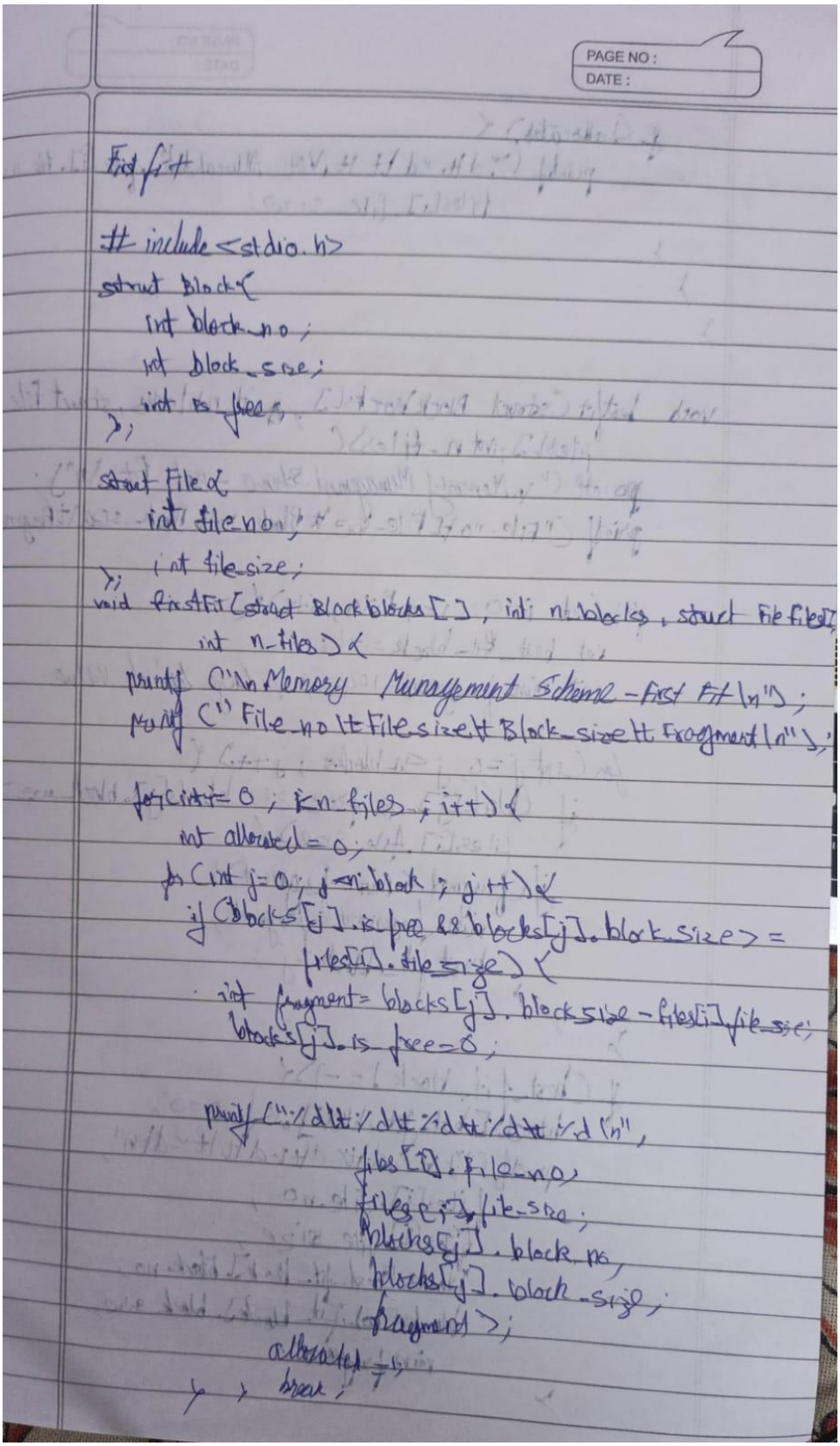
→First Fit

```
#include <stdio.h>

struct Block {
   int block_no;
   int block_size;
   int is_free;
};

struct File {
   int file_no;
   int file_size;
};

void firstFit(struct Block blocks[], int n_blocks, struct File files[], int n_files) {
   printf("\nMemory Management Scheme - First Fit\n");
   printf("File_no\tFile_size\tBlock_no\tBlock_size\tFragment\n");

   for (int i = 0; i < n_files; i++) {
      int allocated = 0;
      for (int j = 0; j < n_blocks; j++) {
         if (blocks[j].is_free && blocks[j].block_size >= files[i].file_size) {
            int fragment = blocks[j].block_size - files[i].file_size;
            blocks[j].is_free = 0;
            printf("%d\t%d\t\t%d\t\t%d\t\t%d\n",
                  files[i].file_no,
                  files[i].file_size,
                  blocks[j].block_no,
                  blocks[j].block_size,
                  fragment);

            allocated = 1;
            break;
         }
      }
      if (!allocated) {
         printf("%d\t%d\t\tNot Allocated\n", files[i].file_no, files[i].file_size);
      }
   }
}
int main() {
   int n_blocks, n_files;
   printf("Enter the number of blocks: ");
   scanf("%d", &n_blocks);

   struct Block blocks[n_blocks];

   for (int i = 0; i < n_blocks; i++) {
      blocks[i].block_no = i + 1;
```

```
        printf("Enter the size of block %d: ", i + 1);
        scanf("%d", &blocks[i].block_size);
        blocks[i].is_free = 1;
    }
    printf("Enter the number of files: ");
    scanf("%d", &n_files);
    struct File files[n_files];
    for (int i = 0; i < n_files; i++) {
        files[i].file_no = i + 1;
        printf("Enter the size of file %d: ", i + 1);
        scanf("%d", &files[i].file_size);
    }
    firstFit(blocks, n_blocks, files, n_files);
    return 0;
    }
```

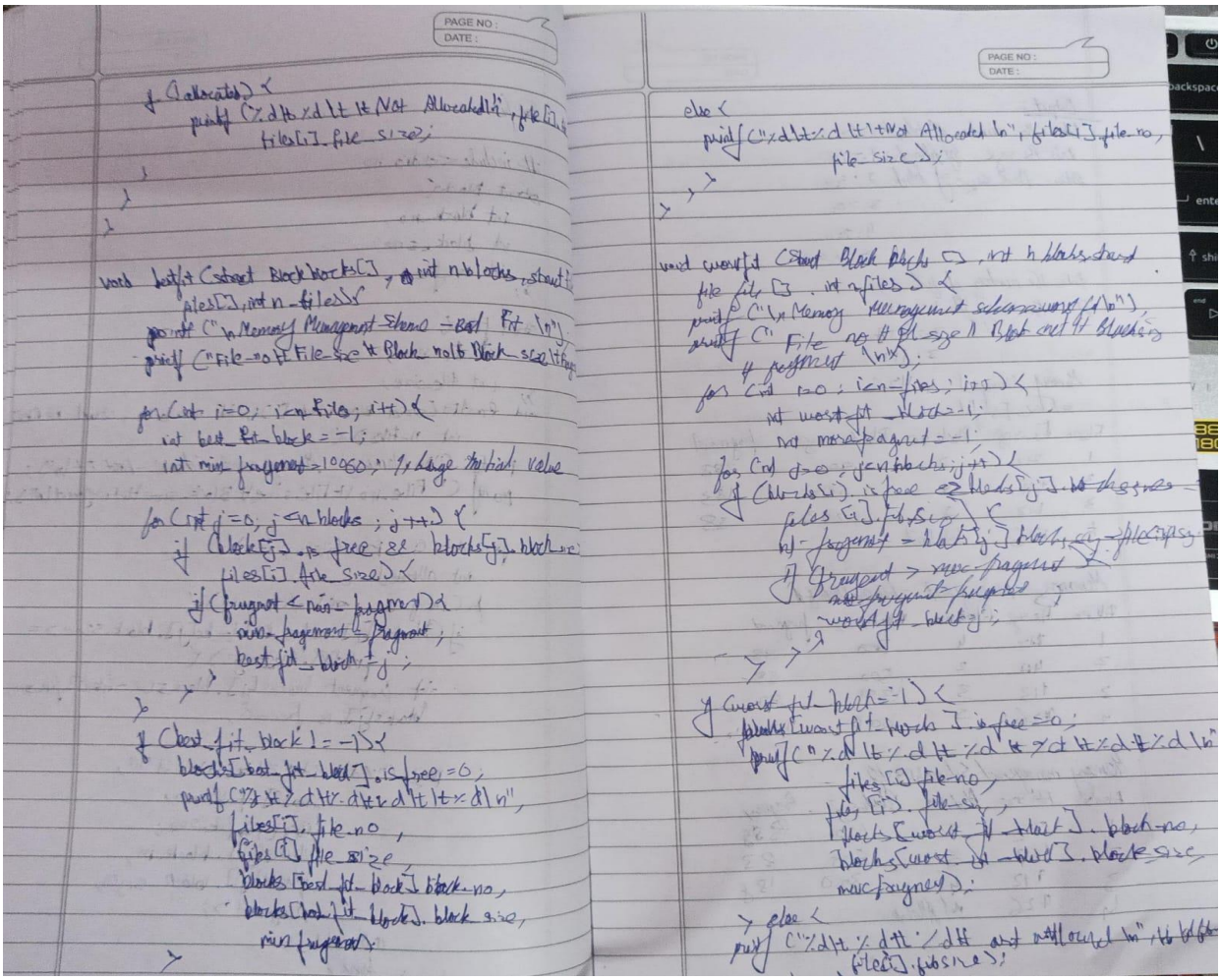
Result:

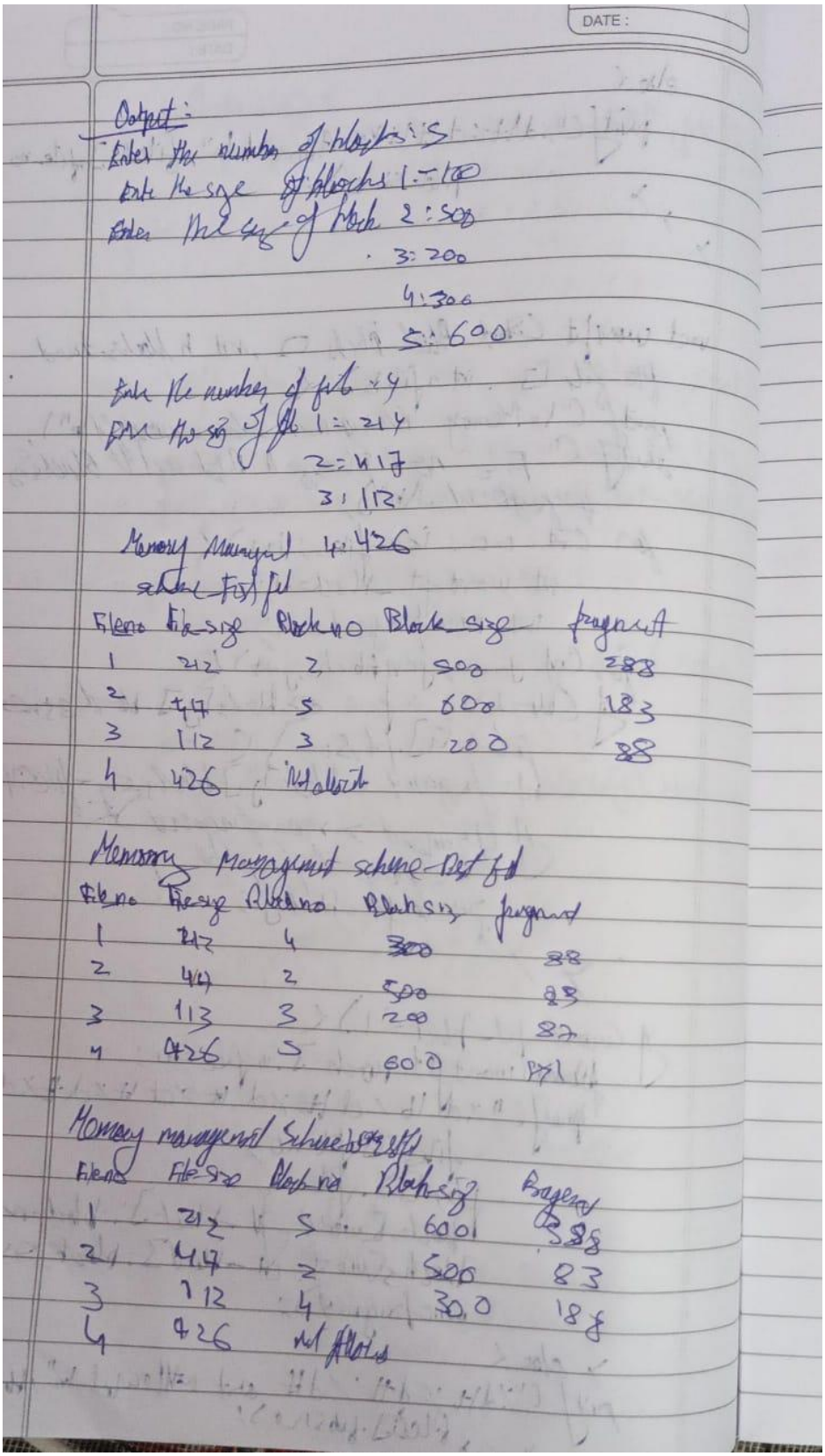
```
Enter the number of blocks: 5
Enter the size of block 1: 100
Enter the size of block 2: 500
Enter the size of block 3: 200
Enter the size of block 4: 300
Enter the size of block 5: 600
Enter the number of files: 4
Enter the size of file 1: 212
Enter the size of file 2: 417
Enter the size of file 3: 112
Enter the size of file 4: 426

Memory Management Scheme - First Fit
File_no File_size       Block_no        Block_size      Fragment
1       212             2               500             288
2       417             5               600             183
3       112             3               200             88
4       426             Not Allocated
```



First fit

```
#include<stdio.h>
struct Block{
    int block_no;
    int block_size;
    int is_free;
};
struct File{
    int file_no;
    int file_size;
};
void firstFit(struct Block blocks[], int n_blocks, struct File files[],
        int n_files){
    printf("\n Memory Management Scheme - First Fit\n");
    printf("File_no\tFile_size\tBlock_size\tFragment\n");

    for(int i=0; i<n_files; i++){
        int allocated=0;
        for(int j=0; j<n_blocks; j++){
            if(blocks[j].is_free && blocks[j].block_size>=
                    files[i].file_size){
                int fragment= blocks[j].block_size - files[i].file_size;
                blocks[j].is_free=0;

                printf("%d\t%d\t%d\t%d\n",
                        files[i].file_no,
                        files[i].file_size,
                        blocks[j].block_no,
                        blocks[j].block_size,
                        fragment);
                allocated=1;
            } break;
```





Output:

Enter the number of blocks: 5
Enter the size of blocks 1: 100
Enter the size of block 2: 500
3: 200
4: 300
5: 600

Enter the number of files: 4
Enter the size of file 1: 214
2: 417
3: 112
Memory Management scheme: First fit
4: 426

File no	File size	Block no	Block size	fragment
1	212	2	500	288
2	417	5	600	183
3	112	3	200	88
4	426	Not allocated		

Memory Management scheme: Best fit

File no	File size	Block no	Block size	fragment
1	212	4	300	88
2	417	2	500	83
3	112	3	200	88
4	426	5	600	174

Memory management scheme: Worst fit

File no	File size	Block no	Block size	fragment
1	212	5	600	388
2	417	2	500	83
3	112	4	300	188
4	426	Not allocated		

Program 10:
Question: Write a C program to simulate page replacement algorithms

d) FIFO
e) LRU
f) Optimal

→FIFO

```
#include <stdio.h>
int main() {
   int n, frames, i, j, k, found, index = 0, page_faults = 0, hits = 0;
   char pages[100];
   printf("Enter the size of the pages:\n");
   scanf("%d", &n);
   printf("Enter the page strings:\n");
   scanf("%s", pages);
   printf("Enter the no of page frames:\n");
   scanf("%d", &frames);
   int mem[frames];
   for (i = 0; i < frames; i++) mem[i] = -1;
   for (i = 0; i < n; i++) {
      found = 0;
      for (j = 0; j < frames; j++) {
         if (mem[j] == pages[i] - '0') {
            hits++;
            found = 1;
            break;
         }
      }
      if (!found) {
         mem[index] = pages[i] - '0';
         index = (index + 1) % frames;
         page_faults++;
      }
   }

   printf("FIFO Page Faults: %d, Page Hits: %d\n", page_faults, hits);
   return 0;
}
```

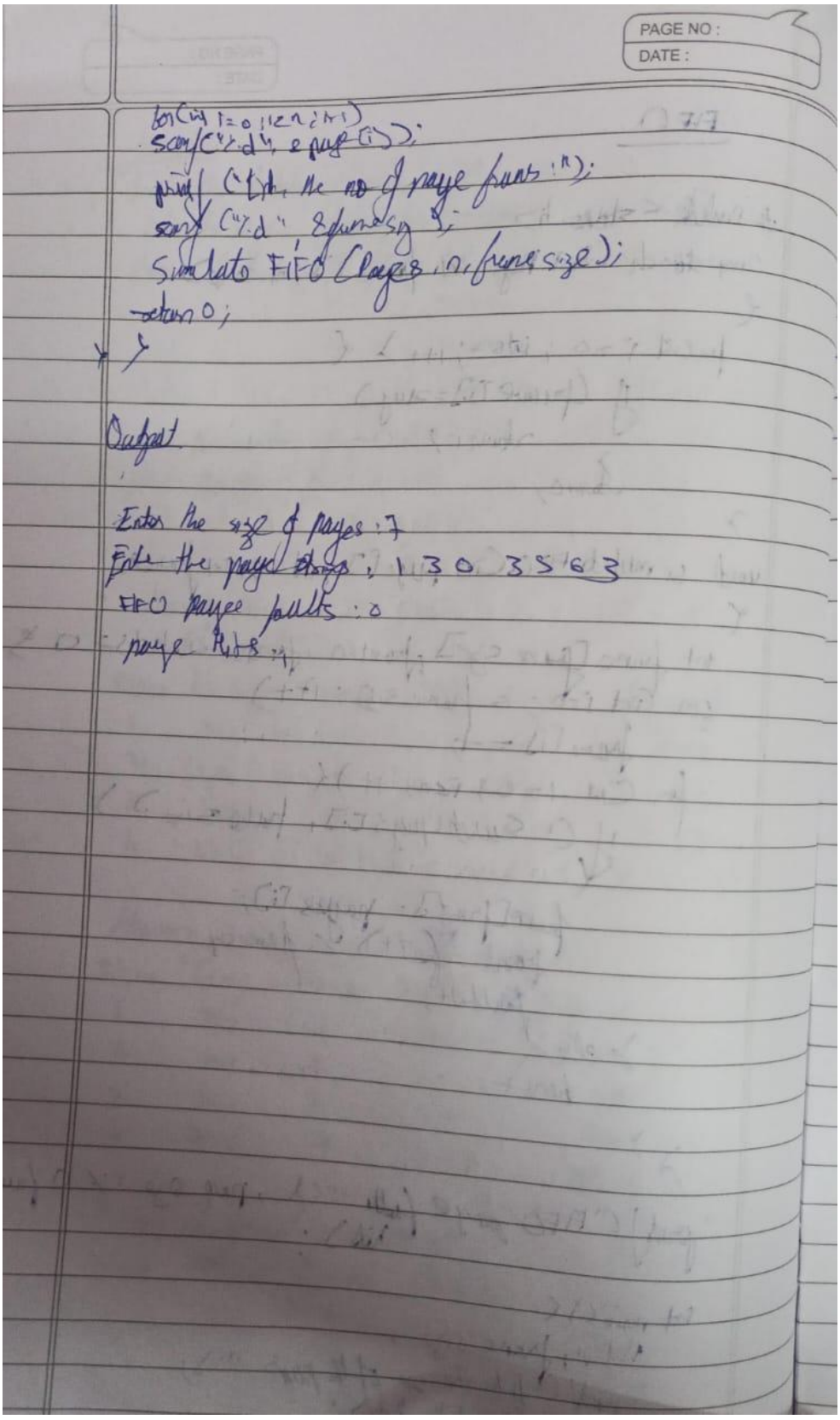
Result:

```
Enter the size of the pages:
7
Enter the page strings:
103563
Enter the no of page frames:
3
FIFO Page Faults: 6, Page Hits: 1
```

PAGE NO :
DATE :

FIFO

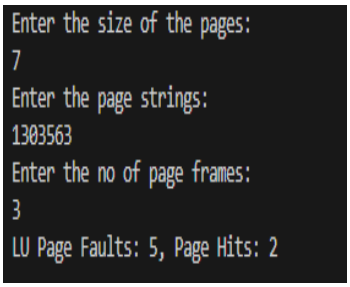
```
#include <stdio.h>
int search(int key, int frame[], int size)
{
    for(int i=0; i<size; i++) {
        if (frame[i]==key)
            return i;
    }
    return -1;
}
void simulateFIFO(int page[], int n, int frames)
{
    int frame[frame size], front=0, faults=0, hits=0;
    for(int i=0; i<frame size; i++)
        frame[i] = -1;
    for(int i=0; i<n; i++){
        if(!search(pages[i], frame, size))
        {
            frame[front] = pages[i];
            front = (front+1) % frame size;
            faults++;
        } else {
            hits++;
        }
    }
    printf("FIFO page faults : %d, page size : %d faults,
                hits);
int main(){
    int n, frame size;
    printf("Enter the size of the pages :");
    scanf("%d", &n);
    if pages[n];
    printf("Enter the page seq(");
```


PAGE NO :
DATE :
for(int i=0;i<n;i++)
scanf("%d", &page[i]);
printf("\n No of page faults :%d");
scanf("%d", &framesize);
Simulate FIFO(pages, n, framesize);
return 0;
}
Output
Enter the size of pages:7
Enter the page string: 1 3 0 3 5 6 3
FIFO page faults : 0
page Hits :

→LRU

```
#include <stdio.h>

int main() {
   int n, frames, i, j, k, page_faults = 0, hits = 0;
   char pages[100];
   int mem[10], used[10];

   printf("Enter the size of the pages:\n");
   scanf("%d", &n);
   printf("Enter the page strings:\n");
   scanf("%s", pages);
   printf("Enter the no of page frames:\n");
   scanf("%d", &frames);

   for (i = 0; i < frames; i++) {
      mem[i] = -1;
      used[i] = -1;
   }

   for (i = 0; i < n; i++) {
      int page = pages[i] - '0';
      int found = 0;

      for (j = 0; j < frames; j++) {
         if (mem[j] == page) {
            hits++;
            used[j] = i;
            found = 1;
            break;
         }
      }

      if (!found) {
         int lru = 0;
         for (j = 1; j < frames; j++) {
            if (used[j] < used[lru]) lru = j;
         }
         mem[lru] = page;
         used[lru] = i;
         page_faults++;
      }
   }

   printf("LU Page Faults: %d, Page Hits: %d\n", page_faults, hits);
   return 0;
}
```

Result:



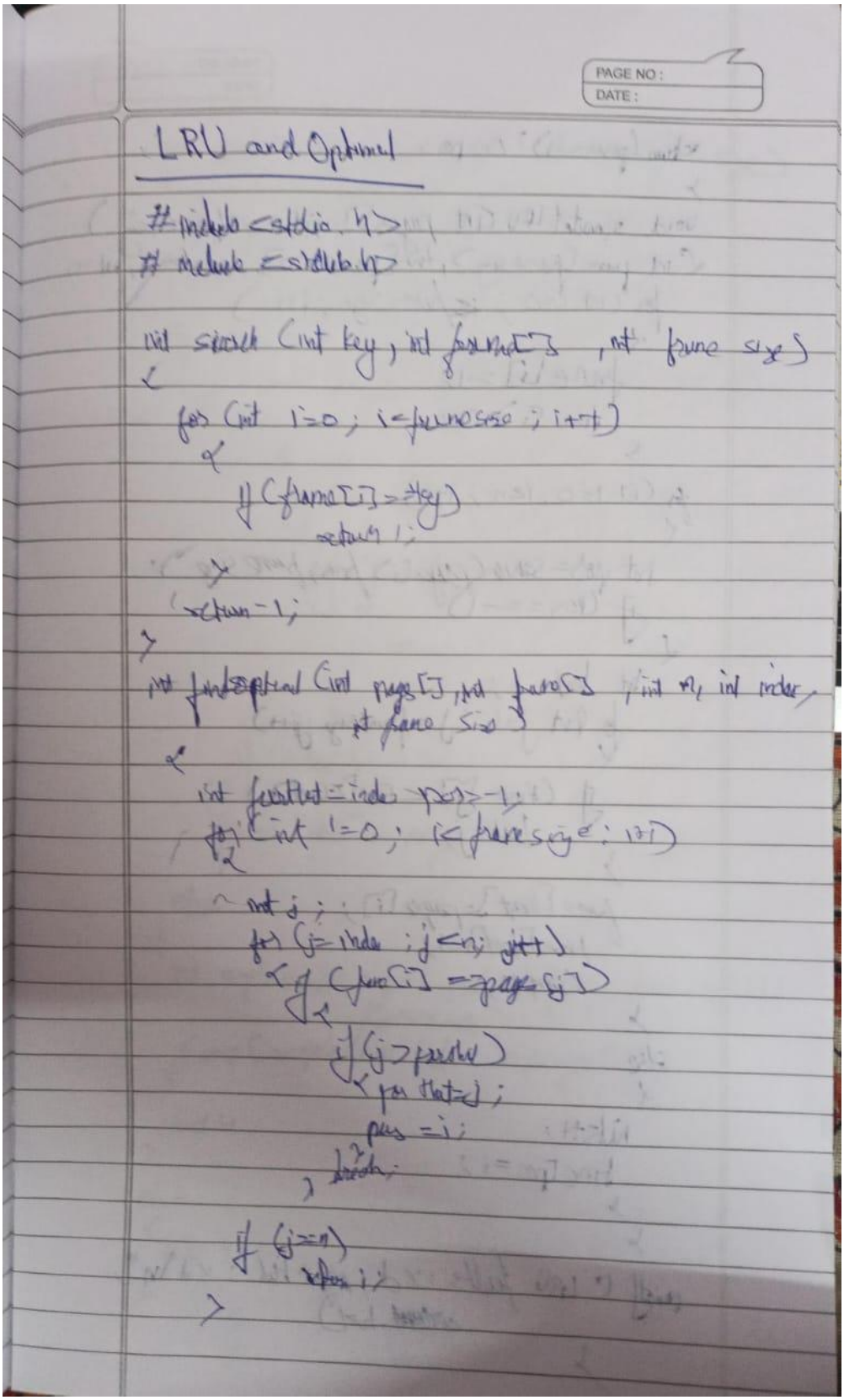
→Optimal

```
#include <stdio.h>

int main() {
    int n, frames, i, j, k, page_faults = 0, hits = 0;

    printf("Enter the size of the pages:\n");
    scanf("%d", &n);

    char pages[n + 1];
    printf("Enter the page strings:\n");
    scanf("%s", pages);

    printf("Enter the no of page frames:\n");
    scanf("%d", &frames);

    int mem[frames], next_use[frames];
    for (i = 0; i < frames; i++) {
        mem[i] = -1;
    }

    for (i = 0; i < n; i++) {
        int page = pages[i] - '0';
        int found = 0;

        for (j = 0; j < frames; j++) {
            if (mem[j] == page) {
                hits++;
                found = 1;
                break;
            }
        }

        if (!found) {
            if (page_faults < frames) {
                mem[page_faults++] = page;
            } else {
                for (j = 0; j < frames; j++) {
```

```
                next_use[j] = -1;
                for (k = i + 1; k < n; k++) {
                    if (mem[j] == pages[k] - '0') {
                        next_use[j] = k;
                        break;
                    }
                }
            }

            int farthest = 0;
            for (j = 1; j < frames; j++) {
                if (next_use[j] > next_use[farthest]) {
                    farthest = j;
                }
            }

            mem[farthest] = page;
            page_faults++;
        }
    }
}

    printf("Optimal Page Faults: %d, Page Hits: %d\n", page_faults, hits);
    return 0;
}
```

