

Write a C program to simulate the following non-preemptive CPU scheduling algorithms to find turnaround time and waiting time. a) FCFS b) SJF c) Round Robin (pre-emptive) d) Priority

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

```
main()
```

```
{
```

```
int i,j,n,bu[10],wa[10],tat[10],t,ct[10],max;
```

```
float awt=0,att=0,temp=0;
```

```
printf("Enter the no of processes -- ");
```

```
scanf("%d",&n);
```

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

```
{
```

```
    printf("\nEnter Burst Time for process %d -- ", i+1);
```

```
    scanf("%d",&bu[i]);
```

```
    ct[i]=bu[i];
```

```
}
```

```
printf("\nEnter the size of time slice -- ");
```

```
scanf("%d",&t);
```

```
max=bu[0];
```

```
for(i=1;i<n;i++)
```

```
    if(max<bu[i])
```

```
        max=bu[i];
```

```
    for(j=0;j<(max/t)+1;j++)
```

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

```
            if(bu[i]!=0)
```

```
                if(bu[i]<=t)
```

```
                {
```

```
                    tat[i]=temp+bu[i];
```

```
                    temp=temp+bu[i];
```

```
                    bu[i]=0;
```

```
                }
```

```
            else
```

```
            {
```

```
                bu[i]=bu[i]-t;
```

```
                temp=temp+t;
```

```
            }
```

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

```
{
```

```
    wa[i]=tat[i]-ct[i];
```

```
    att+=tat[i];
```

```
    awt+=wa[i];
```

```
}
```

```
printf("\nThe Average Turnaround time is -- %f",att/n);
```

```
printf("\nThe Average Waiting time is -- %f ",awt/n);
```

```
printf("\n\tPROCESS\t BURST TIME \t WAITING TIME\tTURNAROUND TIME\n");
```

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

```
printf("\t%d\t %d\t\t %d\t\t %d\n",i+1,ct[i],wa[i],tat[i]);
```

```
getch();}
```

Enter the no of processes -- 5

Enter Burst Time for process 1 -- 5

Enter Burst Time for process 2 -- 4

Enter Burst Time for process 3 -- 8

Enter Burst Time for process 4 -- 10

Enter Burst Time for process 5 -- 3

Enter the size of time slice -- 3

The Average Turnaround time is -- 21.200001

The Average Waiting time is -- 15.200000

PROCESS	BURST TIME	WAITING TIME	TURNAROUND TIME
1	5	12	17
2	4	14	18
3	8	18	26
4	10	20	30
5	3	12	15

program 2) Write a C program to simulate the MVT and MFT memory management techniques.

MFT

```
#include<stdio.h>
#include<conio.h>
main()
{
int ms, bs, nob, ef,n,
mp[10],tif=0; int i,p=0;
printf("Enter the total memory available (in Bytes) -- ");
scanf("%d",&ms);
printf("Enter the block size (in Bytes) -- ");
scanf("%d", &bs);
nob=ms/bs;
ef=ms - nob*bs;
printf("\nEnter the number of processes -- ");
scanf("%d",&n);
for(i=0;i<n;i++)
{
printf("Enter memory required for process %d (in Bytes)-- ",i+1);
scanf("%d",&mp[i]);
}
printf("\nNo. of Blocks available in memory--%d",nob);
printf("\n\nPROCESS\tMEMORYREQUIRED\tALLOCATED\tINTERNAL FRAGMENTATION");
for(i=0;i<n && p<nob;i++)
{
printf("\n %d\t\t%d",i+1,mp[i]);
if(mp[i] > bs)
printf("\t\tNO\t\t---");
else
{
printf("\t\tYES\t\t%d",bs-mp[i]);
tif = tif + bs-mp[i];
p++;
}
}
}
if(i<n)
printf("\nMemory is Full, Remaining Processes cannot be accomodated");
printf("\n\nTotal Internal Fragmentation is %d",tif);
printf("\nTotal External Fragmentation is %d",ef);
getch();
}
```