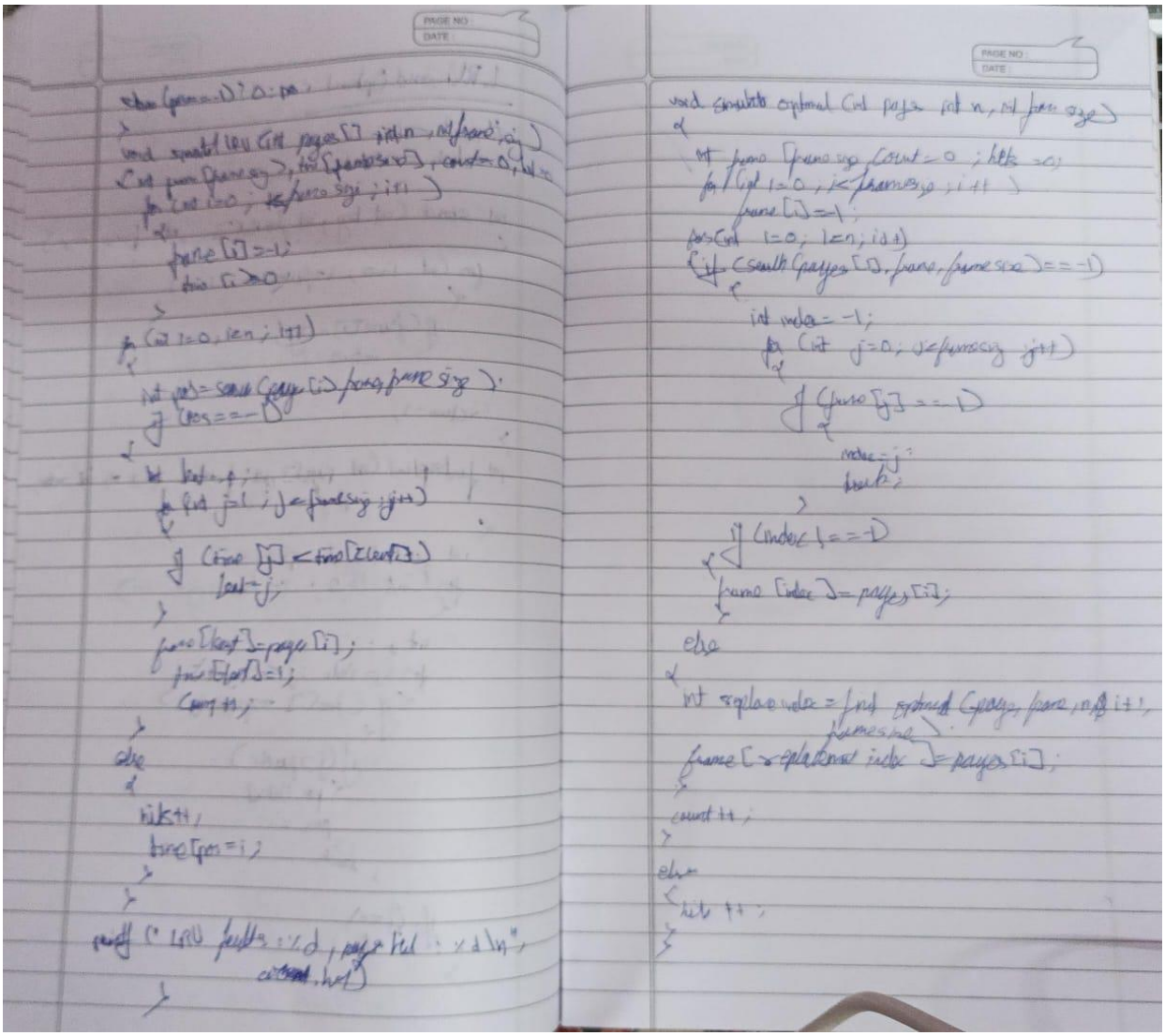
Result:

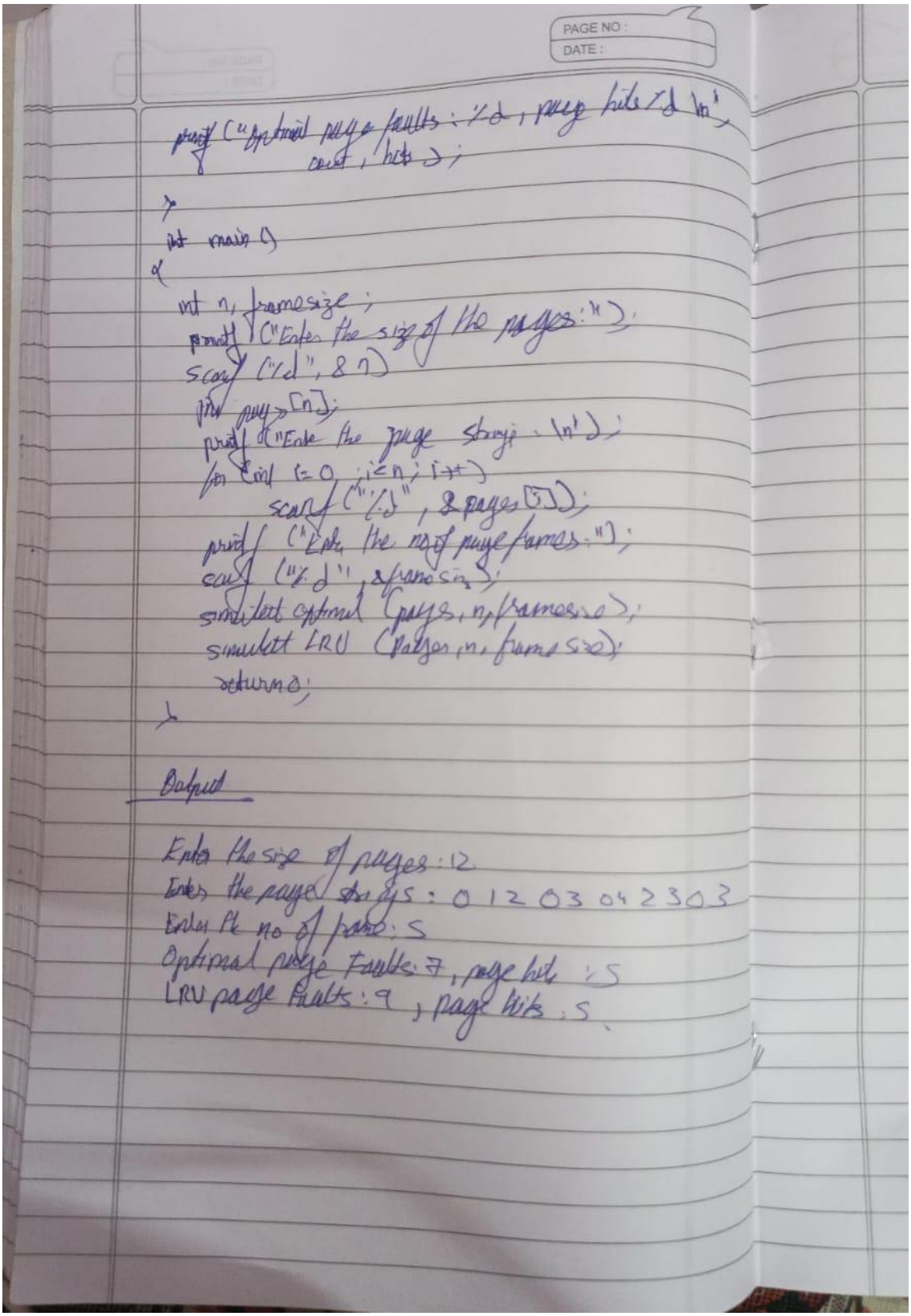
```
Enter the size of the pages:
7
Enter the page strings:
13035631
Enter the no of page frames:
3
Optimal Page Faults: 6, Page Hits: 1
```



LRU and Optimal

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

int search(int key, int frame[], int frame_size)
{
    for (int i=0; i<frame_size; i++)
    {
        if (frame[i]==key)
            return i;
    }
    return -1;
}

int findOptimal(int pages[], int frame[], int n, int index,
                int frame_size)
{
    int farthest=index, res=-1;
    for(int i=0; i<frame_size; i++)
    {
        int j;
        for (j=index; j<n; j++)
        {
            if (frame[i]==pages[j])
            {
                if (j>farthest)
                {
                    farthest=j;
                    res=i;
                }
                break;
            }
        }
        if (j==n)
            return i;
    }
```





```
printf("Optimal page faults: %d, page hits: %d\n",
        count, hits);
}
int main()
{
  int n, framesize;
  printf("Enter the size of the pages:");
  scanf("%d", &n);
  int pages[n];
  printf("Enter the page strings:\n");
  for(int i=0; i<n; i++)
      scanf("%d", &pages[i]);
  printf("Enter the no of page frames:");
  scanf("%d", &framesize);
  simulateOptimal(pages, n, framesize);
  simulateLRU(pages, n, framesize);
  return 0;
}
```

Output

```
Enter the size of pages: 12
Enter the page strings: 0 1 2 0 3 0 4 2 3 0 3
Enter the no of pages: 5
Optimal page Faults: 7, page hits: 5
LRU page Faults: 9, page hits: 5.
```