Enter the total memory available (in Bytes) -- 1000

Enter the block size (in Bytes) -- 200

Enter the number of processes -- 5

Enter memory required for process 1 (in Bytes)-- 150

Enter memory required for process 2 (in Bytes)-- 22

Enter memory required for process 3 (in Bytes)-- 200  
Enter memory required for process 4 (in Bytes)-- 150  
Enter memory required for process 5 (in Bytes)-- 150

No. of Blocks available in memory--5

PROCESS	MEMORYREQUIRED	ALLOCATED	INTERNAL FRAGMENTATION
1	150	YES	50
2	22	YES	178
3	200	YES	0
4	150	YES	50
5	150	YES	50

Total Internal Fragmentation is 328  
Total External Fragmentation is 0

MVT:

```
#include<stdio.h>
#include<conio.h>
main()
{
int ms,mp[10],i,
temp,n=0; char ch = 'y';
printf("\nEnter the total memory available (in Bytes)-- ");
scanf("%d",&ms);
temp=ms;
for(i=0;ch=='y';i++,n++)
{
printf("\nEnter memory required for process %d (in Bytes) -- ",i+1);
scanf("%d",&mp[i]);
if(mp[i]<=temp)
{
printf("\nMemory is allocated for Process %d ",i+1);
temp = temp - mp[i];
}
else
{
printf("\nMemory is Full"); break;
}
printf("\nDo you want to continue(y/n) -- ");
scanf(" %c", &ch);
}
printf("\n\nTotal Memory Available -- %d", ms);
printf("\n\n\tPROCESS\t\t\tMEMORY ALLOCATED ");
for(i=0;i<n;i++)
printf("\n \t%d\t\t\t\t\t",i+1,mp[i]);
```

```
printf("\n\nTotal Memory Allocated is %d",ms-temp);
printf("\nTotal External Fragmentation is %d",temp);
getch();
}
```

Enter memory required for process 1 (in Bytes) -- 300

Memory is allocated for Process 1  
Do you want to continue(y/n) -- y

Enter memory required for process 2 (in Bytes) -- 400

Memory is allocated for Process 2  
Do you want to continue(y/n) -- y

Enter memory required for process 3 (in Bytes) -- 100

Memory is allocated for Process 3  
Do you want to continue(y/n) -- y

Enter memory required for process 4 (in Bytes) -- 300

Memory is Full

Total Memory Available -- 1000

PROCESS	MEMORY ALLOCATED
1	300
2	400
3	100

Total Memory Allocated is 800  
Total External Fragmentation is 200

**PROGRAM 5:** Write a C program to simulate producer-consumer problem using semaphores.

```
#include<stdio.h>
void main()
{
int buffer[10], bufsize, in, out, produce, consume,
choice=0; in = 0;
out = 0;
bufsize = 5;
while(choice !=3)
{
printf("\n1. Produce \t 2. Consume \t3. Exit");
printf("\nEnter your choice: ");
scanf("%d",&choice);
switch(choice) {
case 1: if((in+1)%bufsize==out)
printf("\nBuffer is Full");
else
{
printf("\nEnter the value: ");
scanf("%d", &produce);
buffer[in] = produce;
in = (in+1)%bufsize;
}
break;
case 2:
if(in == out)
printf("\nBuffer is Empty");
else
{
consume = buffer[out];
printf("\nThe consumed value is %d", consume);
out = (out+1)%bufsize;
}
break;
}
}
getch();
}
```

\n1. Produce    2. Consume    3. Exit  
Enter your choice: 1

Enter the value: 200

\n1. Produce    2. Consume    3. Exit  
Enter your choice: 1

Enter the value: 300

\n1. Produce 2. Consume 3. Exit  
Enter your choice: 2

The consumed value is 200\n1. Produce 2. Consume 3. Exit  
Enter your choice: