

SVR ENGINEERING COLLEGE

AYYALURUMETTA (V), NANDYAL, KURNOOL DT.
ANDHRA PRADESH – 518502



2020-21

LABORATORY MANUAL

OF

Operating Systems Laboratory (19A05403P)

(R-19 REGULATION)

Prepared by

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B.Tech II YEAR – IV SEM. (CSE)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SVR ENGINEERING COLLEGE

(AFFILIATED TO JNTUA ANANTHAPURAM- AICITE-INDIA)
AYYALURUMETTA (V), NANDYAL, KURNOOL DT.
ANDHRA PRADESH – 518502

LAB MANUAL CONTENT
Operating Systems Laboratory
(19A05403P)

Institute Vision & Mission, Department Vision & Mission

1. PO, PEO& PSO Statements.
2. List of Experiments
3. CO-PO Attainment
4. Experiment Code and Outputs

1. Institute Vision & Mission, Department Vision & Mission

Institute Vision:

To produce Competent Engineering Graduates & Managers with a strong base of Technical & Managerial Knowledge and the Complementary Skills needed to be Successful Professional Engineers & Managers.

Institute Mission:

To fulfill the vision by imparting Quality Technical & Management Education to the Aspiring Students, by creating Effective Teaching/Learning Environment and providing State – of the – Art Infrastructure and Resources.

Department Vision:

To produce Industry ready Software Engineers to meet the challenges of 21st Century.

Department Mission:

- Impart core knowledge and necessary skills in Computer Science and Engineering through innovative teaching and learning methodology.
- Inculcate critical thinking, ethics, lifelong learning and creativity needed for industry and society.
- Cultivate the students with all-round competencies, for career, higher education and self-employability.

2. PO, PEO& PSO Statements

PROGRAMME OUTCOMES (POs)

PO-1: Engineering knowledge - Apply the knowledge of mathematics, science, engineering fundamentals of Computer Science& Engineering to solve complex real-life engineering problems related to CSE.

PO-2: Problem analysis - Identify, formulate, review research literature, and analyze complex engineering problems related to CSE and reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO-3: Design/development of solutions - Design solutions for complex engineering problems related to CSE and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, cultural, societal and environmental considerations.

PO-4: Conduct investigations of complex problems - Use research-based knowledge and research methods, including design of experiments, analysis and interpretation of data and synthesis of the information to provide valid conclusions.

PO-5: Modern tool usage - Select/Create and apply appropriate techniques, resources and modern engineering and IT tools and technologies for rapidly changing computing needs, including prediction and modeling to complex engineering activities, with an understanding of the limitations.

PO-6: The engineer and society - Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the CSE professional engineering practice.

PO-7: Environment and Sustainability - Understand the impact of the CSE professional engineering solutions in societal and environmental contexts and demonstrate the knowledge of, and need for sustainable development.

PO-8: Ethics - Apply ethical principles and commit to professional ethics and responsibilities and norms of the relevant engineering practices.

PO-9: Individual and team work - Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO-10: Communication - Communicate effectively on complex engineering activities with the engineering community and with the society-at-large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, give and receive clear instructions.

PO-11: Project management and finance - Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

PO-12: Life-long learning - Recognize the need for and have the preparation and ability to engage in independent and life-long learning in the broadcast context of technological changes.

Program Educational Objectives (PEOs):

PEO 1: Graduates will be prepared for analyzing, designing, developing and testing the software solutions and products with creativity and sustainability.

PEO 2: Graduates will be skilled in the use of modern tools for critical problem solving and analyzing industrial and societal requirements.

PEO 3: Graduates will be prepared with managerial and leadership skills for career and starting up own firms.

Program Specific Outcomes (PSOs):

PSO 1: Develop creative solutions by adapting emerging technologies / tools for real time applications.

PSO 2: Apply the acquired knowledge to develop software solutions and innovative mobile apps for various automation applications

2.1 Subject Time Table

SVR ENGINEERING COLLEGE::NANDYAL									
DEPARTMENT OF CSE									
Mr. B. RAMA SUBBAIAH					II-IV				
Day/ Time	9:30 AM	10:20 AM	11:30 AM	12:20 PM-	LUNCH BREAK	02:00 PM	02:50 PM	03:40 PM	
	10:20 AM	11:10AM	12:20 PM	01:10 PM		02:50 PM	03:40 PM	04:30 PM	
MON									
TUE									
WED						OS LAB			
THU									
FRI									
SAT									

OPERATING SYSTEMS LABORATORY (19A05403P)

OBJECTIVES

- To learn Unix commands and shell programming.
- To implement various CPU Scheduling Algorithms.
- To implement Process Creation and Inter Process Communication.
- To implement Deadlock Avoidance and Deadlock Detection Algorithms.
- To implement Page Replacement Algorithms, File Organization and File Allocation Strategies.

LIST OF EXPERIMENTS

1. Basics of UNIX commands
2. Write programs using the following system calls of UNIX operating system fork, exec, getpid, exit, wait, close, stat, opendir, readdir
3. Shell Programming
4. Write C programs to implement the various CPU Scheduling Algorithms
5. Implementation of Semaphores
6. Implementation of Shared memory and IPC
7. Bankers Algorithm for Deadlock Avoidance
8. Implementation of Deadlock Detection Algorithm
9. Implementation of the following Memory Allocation Methods for fixed partition
 - a) First Fit
 - b) Worst Fit
 - c) Best Fit
10. Implementation of Paging Technique of Memory Management
11. Implementation of the following Page Replacement Algorithms
 - a) FIFO
 - b) LRU
 - c) LFU
12. Implementation of the following File Allocation Strategies
 - a) Sequential
 - b) Indexed
 - c) Linked

OUTCOMES:

At the end of the course, learners will be able to:

- Compare the performance of various CPU Scheduling Algorithms.
- Implement Deadlock avoidance and Detection Algorithms.
- Implement Semaphores.
- Create processes and implement IPC.
- Analyze the performance of the various Page Replacement Algorithms.
- Implement File Allocation Strategies.

Exp. No.	List of Experiments
1	Basics of UNIX commands
2	Write programs using the following system calls of UNIX operating system fork, exec, getpid, exit, wait, close, stat, opendir, readdir
3	Write Simple programs using Shell
4	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
5	Write a C program to simulate producer-consumer problem using semaphores.
6	Write a C Program to implement the Shared memory and IPC
7	Write a C Program to implement the Bankers algorithm for Dead lock Avoidance
8	Write a C Program to implement the deadlock detection
9	Write a C program to simulate the following contiguous memory allocation techniques a) Worst-fit b)Best-fit c)First-fit
10	Write a C program to simulate paging technique of memory management.
11	Write a C program to simulate page replacement algorithms a) FIFO b) LRU c) LFU
12	Write a C program to simulate the following file allocation strategies. a) Sequential b) Indexed c) Linked
13	*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.
14	*Write a C program to simulate disk scheduling algorithms a) FCFS b) SCAN c) C-SCAN
15	*Write a C program to simulate the concept of Dining-Philosophers problem.

*** Content beyond the university prescribed syllabi**

EX.NO:1**BASICS OF UNIX COMMANDS****AIM:**

To study and execute Unix commands.

PROCEDURE:

Unix is security conscious, and can be used only by those persons who have an account.

Telnet (Telephone Network) is a Terminal emulator program for TCP/IP networks that enables users to log on to remote servers.

To logon, type telnet server_ipaddress in run window.

User has to authenticate himself by providing username and password. Once verified, a greeting and \$ prompt appears. The shell is now ready to receive commands from the user. Options suffixed with a hyphen (-) and arguments are separated by space.

GENERAL COMMANDS

Command	Function
date	Used to display the current system date and time.
date +%D	Displays date only
date +%T	Displays time only
date +%Y	Displays the year part of date
date +%H	Displays the hour part of time
cal	Calendar of the current month
cal year	Displays calendar for all months of the specified year
cal month year	Displays calendar for the specified month of the year
who	Login details of all users such as their IP, Terminal No, User name,
who am i	Used to display the login details of the user
tty	Used to display the terminal name
uname	Displays the Operating System
uname -r	Shows version number of the OS (kernel).
uname -n	Displays domain name of the server
echo "txt"	Displays the given text on the screen
echo \$HOME	Displays the user's home directory
bc	Basic calculator. Press Ctrl+d to quit
lpfile	Allows the user to spool a job along with others in a print queue.
man cmdname	Manual for the given command. Press q to exit

history	To display the commands used by the user since log on.
exit	Exit from a process. If shell is the only process then logs out

DIRECTORY COMMANDS

Command	Function
pwd	Path of the present working directory
mkdir dir	A directory is created in the given name under the current directory
mkdir dir1 dir2	A number of sub-directories can be created under one stroke
cd subdir	Change Directory. If the subdirstarts with / then path starts from root (absolute) otherwise from current working directory.
Cd	To switch to the home directory.
cd /	To switch to the root directory.
cd..	To move back to the parent directory
rmdirsubdir	Removes an empty sub-directory.

FILE COMMANDS

Command	Function
cat >filename	To create a file with some contents. To end typing press Ctrl+d . The >symbol means redirecting output to a file. (<for input)
cat filename	Displays the file contents.
cat >>filename	Used to append contents to a file
cp src des	Copy files to given location. If already exists, it will be overwritten
cp -i src des	Warns the user prior to overwriting the destination file
cp -r src des	Copies the entire directory, all its sub-directories and files.
mv old new	To rename an existing file or directory. -i option can also be used
mv f1 f2 f3 dir	To move a group of files to a directory.
mv -v old new	Display name of each file as it is moved.
Rmfile	Used to delete a file or group of files. -i option can also be used
rm *	To delete all the files in the directory.
rm -r *	Deletes all files and sub-directories
rm -f *	To forcibly remove even write-protected files
Ls	Lists all files and subdirectories (blue colored) in sorted manner.
Lsname	To check whether a file or directory exists.
lsname*	Short-hand notation to list out filenames of a specific pattern.

ls -a	Lists all files including hidden files (files beginning with .)
ls -x dirname	To have specific listing of a directory.
ls -R	Recursive listing of all files in the subdirectories

ls -l	Long listing showing file access rights (read/write/execute- rw x for user/group/others- u go).
cmpfile1 file2	Used to compare two files. Displays nothing if files are identical.
Wcfile	It produces a statistics of lines (l), words(w), and characters(c).
chmodperm file	Changes permission for the specified file. (r=4, w=2, x=1) chmod 740 file sets all rights for user, read only for groups and no rights for others

OUTPUT

GENERAL COMMANDS

[student@veccse ~]date

Sat May 16 06:10:34 UTC 2020

[student@veccse ~]date +%D

05/16/20

[student@veccse ~]date +%T

10:13:11

[student@veccse ~]date +%Y

2020

[student@veccse ~]date +%H

10

[student@veccse ~]cal

May 2020

Su	M	Tu	W	Th	Fr	Sa
	o		e		1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

[student@veccse ~]cal 2020

2020

January

February

March

Su	M	Tu	W	Th	Fr	Sa	Su	M	Tu	W	Th	Fr	Sa	Su	M	Tu	W	Th	Fr	Sa
	o		e					o		e					o		e			
			1	2	3	4							1	1	2	3	4	5	6	7
5	6	7	8	9	10	11	2	3	4	5	6	7	8	8	9	10	11	12	13	14
12	13	14	15	16	17	18	9	10	11	12	13	14	15	15	16	17	18	19	20	21
19	20	21	22	23	24	25	16	17	18	19	20	21	22	22	23	24	25	26	27	28

26 27 28 29 30 31

23 24 25 26 27 28 29

29 30 31

April

May

June

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12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Su	M	Tu	W	Th	Fr	Sa
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10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Su	M	Tu	W	Th	Fr	Sa
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		1	2	3	4	5
6	7	8	9	10	11	12
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20	21	22	23	24	25	26
27	28	29	30			

July

August

September

Su	M	Tu	W	Th	Fr	Sa
	o		e			
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

Su	M	Tu	W	Th	Fr	Sa
	o		e			
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
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30	31					

Su	M	Tu	W	Th	Fr	Sa
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5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

October

November

December

Su	M	Tu	W	Th	Fr	Sa
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				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Su	M	Tu	W	Th	Fr	Sa
	o		e			
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Su	M	Tu	W	Th	Fr	Sa
	o		e			
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

[student@veccse ~]cal 2020

July 2020

Su	M	Tu	W	Th	Fr	Sa
	o	e	2	3	4	
		1				
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

[student@veccse ~]who

studentpts/1 May 16 10:05 (172.16.1.14)

[student@veccse ~]who am i

studentpts/1 May 16 10:05 (172.16.1.14)

```
[student@veccse ~]tty
```

```
/dev/pts/1
```

```
[student@veccse ~]uname
```

```
Linux
```

```
[student@veccse ~]echo "hello"
```

```
hello
```

```
[student@veccse ~]echo $HOME
```

```
/home/student
```

```
[student@veccse ~]bc bc
```

```
1.06
```

Copyright 1991-1994, 1997, 1998, 2000 Free Software Foundation, Inc. This is freeware with ABSOLUTELY NO WARRANTY.

For details type `warranty'.

```
[student@veccse ~]man lp
```

```
lp(1) Easy Software Products lp(1)
```

```
NAME
```

```
lp - print files cancel - cancel jobs SYNOPSIS
```

```
lp [ -E ] [ -c ] [ -d destination ] [ -h server ] [ -m ] [ -n num- copies [ -o option ] [ -qpriority ] [ -s ] [ -t title ] [ -H handling ] [ -P page-list ] [ file(s) ]
```

```
lp [ -E ] [ -c ] [ -h server ] [ -i job-id ] [ -n num-copies [ -o option ] [ -q priority ] [ -ttitle ] [ -H handling ] [ -P page-list ] cancel [ -a ] [ -h server ] [ -u username ] [ id ] [ destination ] [ destination-id ]
```

```
DESCRIPTION
```

lp submits files for printing or alters a pending job. Use a filename of "-" to force printing from the standard input.

cancel cancels existing print jobs. The -a option will remove all jobs from the specified destination.

```
OPTIONS
```

The following options are recognized by lp:

```
[student@veccse ~]history
```

```
1 date
```

```
2    date +%D
3    date +%T
4    date +%Y
5    date +%H
6    cal
7    cal 2020
8    cal 7 2020

10   who
11   who am i
12   tty
13   uname
14   uname -r
15   uname -n
16   echo "helloi"
17   echo $HOME
18   bc
19   man lp
20   history
```

DIRECTORY COMMANDS

```
[student@veccse]$ pwd
```

```
/home/student
```

```
[student@veccse ~]mkdir san
[student@veccse ~]mkdir s1 s2
[student@veccse ~]ls
s1 s2 san [student@veccse
~]cd s1 [student@veccse
s1]$ cd /[student@veccse /]$
cd . .
[student@veccse /]$ rmdir s1
[student@veccse ~]$ ls
s2 san
```

FILE COMMANDS

```
[student@vecit ~]$ cat>test
```

```
hi welcome operating systems lab
```

```
[student@vecit ~]$ cat test
```

```
hi welcome operating systems lab [student@vecit  
~]$ cat>>test fourth semester[student@vecit ~]$  
cat test
```

```
hi welcome operating systems lab fourth semester
```

```
[student@vecit ~]$ cat>test1
```

```
[student@vecit ~]$ cp test test1
```

```
[student@vecit ~]$ cat test1
```

```
hi welcome operating systems lab fourth semester [student@vecit  
~]$ cp -i test test1 cp: overwrite `test1'? y[student@vecit ~]$ cp  
-r test test1
```

```
[student@vecit ~]$ ls
```

```
s s2 san swap.sh temp.sh test TEST test1
```

```
[student@vecit ~]$ mv san san1 [student@vecit  
~]$ ls
```

```
s s2 san1 swap.sh temp.sh test TEST test1
```

```
[student@vecit ~]$ mv test test1 san1
```

```
[student@vecit ~]$ mv -v san1 sannew
```

```
`san1' -> `sannew'
```

```
[student@vecit ~]$ ls
```

```
s s2 sannew swap.sh temp.sh TEST
```

```
[student@vecit ~]$ cmp test test1
```

```
cmp: test: No such file or directory
```

RESULT

Thus the study and execution of Unix commands has been completed successfully.

VIVA QUESTIONS

1. What is the use of cat commands?
2. Define Operating Systems?
3. What is the use of filter/grep/pipe commands?
4. How is unix different from windows
5. What is unix?
6. What is the file structure of unix?
7. What is a kernel?
8. What is the difference between multi-user and multi-tasking?
9. Differentiate relative path from absolute path.
10. What are the differences among a system call, a library function, and a UNIX command.

EX.NO.2A: IMPLEMENTATION OF FORK, EXEC, GETPID, EXIT, WAIT, AND CLOSE SYSTEM CALLS.

AIM:

To write a program for implementing process management using the following system calls of UNIX operating system: fork, exec, getpid, exit, wait, close.

ALGORITHM:

1. Start the program.
2. Read the input from the command line.
3. Use fork() system call to create process, getppid() system call used to get the parent process ID and getpid() system call used to get the current process ID
4. execvp() system call used to execute that command given on that command line argument
5. execlp() system call used to execute specified command.
6. Open the directory at specified in command line input.
7. Display the directory contents.
8. Stop the program.

PROGRAM:

```
#include<stdio.h>
main(int arc,char*ar[])
{
    int pid; char s[100]; pid=fork();
    if(pid<0)
        printf("error");
    else if(pid>0)
    {
        wait(NULL);

        printf("\n Parent Process:\n"); printf("\n\tParent
        Process id:%d\t\n",getpid());
        execlp("cat","cat",ar[1],(char*)0);
        error("can't execute cat %s",ar[1]);
    }
}
```

```

else
{
    printf("\nChild process:");

    printf("\n\tChildprocess parent id:\t %d",getppid());
    printf(s,"\n\tChild process id :\t%d",getpid());
    write(1,s,strlen(s));
    printf(" ");

    printf(" ");

    printf(" "); execvp(ar[2],&ar[2]);
    error("can't execute %s",ar[2]);

}
}

```

OUTPUT:

[root@localhost ~]# ./a.out tst date Child process:

Child process id :

3137 Sat Apr 10 02:45:32 IST 2010

Parent Process:

Parent Process id:3136 sd

dsaASD[root@localhost ~]# cat tst sddaASD

RESULT:

Thus the program for process management was written and successfullyexecuted

EX.NO.2B: IMPLEMENTATION OF OPENDIR AND READDIR SYSTEM CALLS

AIM:

To write a program for implementing Directory management using the following system calls of UNIX operating system: opendir, readdir.

ALGORITHM:

1. Start the program.
2. Open the directory at specified in command line input.
3. Display the directory contents.
4. Stop the program.

PROGRAM:

```
#include<sys/types.h>
#include<dirent.h>
#include<stdio.h>
main(int c, char* arg[])
{
    DIR *d;

    struct dirent *r; int i=0;
    d=opendir(arg[1]);
    printf("\n\t NAME OF ITEM \n");
    while((r=readdir(d)) != NULL)
    {
        printf("\t %s \n",r->d_name); i=i+1;
    }

    printf("\n TOTAL NUMBER OF ITEM IN THAT DIRECTORY IS %d
        \n",i);
}
```

OUTPUT:

```
[root@localhost ~]# cc dr.c [root@localhost ~]#
./a.out lab_print
```

```
NAME OF ITEM pri_output.doc sjf_output.doc fcfs_output.doc rr_output.doc ipc_pipe_output.doc
```

TOTAL NUMBER OF ITEM IN THAT DIRECTORY IS 8

RESULT:

Thus the program for directory management was written and successfully executed.

VIVA QUESTIONS:

1. What is the purpose of system calls?
2. What system calls have to be executed by a command interpreter or shell in order to start a new process?
3. When a process creates a new process using the fork() operation, which of the following state is shared between the parent process and the child process?
4. What is the use of exec system call?
5. What system call is used for closing a file?
6. What is the value return by close system call?
7. What is the system call is used for writing to a file.
- 8, what are system calls used for creating and removing directories?

EX. NO: 3A:**SIMPLE SHELL PROGRAMS****AIM:**

To write simple shell scripts using shell programming fundamentals.

DESCRIPTION:

The activities of a shell are not restricted to command interpretation alone. The shell also has Rudimentary programming features. When a group of commands has to be executed regularly, they are stored in a file (with extension .sh). All such files are called shell scripts or shell programs. Shell programs run in interpretive mode.

The original UNIX came with the Bourne shell (sh) and it is universal even today. Then came a plethora of shells offering new features. Two of them, C shell (csh) and Korn shell (ksh) has been well accepted by the UNIX fraternity. Linux offers Bash shell (bash) as a superior alternative to Bourne shell.

Preliminaries

1. Comments in shell script start with #. It can be placed anywhere in a line; the shell ignores contents to its right. Comments are recommended but not mandatory
2. Shell variables are loosely typed i.e. not declared. Their type depends on the value assigned. Variables when used in an expression or output must be prefixed by \$.
3. The read statement is shell's internal tool for making scripts interactive.
4. Output is displayed using echo statement. Any text should be within quotes. Escape sequence should be used with -e option.
5. Commands are always enclosed with `` (back quotes).
6. Expressions are computed using the expr command. Arithmetic operators are + - * / %. Meta characters * () should be escaped with a \.
7. Multiple statements can be written in a single line separated by ;
8. The shell scripts are executed using the sh command (sh filename).

Swapping values of two variables**Algorithm**

Step 1 : Start

Step 2 : Read the values of a and b

Step 3 : Interchange the values of a and b using another variable t as follows: t = a a = b b = t

Step 4 : Print a and b

Step 5 :
Stop

Program (swap.sh) # Swapping values

```
echo -n "Enter value for A : " read a
echo -n "Enter value for B : " read b
t=$a a=$b b=$t
echo "Values after Swapping"
echo "A Value is $a"
echo "B Value is $b"
```

Output

```
[student@vecit ~]$ sh swap.sh Enter Value for A:5 Enter Value
for B:6 Values after Swapping A value is 6B values is 5
[student@vecit ~]$
```

Fahrenheit to Centigrade Conversion

Algorithm

Step 1: Start

Step 2: Read Fahrenheit value

Step 3: Convert Fahrenheit to centigrade using the formulae:

$$(\text{Fahrenheit} - 32) \times 5/9$$

Step 4: Print centigrade

Step 5:
Stop

Program

```
# Degree conversion
echo -n "Enter Fahrenheit : " read f
c=`expr \( $f - 32 \) \| * 5 / 9 `
echo "Centigrade is : $c"
```

Output

```
[student@vecit ~]$ sh temp.sh Enter Fahrenheit:4 Centigrade is: -15[student@vecit ~]$
```

RESULT

Odd or even

Algorithm

Step 1 : Start

Step 2 : Read number

Step 3 : If number divisible by 2 then Print "Number is Even" Step 3.1
: else Print "Number is Odd"

Step 4 : Stop Program

Odd or even using if-else

```
echo -n "Enter a non-zero number : " read num
rem=`expr $num % 2`
if [ $rem -eq 0 ]
then
```

```
echo "$num is Even" else echo
```

```
"$num is Odd" fi Output
```

```
[student@vecit ~]$ sh oddeven.sh
```

Enter a non-zero number : 12 12 is Even

String comparison

Algorithm

Step 1 : Start

Step 2 : Read strings str1 and str2

Step 3 : If str1 = str2 then Print "Strings are the same" Step 3.1 :
else Print "Strings are distinct"

Step 4 : Stop

Program

```
echo -n "Enter the first string : " read s1
echo -n "Enter the second string : " read s2
if [ $s1 == $s2 ]
then
```

```
echo "Strings are the same" else echo
```

```
"Strings are distinct" fi Output
```

```
[student@vecit ~]$ sh strcomp.sh
```

Enter the first string : ece-a Enter the second string : ECE-A Strings are distinct

RESULT

Thus using if statement scripts with conditional expressions were executed

EX.NO. 3C: MULTI-WAY

BRANCHING AIM:

To write shell scripts using case construct to match patterns.

DESCRIPTION:

The case statement is used to compare a variables value against a set of constants (integer, character, string, range). If it matches a constant, then the set of statements followed after) is executed till a ;; is encountered. The optional default block is indicated by *. Multiple constants can be specified in a single pattern separated by

|.

```
case variable in
  constant1)
    statements ;;
  constant2)
    statements ;;
  . . .
  constantN) statements ;;
*)
  statements
esac
```

Simple Calculator

Algorithm

Step 1 : Start

Step 2 : Read operands a and b

Step 3 : Display operation menu

Step 4 : Read option

Step 5 : If option = 1 then Calculate $c = a + b$

Step 5.1 : else if option = 2 then Calculate $c = a - b$

Step 5.2 : else if option = 3 then Calculate $c = a * b$

Step 5.3 : else if option = 4 then Calculate $c = a / b$

Step 5.4 : else if option = 5 then Calculate $c = a \% b$

Step 5.5 : else

Print "Invalid option" Step 6

: Print c

Step 7 : Stop

Program

```
# Arithmetic operations--multiple statements in a block echo -n "Enter the two numbers : "  
read a b  
  
echo " 1. Addition" echo " 2. Subtraction" echo "  
3. Multiplication" echo " 4. Division"  
echo " 5. Modulo Division" echo -n "Enter the option : " read option  
case  
$option in  
1)          c=`expr $a + $b` echo "$a + $b = $c";;  
2)          c=`expr $a - $b` echo "$a - $b = $c";;  
3)          c=`expr $a \* $b` echo "$a * $b = $c";;  
4)          c=`expr $a / $b` echo "$a / $b = $c";;  
5)          c=`expr $a % $b` echo "$a % $b = $c";;  
*) echo "Invalid Option" esac
```

Output

```
[student@vecit ~]$ shsimplecal.sh  
Enter  
the two numbers : 2 4  
1.    Addition  
2.    Subtraction  
3.    Multiplication  
4.    Division  
5.    Modulo Division Enter the option : 1 2 + 4 = 6
```

RESULT

Thus using case statement, shell scripts were executed.

EX .NO.3D:**LOOPING****AIM**

To write shell scripts using looping statements.

DESCRIPTION:

Shell supports a set of loops such as for, while and until to execute a set of statements repeatedly. The body of the loop is contained between do and done statement.

The for loop doesn't test a condition, but uses a list instead.

```
For variable in list  
do  
    statements  
done
```

The while loop executes the statements as long as the condition remains true.

```
while [ condition ]  
do  
    statements  
done
```

The until loop complements the while construct in the sense that the statements are executed as long as the condition remains false.

until [condition]

```
do  
    statements  
done
```

Armstrong Number**Algorithm**

Step 1 : Start

Step 2 : Read number

Step 3 : Initialize 0 to sum and number to num

Step 4 : Extract last digit by computing number modulo 10

Step 5 : Cube the last digit and add it to sum

Step 6 : Divide number by 10

Step 7: Repeat steps 4–6 until number > 0

Step 8 : If sum = number then Print “Armstrong number” Step 8.1 :
else Print “Not an Armstrong number” Step 9 : Stop **Program**

(armstrong.sh)

```
# Armstrong number using while loop  
echo -n "Enter a number : "  
read n  
a=$n  
s=0  
while [ $n -gt 0 ]  
do  
r=`expr $n % 10`  
s=`expr $s + \( $r \* $r \* $r \)`  
n=`expr $n / 10`  
done  
if [ $a -eq $s ]  
then  
echo "Armstrong Number"  
else  
echo -n "Not an Armstrong number"  
fi
```

OUTPUT:

```
[student@vecit ~]$ sh armstrong.sh  
Enter a number : 370  
Armstrong Number
```

RESULT:

Thus using loops, iterative scripts were executed

VIVA QUESTIONS

1. What is Shell?
2. What are some common shells and what are their indicators?
3. Briefly describe the Shell's responsibilities
4. What are shell variables?
5. What is Bash Shell?
6. Differentiate cat command from more command.
7. What does this command do? cat food 1 > kitty
8. What's the conditional statement in shell scripting?
9. How do you do number comparison in shell scripts?
10. How do you define a function in a shell script?

EX.NO.4A: IMPLEMENTATION OF FCFS SCHEDULING ALGORITHM

To write a C program to implement First Come First Serve scheduling algorithm.

DESCRIPTION:

For FCFS scheduling algorithm, read the number of processes/jobs in the system, their CPU burst times. The scheduling is performed on the basis of arrival time of the processes irrespective of their other parameters. Each process will be executed according to its arrival time. Calculate the waiting time and turnaround time of each of the processes accordingly.

ALGORITHM:

Step 1: Start the program.

Step 2: Get the input process and their burst time.

Step 3: Sort the processes based on order in which it requests CPU.

Step 4: Compute the waiting time and turnaround time for each process. Step 5: Calculate the average waiting time and average turnaround time. Step 6: Print the details about all the processes.

Step 7: Stop the program.

PROGRAM

PROGRAM:

```
#include<stdio.h>
Void main()
{
    int bt[50],wt[80],at[80],wat[30],ft[80],tat[80];
    int i,n;
    float
    awt,att,sum=0,sum1=0; char
    p[10][5];
    printf("\nEnter the number of process
    ")
    ;scanf("%d",&n);
    printf("\nEnter the process name and burst-time:");
    for(i=0;i<n;i++)
```

```

        scanf("%s%d",p[i],&bt[i]);
printf("\nEnter the arrival-time:");
for(i=0;i<n;i++)
        scanf("%d",&at[i]
);wt[0]=0;
for(i=1;i<=n;i++)

        wt[i]=wt[i-1]+bt[i-
1]; ft[0]=bt[0];
for(i=1;i<=n;i++)
        ft[i]=ft[i-1]+bt[i];
printf("\n\n\t\tGANTT CHART\n");
printf("\n\t\t");
for(i=0;i<n;i++)

        printf("\t%s\t",p[i]);
printf("\t\n");
printf("\n\t\t");

printf("\n");
for(i=0;i<n;i++)
)
        printf("%d\t",wt[i]);

printf("%d",wt[n]+bt[n]);
printf("\n\t\t");
printf("\n");
for(i=0;i<n;i++)
)
        wat[i]=wt[i]-
at[i];for(i=0;i<n;i++)
        tat[i]=wat[i]-at[i];

printf("\n FIRST COME FIRST SERVE\n");

printf("\n Process Burst-time Arrival-time Waiting-time Finish-time
Turnaround-time\n");
for(i=0;i<n;i++)

        printf("\n\t\t %d%s\t\t %d\t\t %d\t\t %d\t\t %d\t\t
\t\t

        %d",i+1,p[i],bt[i],at[i],wat[i],ft[i],tat[i]);
for(i=0;i<n;i++)
        sum=sum+wat[i];
awt=sum/n;

```

```

for(i=0;i<n;i++)
    sum1=sum1+bt[i]+wt[i]
;att=sum1/n;
printf("\n\nAverage waiting time:%f",awt);
printf("\n\nAverage turnaround time:%f",att);
}

```

OUTPUT:

enter the number of process 3

Enter the process name and burst-time:

p1 2

p2 3

p3 4

Enter the arrival-time:0 1

2GANTT CHART

	p1	p2	p3	
0	2	5	9	

FIRST COME FIRST SERVE

Process	Burst-time	Arrival-time	Waiting-time	Finish-time	Turnaround-time
p1	2	0	0	2	2
p2	3	1	1	5	4
p3	4	2	3	9	7

Average waiting time:1.333333

Average turnaround time:5.333333

RESULT:

The FCFS scheduling algorithm has been implemented in C.

EX.NO.4B : IMPLEMENTATION OF SJF SCHEDULING ALGORITHM

To write a C program to implement shortest job first (non-pre-emptive) scheduling algorithm.

DESCRIPTION:

For SJF scheduling algorithm, read the number of processes/jobs in the system, their CPU burst times. Arrange all the jobs in order with respect to their burst times. There may be two jobs in queue with the same execution time, and then FCFS approach is to be performed. Each process will be executed according to the length of its burst time. Then calculate the waiting time and turnaround time of each of the processes accordingly.

ALGORITHM:

Step 1: Start the program.

Step 2: Get the input process and their burst time.

Step 3: Sort the processes based on burst time.

Step 4: Compute the waiting time and turnaround time for each process.

Step 5: Calculate the average waiting time and average turnaround time.

Step 6: Print the details about all the processes.

Step 7: Stop the program.

PROGRAM:

```
#include<stdio.h> void
main()
{
    int i,j,n,bt[30],at[30],st[30],ft[30],wat[30],wt[30],temp,temp1,tot,tt[30]; float
    awt, att;
    int p[15];
    wat[1]=0;
    printf("ENTER THE NO.OF PROCESS");
    scanf("%d",&n);
    printf("\nENTER THE PROCESS NUMBER,BURST TIME AND
    ARRIVAL TIME");
```

```

for(i=1;i<=n;i++)
{
    scanf("%d\t %d\t %d",&p[i],&bt[i],&at[i]);
}
printf("\nPROCESS\tBURSTTIME\tARRIVALTIME");
for(i=1;i<=n;i++)
{
    printf("\np%d\t%d\t%d",p[i],bt[i],at[i]);
}
for(i=1;i<=n;i++)
{
    for(j=i+1;j<=n;j++)
    {
        if(bt[i]>bt[j])
        {
            temp=bt[i];
            bt[i]=bt[j];
            bt[j]=temp;
            temp1=p[i];
            p[i]=p[j];
            p[j]=temp1;
        }
    }
    if(i==1)
    {
        st[1]=0;
        ft[1]=bt[1]; wt[1]=0;
    }
    else
    {
        st[i]=ft[i-1];
        ft[i]=st[i]+bt[i];
    }
}

```

```

        wt[i]=st[i];
    }
}

printf("\n\n\t\tGANTT CHART\n");
printf("\n    \n");
for(i=1;i<=n;i++)

    printf("\tp%d\t",p[i]); printf("\t\n");
printf("\n    \n");

printf("\n");
for(i=1;i<=n;i++)
    printf("%d \t\t",wt[i]);

printf("%d",wt[n]+bt[n]);
printf("\n    \n");
for(i=2;i<=n;i++)
    wat[i]=wt[i]-at[i];
for(i=1;i<=n;i++)
    tt[i]=wat[i]+bt[i]-at[i];
printf("\nPROCESS\tBURSTTIME\tARRIVALTIME\tWAITINGTIME\tT
URNAROUNDTIME\n");
for(i=1;i<=n;i++)
{
    printf("\np%d %5d %15d %15d %15d",p[i],bt[i],at[i],wat[i],tt[i]);
}

for(i=1,tot=0;i<=n;i++)
    tot+=wt[i];
awt=(float)tot/n;

printf("\n\n AVERAGE WAITING TIME=%f",awt);for(i=1,tot=0;i<=n;i++)
    tot+=tt[i];
att=(float)tot/n;
printf("\n\n AVERAGE TURNAROUND TIME=%f",att);

```

}

OUTPUT:

enter the no.of process3

enter the process number,burst time and arrival time1 8 1

2 5 1

3 3 1

PROCES S	BURSTTIM E	ARRIVALTIM E	WAITINGTIM E	TURNAROUNDTIM E
p3	3	1	0	2
p2	5	1	2	6
p1	8	1	7	14

AVERAGE WAITING TIME=3.666667 AVERAGE
TURNAROUND TIME=7.333333

RESULT:

The SJF scheduling algorithm has been implemented in C.

EX.NO.4C: IMPLEMENTATION OF ROUND ROBINSCHEDULING ALGORITHM

AIM:

To write a C program to implement Round Robin scheduling algorithm.

DESCRIPTION:

For round robin scheduling algorithm, read the number of processes/jobs in the system, their CPU burst times, and the size of the time slice. Time slices are assigned to each process in equal portions and in circular order, handling all processes execution. This allows every process to get an equal chance. Calculate the waiting time and turnaround time of each of the processes accordingly.

ALGORITHM:

Step 1: Start the program.

Step 2: Get the input process and their burst time. Step 3:

Sort the processes based on priority.

Step 4: Compute the waiting time and turnaround time for each process. Step 5: Calculate the average waiting time and average turnaround time. Step 6: Print the details about all the processes.

Step 7: Stop the program.

PROGRAM:

```
#include<stdio.h> voidmain()
{
    int ct=0,y[30],j=0,bt[10],cwt=0; int
    tq,i,max=0,n,wt[10],t[10],at[10],tt[10],b[10];
    float a=0.0,s=0.0;
    char p[10][10];

    printf("\n enter the no of process:");
    scanf("%d",&n);
    printf("\nenter the time quantum");
    scanf("%d",&tq);
    printf("\nenter the process name,bursttime,arrival time");
```

```

for(i=0;i<n;i++)
{
    scanf("%s",p[i]);

    scanf("%d",&bt[i]);
    scanf("%d",&at[i]); wt[i]=t[i]=0;
    b[i]=bt[i];
}

printf("\n\t\tGANTT CHART");
printf("\n\t\t\n");
for(i=0;i<n;i++)
{
    if(max<bt[i])
        max=bt[i];
}
while(max!=0)
{
    for(i=0;i<n;i++)
    {
        if(bt[i]>0)
        {
            if(ct==0)
                wt[i]=wt[i]+cwt;
            else
                wt[i]=wt[i]+(cwt-t[i]);
        }
        if(bt[i]==0)
            cwt=cwt+0;
        else if(bt[i]==max)
        {
            if(bt[i]>tq)
            {
                cwt=cwt+tq;
            }
        }
    }
}

```

```

        bt[i]=bt[i]-tq;
        max=max-tq;
    }
    else
    {
        cwt=cwt+bt[i];
        bt[i]=0;
        max=0;
    }
    printf("\t%s",p[i]);
    y[j]=cwt;
    j++;
}
else if(bt[i]<tq)
{
    cwt=cwt+bt[i]; bt[i]=0;
    printf("\t%s",p[i]);
    y[j]=cwt;
    j++;
}
else if(bt[i]>tq)
{
    cwt=cwt+tq;
    bt[i]=bt[i]-tq;
    printf("\t%s",p[i]);
    y[j]=cwt;
    j++;
}
else if(bt[i]==tq)
{
    cwt=cwt+bt[i];

```

```

                printf("\t%s",p[i]); bt[i]=0;
                y[j]=cwt; j++;
            }
            t[i]=cwt;
        }
    ct=ct+1;
}
for(i=0;i<n;i++)
{
    wt[i]=wt[i]-at[i];
    a=a+wt[i];
    tt[i]=wt[i]+b[i]-at[i];
    s=s+tt[i];
}
a=a/n; s=s/n;
printf("\n      ");
printf("\n0");
for(i=0;i<j;i++)
    printf("\t%d",y[i]);
printf("\n");
printf("\n      "); printf("\n\t\t ROUND ROBIN\n");

printf("\n  Process  Burst-time  Arrival-time  Waiting-time  Turnaround-
time\n");
for(i=0;i<n;i++)

    printf("\n\n %d%s \t %d\t\t %d \t\t %d\t\t %d", i+1, p[i], b[i], at[i], wt[i],
    tt[i]);
printf("\n\nAvg waiting time=%f",a);
printf("\n\nAvgturn around time=%f",s);
}

```

OUTPUT:

enter the no of process:3 enter
the time quantum2
enter the process name, bursttime, arrival time

p1 2 0
p2 3 1
p3 4 2

GANTT CHART

	p1	p2	p3	p2	p3
0	2	4	6	7	9

ROUND ROBIN

Process	Burst-time	Arrival-time	Waiting-time	Turnaround-time
p1	2	0	0	2
p2	3	1	3	5
p3	4	2	3	5

Avg Waiting Time=2.000000 Avg
Turnaround Time=4.000000

RESULT

The Round Robin scheduling algorithm has been implemented in C.

EX.NO.4D: IMPLEMENTATION OF PRIORITY SCHEDULING ALGORITHM

To write a C program to implement Priority Scheduling algorithm.

DESCRIPTION:

For priority scheduling algorithm, read the number of processes/jobs in the system, their CPU burst times, and the priorities. Arrange all the jobs in order with respect to their priorities. There may be two jobs in queue with the same priority, and then FCFS approach is to be performed. Each process will be executed according to its priority. Calculate the waiting time and turnaround time of each of the processes accordingly.

ALGORITHM:

Step 1: Start the program.

Step 2: Get the input process and their burst time. Step 3:

Sort the processes based on priority.

Step 4: Compute the waiting time and turnaround time for each process. Step 5:

Calculate the average waiting time and average turnaround time. Step 6: Print the details about all the processes.

Step 7: Stop the program.

PROGRAM:

```
#include<stdio.h>
#include<string.h> void
main()
{
    int bt[30],pr[30],np; intwt[30],tat[30],wat[30],at[30],ft[30];int
    i,j,x,z,t;
    float sum1=0,sum=0,awt,att;
    char p[5][9],y[9];
    printf("\nenter the number of process");
    scanf("%d",&np);
    printf("\nEnter the process,burst-time and priority:");
```



```

printf("\t\n");
printf("\n    \n");
printf("\n");
for(i=0;i<=np;i++)
    printf("%d\t",wt[i]);
printf("\n    \n");
printf("\n");
for(i=0;i<np;i++)
    wat[i]=wt[i]-at[i];
for(i=0;i<np;i++)
    tat[i]=wat[i]-at[i]; printf("\nPRIORITY
SCHEDULING:\n");
printf("\nProcess Priority Burst-time Arrival-time Waiting-time Turnaround-
time");
for(i=0;i<np;i++)

    printf("\n\n%d%s\t%d\t%d\t%d\t%d\t%d",i+1,p[i],pr[i],bt[i],a t[i],wt[i],tat[i]);
for(i=0;i<np;i++)

    sum=sum+wat[i];
awt=sum/np; for(i=0;i<np;i++)
    sum1=sum1+tat[i];
att=sum1/np;
printf("\n\nAverage waiting time:%f",awt); printf("\n\nAverageturn aroundtime
is:%f",att);
}

```

OUTPUT:

Enter the number of process3

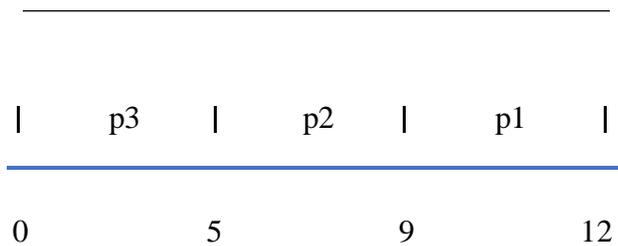
Enter the process, burst-time and priority:p1 3 3

p2 4 2

p3 5 1

Enter the arrival-time: 0 1 2

GANTT CHART



PRIORITY SCHEDULING:

Process	Priority	Burst-time	Arrival-time	Waiting-time	Turnaround-time
p3	1	5	0	0	0
p2	2	4	1	5	3
p1	3	3	2	9	5

Average waiting time: 3.666667 Average
turnaround time is: 2.666667

RESULT

The Priority scheduling algorithm has been implemented in C.

VIVA QUESTIONS:

1. Define operating system?
2. What are the different types of operating systems?
3. Define a process?
4. What is CPU Scheduling?
5. Define arrival time, burst time, waiting time, turnaround time?
6. What is the advantage of round robin CPU scheduling algorithm?
7. Which CPU scheduling algorithm is for real-time operating system?
8. In general, which CPU scheduling algorithm works with highest waiting time?
9. Is it possible to use optimal CPU scheduling algorithm in practice?
10. What is the real difficulty with the SJF CPU scheduling algorithm?

ASSIGNMENT QUESTIONS

1. Write a C program to implement round robin CPU scheduling algorithm for the following given 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. Consider the time quantum size for the system processes and user processes to be 5 msec and 2 msec respectively.
2. Write a C program to simulate pre-emptive SJF CPU scheduling algorithm.

EX.NO:5 PRODUCER CONSUMER PROBLEM USING

SEMAPHORE AIM:

To write a C program to implement the Producer & consumer Problem(Semaphore)

DESCRIPTION:

Producer-consumer problem, is a common paradigm for cooperating processes. A producer process produces information that is consumed by a consumer process. One solution to the producer-consumer problem uses shared memory. To allow producer and consumer processes to run concurrently, there must be available a buffer of items that can be filled by the producer and emptied by the consumer. This buffer will reside in a region of memory that is shared by the producer and consumer processes. A producer can produce one item while the consumer is consuming another item. The producer and consumer must be synchronized, so that the consumer does not try to consume an item that has not yet been produced.

ALGORITHM:

Step 1: The Semaphore mutex, full & empty are initialized.

Step 2: In the case of producer process

- i) Produce an item in to temporary variable.
- ii) If there is empty space in the buffer check the mutex value for enter into the critical section.
- iii) If the mutex value is 0, allow the producer to add value in the temporary variable to the buffer.

Step 3: In the case of consumer process

- i) It should wait if the buffer is empty
- ii) If there is any item in the buffer check for mutex value, if the mutex==0, remove item from buffer
- iii) Signal the mutex value and reduce the empty value by 1.
- iv) Consume the item.

Step 4: Print the result

PROGRAM :

```
#define BUFFERSIZE 10

int mutex,n,empty,full=0,item,item1;
int buffer[20];
int in=0,out=0,mutex=1;void
wait(int s)
{
    while(s<0)
    {
        printf("\nCannot add an item\n");
        exit(0);
    }
    s--;
}

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

void producer()
{
    do
    {
        wait (empty);
        wait(mutex);
        printf("\nEnter an item:");
        scanf("%d",&item);
        buffer[in]=item;
        in=in+1;
        signal(mutex);
        signal(full);
    }
}
```

```

        }
        while(in<n);
    }
void consumer()
{
    do
    {
        wait(full);
        wait(mutex);
        item1=buffer[out];
        printf("\nConsumed item =%d",item1);out=out+1;
        signal(mutex);
        signal(empty);
    }
    while(out<n);
}
void main()
{
    printf("Enter the value of n:");
    scanf("%d",&n);
    empty=n;
    while(in<n)
        producer();
    while(in!=out)
        consumer();
}

```

OUTPUT:

\$ cc prco.c

\$ a.out

Enter the value of n :3Enter the
item:2

Enter the item:5 Enter the
item:9 consumed item=2
consumed item=5 consumed
item=9
\$

RESULT:

Thus the program for solving producer and consumer problem using semaphore was executed successfully.

VIVA QUESTIONS

1. Define Semaphore?
2. What is use of wait and signal functions?
3. What is mutual exclusion?
4. Define producer consumer problem?
5. What is the need for process synchronization?
6. Discuss the consequences of considering bounded and unbounded buffers in producer-consumer problem?
7. Can producer and consumer processes access the shared memory concurrently? If not which technique provides such a benefit?

ASSIGNMENT QUESTION:

1. Write a C program to simulate producer-consumer problem using message-passing system.

EX.NO:6 IMPLEMENTATION OF SHARED MEMORY

AND IPCAIM:

To write a program for developing Application using Inter Process communication with pipes.

ALGORITHM:

1. Start the program.
2. Read the input from parent process and perform in child process.
3. Write the date in parent process and read it in child process.
4. Data is read.
5. Stop the program.

SHARED MEMORY FOR WRITER PROCESS

```
#include <iostream> #include
<sys/ipc.h> #include
<sys/shm.h> #include
<stdio.h> using namespace
std;int main()
{

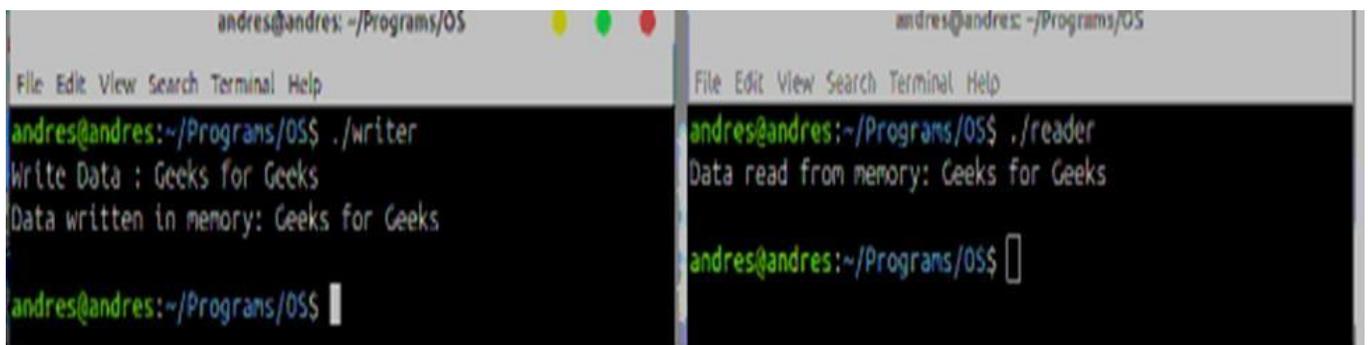
    // ftok to generate unique key key_tkey
    = ftok("shmfile",65);
    // shmget returns an identifier in shmid
    int shmid = shmget(key,1024,0666|IPC_CREAT);
    // shmat to attach to shared memory
    char *str = (char*) shmat(shmid,(void*)0,0);
    printf("Write Data : ");
    gets(str);
    printf("Data written in memory: %s\n",str);
    //detach from shared memory
    shmdt(str);
    return 0;
```

```
}
```

SHARED MEMORY FOR READER PROCESS

```
#include <iostream> #include
<sys/ipc.h> #include
<sys/shm.h> #include
<stdio.h> using namespace
std;int main()
{
    // ftok to generate unique key key_tkey
    = ftok("shmfile",65);
    // shmget returns an identifier in shmid
    int shmid = shmget(key,1024,0666|IPC_CREAT);
    // shmat to attach to shared memory
    char *str = (char*) shmat(shmid,(void*)0,0);
    printf("Data read from memory: %s\n",str);
    //detach from shared memory
    shmdt(str);
    // destroy the shared memory
    shmctl(shmid,IPC_RMID,NULL);
    return 0;
}
```

OUTPUT:



```
andres@andres: ~/Programs/OS
File Edit View Search Terminal Help
andres@andres:~/Programs/OS$ ./writer
Write Data : Geeks for Geeks
Data written in memory: Geeks for Geeks
andres@andres:~/Programs/OS$

andres@andres: ~/Programs/OS
File Edit View Search Terminal Help
andres@andres:~/Programs/OS$ ./reader
Data read from memory: Geeks for Geeks
andres@andres:~/Programs/OS$
```

RESULT:

Thus the program was executed successfully.

VIVA QUESTIONS

1. What is IPC?
2. What is the use shared memory?
3. List commands used for shared memory communication?
4. What is the function of shmget function?
5. What is the use of shmctl fuction?

EX.NO: 7

DEADLOCK

AVOIDANCE AIM:

To Simulate Algorithm for Deadlock avoidance

DESCRIPTION:

In a multiprogramming environment, several processes may compete for a finite number of resources. A process requests resources; if the resources are not available at that time, the process enters a waiting state. Sometimes, a waiting process is never again able to change state, because the resources it has requested are held by other waiting processes. This situation is called a deadlock. Deadlock avoidance is one of the techniques for handling deadlocks. This approach requires that the operating system be given in advance additional information concerning which resources a process will request and use during its lifetime. With this additional knowledge, it can decide for each request whether or not the process should wait. To decide whether the current request can be satisfied or must be delayed, the system must consider the resources currently available, the resources currently allocated to each process, and the future requests and releases of each process. Banker's algorithm is a deadlock avoidance algorithm that is applicable to a system with multiple instances of each resource type

ALGORITHM:

Step 1: Start the Program

Step 2: Get the values of resources and processes. Step 3:

Get the avail value.

Step 4: After allocation find the need value.

Step 5: Check whether its possible to allocate. If possible it is safe state

Step 6: If the new request comes then check that the system is in safety or not if we allow the request.

Step 7: Stop the execution

10. Stop the program

PROGRAM:

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

```

void main()
{
    int pno,rno,i,j,prc,count,t,total;
    count=0;
    clrscr();

    printf("\n Enter number of process:");
    scanf("%d",&pno);
    printf("\n Enter number of resources:");
    scanf("%d",&rno);
    for(i=1;i<=pno;i++)
    {
        flag[i]=0;
    }

    printf("\n Enter total numbers of each resources:");
    for(i=1;i<= rno;i++)
        scanf("%d",&tres[i]);

    printf("\n Enter Max resources for each process:");
    for(i=1;i<= pno;i++)
    {
        printf("\n for process %d:",i);
        for(j=1;j<= rno;j++)
            scanf("%d",&max[i][j]);
    }

    printf("\n Enter allocated resources for each process:");
    for(i=1;i<= pno;i++)
    {
        printf("\n for process %d:",i);
        for(j=1;j<= rno;j++)
            scanf("%d",&allocated[i][j]);
    }

    printf("\n available resources:\n");for(j=1;j<=
    rno;j++)

```

```

{
    avail[j]=0;
total=0;
for(i=1;i<= pno;i++)
{
    total+=allocated[i][j];
}
avail[j]=tres[j]-total;
work[j]=avail[j];
printf("    %d \t",work[j]);
}
do
{
for(i=1;i<= pno;i++)
{
for(j=1;j<= rno;j++)
{
    need[i][j]=max[i][j]-allocated[i][j];
}
}
printf("\n Allocated matrix      Max      need");
for(i=1;i<= pno;i++)
{
    printf("\n");
for(j=1;j<= rno;j++)
{
    printf("%4d",allocated[i][j]);
}
printf("|");
for(j=1;j<= rno;j++)
{
    printf("%4d",max[i][j]);
}
}
}

```

```

        }
        printf("|");
        for(j=1;j<= rno;j++)
        {
                printf("%4d",need[i][j]);
        }
    }
    prc=0;
    for(i=1;i<= pno;i++)
    {
        if(flag[i]==0)
        {
            prc=i;
            for(j=1;j<= rno;j++)
            {
                if(work[j]< need[i][j])
                {
                    prc=0;
                    break;
                }
            }
            if(prc!=0)
                break;
        }

        if(prc!=0)
        {
            printf("\n Process %d completed",i);
            count++;
            printf("\n Available matrix:");
            for(j=1;j<= rno;j++)

```

```

        {
            work[j]+=allocated[prc][j];
            allocated[prc][j]=0;
            max[prc][j]=0; flag[prc]=1;
            printf("  %d",work[j]);
        }
    }
}while(count!=pno&&prc!=0);
if(count==pno)
    printf("\nThe system is in a safe state!!");
else
    printf("\nThe system is in an unsafe state!!");
getch();
}

```

OUTPUT

```

Enter number of process:5 Enter
number of resources:3
Enter total numbers of each resources:10 5 7Enter Max
resources for each process:
for process 1: 7 5 3
for process 2: 3 2 2
for process 3: 9 0 2
for process 4: 2 2 2
for process 5: 4 3 3

Enter allocated resources for each process:for
process 1: 0 1 0
for process 2: 3 0 2
for process 3: 3 0 2
for process 4: 2 1 1
for process 5: 0 0 2

```

available resources:

2 3 0

Allocated matrix Max need

0 1 0 | 7 5 3 | 7 4 3

3 0 2 | 3 2 2 | 0 2 0

3 0 2 | 9 0 2 | 6 0 0

2 1 1 | 2 2 2 | 0 1 1

0 0 2 | 4 3 3 | 4 3 1

Process 2 completed

Available matrix: 5 3 2

Allocated matrix Max need

0 1 0 | 7 5 3 | 7 4 3

0 0 0 | 0 0 0 | 0 0 0

3 0 2 | 9 0 2 | 6 0 0

2 1 1 | 2 2 2 | 0 1 1

0 0 2 | 4 3 3 | 4 3 1

Process 4 completed

Available matrix: 7 4 3

Allocated matrix Max need

0 1 0 | 7 5 3 | 7 4 3

0 0 0 | 0 0 0 | 0 0 0

3 0 2 | 9 0 2 | 6 0 0

0 0 0 | 0 0 0 | 0 0 0

0 0 2 | 4 3 3 | 4 3 1

Process 1 completed

Available matrix: 7 5 3

Allocated matrix Max need

0 0 0 | 0 0 0 | 0 0 0

0 0 0 | 0 0 0 | 0 0 0

3 0 2 | 9 0 2 | 6 0 0

0 0 0| 0 0 0| 0 0 0

0 0 2| 4 3 3| 4 3 1

Process 3 completed

Available matrix: 10 5 5

Allocated matrix Max need

0 0 0| 0 0 0| 0 0 0

0 0 0| 0 0 0| 0 0 0

0 0 0| 0 0 0| 0 0 0

0 0 0| 0 0 0| 0 0 0

0 0 2| 4 3 3| 4 3 1

Process 5 completed

Available matrix: 10 5 7

The system is in a safe state!!

RESULT:

 Thus the program to implement the deadlock avoidance was executed and verified.

VIVA QUESTIONS:

1. How to recover once the Deadlock has been detected?
2. List the steps to illustrate the Deadlock Detection Algorithm.
3. What are the advantages to check each resource request?
4. .How to fill the Allocation matrix?
5. How to identify whether the process exist in deadlock or not?

EX.NO:8 DEADLOCK DETECTION

ALGORITHMAIM:

To Simulate Algorithm for Deadlock detection

ALGORITHM:

Step 1: Start the Program

Step 2: Get the values of resources and processes.

Step 3: Get the avail value..

Step 4: After allocation find the need value. Step 5:

Check whether its possible to allocate.

Step 6: If it is possible then the system is in safe state.

Step 7: Stop the execution

PROGRAM

```
#include<stdio.h>
#include<conio.h> int
max[100][100]; i nt
alloc[100][100]; int
need[100][100]; int
avail[100];
int n,r;

void input();void
show();void cal();
int main()
{
    int i,j;

    printf("***** Deadlock Detection Algo *****\n"); input();
    show();
    cal();

    getch();
    return 0;
```

```
}
```

```
void input()
```

```
{
```

```
    int i,j;
```

```
    printf("Enter the no of Processes\t");
```

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

```
    printf("Enter the no of resource instances\t");scanf("%d",&r);
```

```
    printf("Enter the Max Matrix\n");
```

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

```
    {
```

```
        for(j=0;j<r;j++)
```

```
        {
```

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

```
        }
```

```
    }
```

```
    printf("Enter the Allocation Matrix\n");
```

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

```
    {
```

```
        for(j=0;j<r;j++)
```

```
        {
```

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

```
        }
```

```
    }
```

```
    printf("Enter the available Resources\n");
```

```
    for(j=0;j<r;j++)
```

```
    {
```

```
        scanf("%d",&avail[j]);
```

```
    }
```

```
}
```

```
void show()
```

```

{
    int i,j;

    printf("Process\t Allocation\t Max\t Available\t");
    for(i=0;i<n;i++)
    {
        printf("\nP% d\t ",i+1);
        for(j=0;j<r;j++)
        {
            printf("%d ",alloc[i][j]);

        }
        printf("\t");
        for(j=0;j<r;j++)
        {
            printf("%d ",max[i][j]);

        }
        printf("\t");
        if(i==0)
        {
            for(j=0;j<r;j++)
            printf("%d ",avail[j]);

        }
    }
}

void cal()
{
    int finish[100],temp,need[100][100],flag=1,k,c1=0; int dead[100];int
    safe[100]; int i,j;
    for(i=0;i<n;i++)
    {
        finish[i]=0;

    }

    //find need matrix

```

```

for(i=0;i<n;i++)
{
    for(j=0;j<r;j++)
    {
        need[i][j]=max[i][j]-alloc[i][j];
    }
}
while(flag)
{
    flag=0;
    for(i=0;i<n;i++)
    {
        int c=0;
        for(j=0;j<r;j++)
        {
            if((finish[i]==0)&&(need[i][j]<=avail[j]))
            {
                c++;
                if(c==r)
                {
                    for(k=0;k<r;k++)
                    {
                        avail[k]+=alloc[i][j]; finish[i]=1;flag=1;
                    }
                    //printf("\nP%d",i);
                    if(finish[i]==1)
                    {
                        i=n;
                    }
                }
            }
        }
    }
}

```

```

        }
    }
}
j=0;
flag=0;
for(i=0;i<n;i++)
{
    if(finish[i]==0)
    {
        dead[j]=i;
        j++;
        flag=1;
    }
}
if(flag==1)
{
    printf("\n\nSystem is in Deadlock and the Deadlock process are\n");for(i=0;i<n;i++)
    {
    }
}
else
    printf("P%d\t",dead[i]);
{
}
}
}

```

OUTPUT:

Enter the no. Of processes 3

Enter the no of resources instances 3
Enter the max matrix

3 6 8

4 3 3

3 4 4

Enter the allocation matrix 3 3 3

2 0 3

1 2 4

Enter the available resources 1 2 0

Process	allocation	max	available
P1	3 3 3	3 6 8	1 2 0
P2	2 0 3	4 3 3	
P3	1 2 4	3 4 4	

System is in deadlock and deadlock process are P1 P2 P3

RESULT:

Thus the program to implement the deadlock detection was executed successfully.

VIVA QUESTIONS:

1. Define Deadlock Prevention.
2. List the difference Between Starvation and Deadlock.
3. Give the advantages of Deadlock.
4. List the disadvantages of Deadlock method.
5. Define resource. Give examples.
6. What are the conditions to be satisfied for the deadlock to occur?
7. How can be the resource allocation graph used to identify a deadlock situation?
8. How is Banker's algorithm useful over resource allocation graph technique?
9. Differentiate between deadlock avoidance and deadlock prevention?

ASSIGNMENT

1. Write a C program to implement deadlock detection technique for the following scenarios?
 - a. Single instance of each resource type
 - b. Multiple instances of each resource type

Ex.NO: 9

IMPLEMENTATION OF MEMORY ALLOCATION TECHNIQUES

AIM:

To write a C program to implement Memory Management concept using the technique best fit, worst fit and first fit algorithms.

ALGORITHM:

1. Get the number of process.
2. Get the number of blocks and size of process.
3. Get the choices from the user and call the corresponding switch cases.
4. First fit -allocate the process to the available free block match with the size of the process
5. Worst fit –allocate the process to the largest block size available in the list
6. Best fit-allocate the process to the optimum size block available in the list
7. Display the result with allocations

PROGRAM:

```
#include<stdio.h> main()
{

    int p[10],np,b[10],nb,ch,c[10],d[10],alloc[10],flag[10],i,j;
    printf("\nEnter the no of process:");
    scanf("%d",&np);

    printf("\nEnter the no of blocks:");
    scanf("%d",&nb);
    printf("\nEnter the size of each process:");
    for(i=0;i<np;i++)
    {

        printf("\nProcess %d:",i);
        scanf("%d",&p[i]);
    }
}
```

```

printf("\nEnter the block sizes:");
for(j=0;j<nb;j++)
{
    printf("\nBlock %d:",j);
    scanf("%d",&b[j]);c[j]=b[j];d[j]=b[j];
}
if(np<=nb)
{
    printf("\n1.First fit 2.Best fit 3.Worst fit");do
    {
        printf("\nEnter your choice:");
        scanf("%d",&ch);
        switch(ch)
        {
            case 1: printf("\nFirst Fit\n");
                for(i=0;i<np;i++)
                {
                    for(j=0;j<nb;j++)
                    {
                        if(p[i]<=b[j])
                        {
                            alloc[j]=p[i];printf("\n\nAlloc[%d]",alloc[j]);
                            printf("\n\nProcess %d of size %d is
                            allocated in block:%d of size:%d",i,p[i],j,b[j]);
                            flag[i]=0,b[j]=0;break;
                        }
                        else
                            flag[i]=1;
                    }
                }
            }
        }
    }
}

```

```

        }
    }
    for(i=0;i<np;i++)
    {
        if(flag[i]!=0)
            printf("\n\nProcess %d of size %d is not
allocated",i,p[i]);
    }
    break;

case 2: printf("\nBest Fit\n");
    for(i=0;i<nb;i++)
    {
        for(j=i+1;j<nb;j++)
        {
            if(c[i]>c[j])
            {
                int temp=c[i];
                c[i]=c[j];
                c[j]=temp;
            }
        }
    }

    printf("\nAfter sorting block sizes:");
    for(i=0;i<nb;i++)
    printf("\nBlock %d:%d",i,c[i]);
    for(i=0;i<np;i++)
    {
        for(j=0;j<nb;j++)
        {

```

```

        if(p[i]<=c[j])
        {
            alloc[j]=p[i];printf("\n\nAlloc[%d]",alloc[j]);
            printf("\n\nProcess %d of size %d is
            allocated in block %d of size
            %d",i,p[i],j,c[j]); flag[i]=0,c[j]=0;break;

        }
        flag[i]=1;
    else
    }
}
}
for(i=0;i<np;i++)
{
    if(flag[i]!=0)
        printf("\n\nProcess %d of size %d is not
        allocated",i,p[i]);
}
break;
case 3: printf("\n\nWorst Fit\n");
for(i=0;i<nb;i++)
{
    for(j=i+1;j<nb;j++)
    {
        if(d[i]<d[j])
        {
            int temp=d[i];
            d[i]=d[j];
            d[j]=temp;
        }
    }
}

```

```

        }
    }
    printf("\nAfter sorting block sizes:");for(i=0;i<nb;i++)
    printf("\nBlock %d:%d",i,d[i]);
    for(i=0;i<np;i++)
    {
        for(j=0;j<nb;j++)
        {
            if(p[i]<=d[j])
            {
                alloc[j]=p[i];
                printf("\n\nAlloc[%d]",alloc[j]);
                printf("\n\nProcess %d of size %d is
                allocated in block %d of size
                %d",i,p[i],j,d[j]
                );

                flag[i]=0,d[j]=0;break;
            }
            else
                flag[i]=1;
        }
    }
    for(i=0;i<np;i++)
    {
        if(flag[i]!=0)
            printf("\n\nProcess %d of size
            %d is not allocated",i,p[i]);
    }
    break;
    default:    printf("Invalid Choice...!");break;

```

```
        }  
    }while(ch<=3);  
}  
}
```

OUTPUT

Enter the no of process:3Enter
the no of blocks:3
Enter the size of each process:

Process 0:100

Process 1:150

Process 2:200

Enter the block sizes:

Block 0:300

Block 1:350

Block 2:200

1.First fit 2.Best fit 3.Worst fitEnter
your choice:1

Alloc[100]

Process 0 of size 100 is allocated in block 0 of size 300Alloc[150]

Process 1 of size 150 is allocated in block 1 of size 350Alloc[200]

Process 2 of size 200 is allocated in block 2 of size 200Enter your
choice:2

Best Fit

After sorting block sizes are:Block

0:200

Block 1:300

Block 2:350

Alloc[100]

Process 0 of size 100 is allocated in block:0 of size:200 Alloc[150]

Process 1 of size 150 is allocated in block:1 of size:300 Alloc[200]

Process 2 of size 200 is allocated in block:2 of size:350 enter your choice:3

Worst Fit

After sorting block sizes are:

Block 0:350

Block 1:300

Block 2:200

Alloc[100]

Process 0 of size 100 is allocated in block 0 of size 350 Alloc[150]

Process 1 of size 150 is allocated in block 1 of size 300 Alloc[200]

Process 2 of size 200 is allocated in block 2 of size 200 Enter your choice:6

Invalid Choice...!

RESULT:

Thus a UNIX C program to implement memory management scheme using Best fit worst fit and first fit were executed successfully.

VIVA QUESTIONS

1. What is Memory Management?
2. Why Use Memory Management?
3. List the memory allocation techniques
4. Define Best fit and its advantage?
5. What is the use of First fit and worst fir methods?

ASSIGNMENT :

1. Write a C program to implement compaction technique.

**EX.NO:10 IMPLEMENTATION OF PAGING TECHNIQUE OF MEMORY
MANAGEMENT**

AIM:

To write a C program to implement paging concept for memory management.

ALGORITHM:

Step 1: Start the program.

Step 2: Enter the logical memory address.

Step 3: Enter the page table which has offset and page frame. Step 4: The corresponding physical address can be calculate by, $PA = [\text{pageframe} * \text{No. of pagesize}] + \text{Page offset}$.

Step 5: Print the physical address for the corresponding logical address. Step 6: Terminate the program.

PROGRAM:

```
#include<stdio.h>
#include<conio.h>main()
{
    int ms, ps, nop, np, rempages, i, j, x, y, pa, offset;
    int s[10], fno[10][20];
    clrscr();

    printf("\nEnter the memory size -- ");
    scanf("%d",&ms);
    printf("\nEnter the page size -- ");
    scanf("%d",&ps);
    nop = ms/ps;

    printf("\nThe no. of pages available in memory are -- %d ",nop);printf("\nEnter
number of processes -- ");
    scanf("%d",&np);
    rempages = nop;
    for(i=1;i<=np;i++)
```

```

{

printf("\nEnter no. of pages required for p[%d]-- ",i);
scanf("%d",&s[i]);
if(s[i] >rempages)
{
    printf("\nMemory is Full"); break;
}

rempages = rempages - s[i]; printf("\nEnter
pagetable for p[%d] --- ",i);for(j=0;j<s[i];j++)
    scanf("%d",&fno[i][j]);
}

printf("\nEnter Logical Address to find Physical Address ");
printf("\nEnter process no. and pagenumber and offset -- ");
scanf("%d %d %d",&x,&y, &offset);
if(x>np || y>=s[i] || offset>=ps)
    printf("\nInvalid Process or Page Number or offset");
else
{
    pa=fno[x][y]*ps+offset;
    printf("\nThe Physical Address is -- %d",pa);
}

getch();
}

```

OUTPUT

```

Enter the memory size – 1000Enter
the page size --          100
The no. of pages available in memory are          10

```

```
Enter number of processes --          3

Enter no. of pages required for p[1]--  4
Enter pagetable for p[1] ---          8    6    9    5
Enter no. of pages required for p[2]--  5
Enter pagetable for p[2] ---          1    4    5    7    3
Enter no. of pages required for p[3]--  5

Memory is Full
```

```
Enter Logical Address to find Physical Address Enter process no. and pagenumber and offset --
2
3
60
```

The Physical Address is -- 760

RESULT:

Thus C program for implementing paging concept for memory management has been executed successfully.

VIVA QUESTIONS

1. What is the use Memory Management?
2. Define Memory Management Techniques
3. What is Swapping?
4. What is paging?
5. What are the advantages of non-contiguous memory allocation schemes?
6. What is the process of mapping a logical address to physical address with respect to the paging memory management technique?
7. Define the terms – base address, offset?
8. Differentiate between paging and segmentation memory allocation techniques?
9. What is the purpose of page table?
10. Whether the paging memory management technique suffers with internal or external fragmentation problem. Why?

ASSIGNMENT

1. Write a C program to simulate two-level paging technique.
2. Write a C program to simulate segmentation memory management technique.

EX.NO:11A IMPLEMENTATION OF THE FIFO PAGE REPLACEMENT ALGORITHMS

AIM:

To write a UNIX C program to implement FIFO page replacement algorithm.

DESCRIPTION :

The FIFO Page Replacement algorithm associates with each page the time when that page was brought into memory. When a page must be replaced, the oldest page is chosen . There is not strictly necessary to record the time when a page is brought in. By creating a FIFO queue to hold all pages in memory and by replacing the page at the head of the queue. When a page is brought into memory, insert it at the tail of the queue.

ALGORITHM:

1. Start the process
2. Declare the size with respect to page length
3. Check the need of replacement from the page to memory
4. Check the need of replacement from old page to new page in memory
5. Format queue to hold all pages
6. Insert the page require memory into the queue
7. Check for bad replacement and page fault
8. Get the number of processes to be inserted
9. Display the values
10. Stop the process

PROGRAM:

```
#include<stdio.h>
#include<conio.h>
main()
{
```

```
int i, j, k, f, pf=0, count=0, rs[25], m[10], n;
clrscr();
printf("\n Enter the length of reference string -- ");
```

```

scanf("%d",&n);

printf("\n Enter the reference string -- ");
for(i=0;i<n;i++)
    scanf("%d",&rs[i]); printf("\n
Enter no. of frames -- ");
scanf("%d",&f);
for(i=0;i<f;i++)

    m[i]=-1;

printf("\n The Page Replacement Process is -- \n");
for(i=0;i<n;i++)
{
    for(k=0;k<f;k++)
    {
        if(m[k]==rs[i])
            break;
    }
    if(k==f)
    {
        m[count++]=rs[i];
        pf++;
    }
    for(j=0;j<f;j++)
        printf("\t%d",m[j]);
    if(k==f)
        printf("\tPF No. %d",pf);

    printf("\n");
    if(count==f)
        count=0;
}

printf("\n The number of Page Faults using FIFO are %d",pf); getch();
}

```

OUTPUT

Enter the length of reference string – 20

Enter the reference string -- 7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1

Enter no. of frames -- 3

The Page Replacement Process is –

7	-1	-1	PF No. 1
7	0	-1	PF No. 2
7	0	1	PF No. 3
2	0	1	PF No. 4
2	0	1	
2	3	1	PF No. 5
2	3	0	PF No. 6
4	3	0	PF No. 7
4	2	0	PF No. 8
4	2	3	PF No. 9
0	2	3	PF No. 10
0	2	3	
0	2	3	
0	1	3	PF No. 11
0	1	2	PF No. 12
0	1	2	
0	1	2	
7	1	2	PF No. 13
7	0	2	PF No. 14
7	0	1	PF No. 15

The number of Page Faults using FIFO are 15

RESULT:

Thus a UNIX C program to implement FIFO page replacement is executed successfully.

**EX.NO:11B IMPLEMENTATION OF LRU PAGE REPLACEMENT
ALGORITHM**

AIM:

To write UNIX C program a program to implement LRU page replacement algorithm.

DESCRIPTION:

The Least Recently Used replacement policy chooses to replace the page which has not been referenced for the longest time. This policy assumes the recent past will approximate the immediate future. The operating system keeps track of when each page was referenced by recording the time of reference or by maintaining a stack of references.

ALGORITHM:

1. Start the process
2. Declare the size
3. Get the number of pages to be inserted
4. Get the value
5. Declare counter and stack
6. Select the least recently used page by counter value
7. Stack them according the selection.
8. Display the values
9. Stop the process

PROGRAM:

```
#include<stdio.h>
#include<conio.h>
main()
{
    int i, j , k, min, rs[25], m[10], count[10], flag[25], n, f, pf=0, next=1;
    clrscr();
    printf("Enter the length of reference string -- ");
```

```

scanf("%d",&n);

printf("Enter the reference string -- ");
for(i=0;i<n;i++)
{
    scanf("%d",&rs[i]); flag[i]=0;
}

printf("Enter the number of frames -- ");
scanf("%d",&f);
for(i=0;i<f;i++)
{
    count[i]=0;
    m[i]=-1;
}

printf("\n\nThe Page Replacement process is -- \n\n");
for(i=0;i<n;i++)
{
    for(j=0;j<f;j++)
    {
        if(m[j]==rs[i])
        {
            flag[i]=1;
            count[j]=next;
            next++;
        }
    }
    if(flag[i]==0)
    {
        if(i<f)
        {
            m[i]=rs[i];
            count[i]=next; next++;
        }
    }
}

```

```

        }
    else
    {
        min=0;
        for(j=1;j<f;j++)
            if(count[min] > count[j])
                min=j;
        m[min]=rs[i];
        count[min]=next;next++;

    }

    pf++;
}

for(j=0;j<f;j++)
    printf("%d\t", m[j]);
if(flag[i]==0)
    printf("PF No. -- %d" , pf);

printf("\n");
}

printf("\nThe number of page faults using LRU are %d",pf);
getch();
}

```

OUTPUT

Enter the length of reference string -- 20

Enter the reference string -- 7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1
Enter the number of frames -- 3

The Page Replacement process is --

7	-1	-1	PF No. -- 1
7	0	-1	PF No. -- 2
7	0	1	PF No. -- 3
2	0	1	PF No. -- 4

2	0	1	
2	0	3	PF No. -- 5
2	0	3	
4	0	3	PF No. -- 6
4	0	2	PF No. -- 7
4	3	2	PF No. -- 8
0	3	2	PF No. -- 9
0	3	2	
0	3	2	
1	3	2	PF No. -- 10
1	3	2	
1	0	2	PF No. -- 11
1	0	2	
1	0	7	PF No. -- 12
1	0	7	
1	0	7	

The number of page faults using LRU are 12

RESULT:

Thus a UNIX C program to implement LRU page replacement is executed successfully.

EX.NO:11C IMPLEMENTATION OF LFU PAGE REPLACEMENT ALGORITHM

AIM:

To write a program in C to implement LFU page replacement algorithm.

ALGORITHM

Step1: Start the program

Step2: Declare the required variables and initialize it. Step3; Get the frame size and reference string from the user
Step4: Keep track of entered data elements

Step5: Accommodate a new element look for the element that is not to be used infrequently replace.

Step6: Count the number of page fault and display the value

Step7: Terminate the program

PROGRAM

```
#include<stdio.h>
#include<conio.h> main()
{
    int rs[50], i, j, k, m, f, cntr[20], a[20], min, pf=0;
    clrscr();
    printf("\nEnter number of page references -- ");
    scanf("%d",&m);
    printf("\nEnter the reference string -- ");
    for(i=0;i<m;i++)
        scanf("%d",&rs[i]);

    printf("\nEnter the available no. of frames -- ");
    scanf("%d",&f);
    for(i=0;i<f;i++)
    {
```

```

        cntr[i]=0;
        a[i]=-1;
    }
    Printf("\n\nThe Page Replacement Process is - \n");
    for(i=0;i<m;i++)
    {
        for(j=0;j<f;j++)
            if(rs[i]==a[j])
            {
                cntr[j]++;
                break;
            }
        if(j==f)
        {
            min = 0;
            for(k=1;k<f;k++)
                if(cntr[k]<cntr[min])
                    min=k;
            a[min]=rs[i];
            cntr[min]=1;
            pf++;
        }
        printf("\n");
        for(j=0;j<f;j++)
            printf("\t%d",a[j]);
        if(j==f)
            printf("\tPF No. %d",pf);

    }
    printf("\n\n Total number of page faults -- %d",pf);getch();
}

```

OUTPUT

Enter number of page references -- 10

Enter the reference string -- 1 2 3 4 5 2 5 2 5 1 4 3

Enter the available no. of frames 3

The Page Replacement Process is –

1	-1	-1	PF No. 1
1	2	-1	PF No. 2
1	2	3	PF No. 3
4	2	3	PF No. 4
5	2	3	PF No. 5
5	2	3	
5	2	3	
5	2	1	PF No. 6
5	2	4	PF No. 7
5	2	3	PF No. 8

Total number of page faults----- 8

RESULT:

Thus the C programs to implement LFU page replacement algorithm was executed successfully.

VIVA QUESTIONS:

1. What is the purpose of page replacement?
2. Define page fault?
3. Which replacement algorithms suffers from Belady's anomaly?
4. Reference bit is used in which page replacement algorithm?
5. What is LRU page replacement?
6. Define optimal page replacement.
7. Define the concept of thrashing? What is the scenario that leads to the situation of thrashing?

ASSIGNMENT:

1. Write a C program to simulate LRU-approximation page replacement algorithm?


```

        {
            printf("Block already allocated");
            break;
        }
    if(j==(st+len))
        printf("\n the file is allocated to disk"); printf("\n if
u want to enter more files?(y-1/n-0)");scanf("%d",&c);
    if(c==1)
        goto X;
    else
        exit();
getch();
}

```

OUTPUT

Output: Enter the starting block & length of file 4 104->1

5->1

6->1

7->1

8->1

9->1

10->1

11->1

12->1

13->1

The file is allocated to disk

If you want to enter more files? (Y-1/N-0)

RESULT :

Thus the program to implement the Sequential file allocation was executed successfully.

EX.NO:12B

LINKED FILE

ALLOCATION AIM:

To write a C program to implement File Allocation concept using the technique Linked List Technique.

ALGORITHM:

Step 1: Start the Program

Step 2: Get the number of files.

Step 3: Allocate the required locations by selecting a location randomly
Step 4: Check whether the selected location is free.

Step 5: If the location is free allocate and set flag =1 to the allocated locations.
Step 6: Print the results file no, length, blocks allocated.

Step 7: Stop the execution

PROGRAM:

```
#include<stdio.h>
main()
{
    int f[50],p,i,j,k,a,st,len,n,c;
    clrscr();
    for(i=0;i<50;i++)
        f[i]=0;

    printf("Enter how many blocks that are already allocated");
    scanf("%d",&p);
    printf("\nEnter the blocks no.s that are already allocated");
    for(i=0;i<p;i++)
    {
        scanf("%d",&a);
        f[a]=1;
    }

    X: printf("Enter the starting index block & length");scanf("%d%d",&st,&len);
```

```

k=len;
for(j=st;j<(k+st);j++)
{
    if(f[j]==0)
    {
        f[j]=1;
        printf("\n %d->%d",j,f[j]);
    }
    else
    {
        printf("\n %d->file is already allocated",j); k++;
    }
}

printf("\n If u want to enter one more file? (yes-1/no-0)");
scanf("%d",&c);
if(c==1)
    goto X;
else
    exit();

getch( );
}

```

OUTPUT:

Enter how many blocks are already allocated 3 Enter the blocks no's that are already allocated 4 7 9 Enter the starting index block & length 3 7

3-> 1

4-> File is already allocated 5->1

6->1

7-> File is already allocated 8->1

9-> File is already allocated 10->1

11->1

12->1

If u want to enter one more file? (yes-1/no-0)

RESULT:

Thus the program to implement the linked file allocation was executed successfully

EX.NO:12C INDEXED FILE

ALLOCATION AIM:

To write a C program to implement file Allocation concept using the technique indexed allocation Technique

ALGORITHM:

Step 1: Start the Program

Step 2: Get the number of files.

Step 3: Get the memory requirement of each file.

Step 4: Allocate the required locations by selecting a location randomly. Step 5: Print the results file no,length, blocks allocated.

Step 6: Stop the execution.

PROGRAM

```
#include<stdio.h>

int f[50],i,k,j,inde[50],n,c,count=0,p;
main()
{
    clrscr();
    for(i=0;i<50;i++)
        f[i]=0;

    x: printf("enter index block\t");
    scanf("%d",&p);
    if(f[p]==0)
    {
        f[p]=1;
        printf("enter no of files on index\t"); scanf("%d",&n);
    }
    else
    {
        printf("Block already allocated\n"); goto x;
    }
}
```

```

    }
    for(i=0;i<n;i++)
        scanf("%d",&inde[i]);
    for(i=0;i<n;i++)
    if(f[inde[i]]==1)
    {
        printf("Block already allocated");goto
        x;
    }
    for(j=0;j<n;j++)
        f[inde[j]]=1; printf("\n
    allocated"); printf("\n file
    indexed");for(k=0;k<n;k++)
        printf("\n %d->%d:%d",p,inde[k],f[inde[k]]);
    printf(" Enter 1 to enter more files and 0 to exit\t"); s
    scanf("%d",&c);
    if(c==1)
        goto x;
    else
        exit();
getch();
}

```

OUTPUT:

Enter index block 9

Enter no of files on index 3 1 2 3

Allocated

File indexed 9-> 1:1

9-> 2:1

9->3:1

Enter 1 to enter more files and 0 to exit.

RESULT :

Thus the program to implement the indexed file allocation was executed successfully

VIVA QUESTIONS:

1. Define file?
2. What are the different kinds of files?
3. What is the purpose of file allocation strategies?
4. Identify ideal scenarios where sequential, indexed and linked file allocation strategies are most appropriate?
5. What are the disadvantages of sequential file allocation strategy?
6. What is an index block?
7. What is the file allocation strategy used in UNIX?

ASSIGNMENT:

1. Write a C program to simulate a two-level index scheme for file allocation?

EX.NO: 13**MULTI-LEVEL QUEUE****SCHEDULING AIM:**

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. The priority of each process ranges from 1 to 3. Use fixed priority scheduling for all the processes.

DESCRIPTION:

Multi-level queue scheduling algorithm is used in scenarios where the processes can be classified into groups based on property like process type, CPU time, IO access, memory size, etc. In a multi-level queue scheduling algorithm, there will be 'n' number of queues, where 'n' is the number of groups the processes are classified into. Each queue will be assigned a priority and will have its own scheduling algorithm like round-robin scheduling or FCFS. For the process in a queue to execute, all the queues of priority higher than it should be empty, meaning the process in those high priority queues should have completed its execution. In this scheduling algorithm, once assigned to a queue, the process will not move to any other queues.

PROGRAM:

```
main()
{
    int p[20],bt[20], su[20], wt[20],tat[20],i, k, n, temp;float
    wtavg, tatavg;
    clrscr();

    printf("Enter the number of processes --- ");
    scanf("%d",&n);
    for(i=0;i<n;i++)
    {
        p[i] = i;

        printf("Enter the Burst Time of Process %d --- ", i);
        scanf("%d",&bt[i]);
        printf("System/User Process (0/1) ? --- ");
        scanf("%d", &su[i]);
    }
}
```

```

}
for(i=0;i<n;i++)
    for(k=i+1;k<n;k++)
        if(su[i] > su[k])
            {
                temp=p[i]; p[i]=p[k]; p[k]=temp;
                temp=bt[i]; bt[i]=bt[k]; bt[k]=temp;
                temp=su[i]; su[i]=su[k]; su[k]=temp;
            }
wtavg = wt[0] = 0;
tatavg = tat[0] = bt[0];

for(i=1;i<n;i++)
{
    wt[i] = wt[i-1] + bt[i-1];
    tat[i] = tat[i-1] + bt[i];
    wtavg = wtavg + wt[i]; tatavg = tatavg + tat[i];
}

printf("\nPROCESS\t\t SYSTEM/USER PROCESS \tBURST
TIME\tWAITING TIME\tTURNAROUND TIME");

for(i=0;i<n;i++)
    printf("\n%d \t\t %d \t\t %d \t\t %d \t\t %d",p[i],su[i],bt[i],wt[i],tat[i]);

printf("\nAverage Waiting Time is --- %f",wtavg/n);
printf("\nAverage Turnaround Time is --- %f",tatavg/n);
getch();
}

```

OUTPUT

Enter the number of processes --- 4 Enter the
Burst Time of Process 0 --- 3

System/User Process (0/1) ? --- 1

Enter the Burst Time of Process 1 --- 2 System/User

Process (0/1) ? --- 0

Enter the Burst Time of Process 2 --- 5 System/User Process

(0/1) ? --- 1

Enter the Burst Time of Process 3 --- 1 System/User

Process (0/1) ? --- 0

PROCE SS	USER PROCESS	BURST TIME	WAITING TIME	TURNAROUND TIME
1	0	2	0	2
3	0	1	2	3
2	1	5	3	8
0	1	3	8	11

Average Waiting Time is --- 3.250000 Average

Turnaround Time is --- 6.000000 **RESULT:**

The Multilevel Scheduling algorithm has been implemented in C.

VIVA QUESTIONS

1. What is multi-level queue CPU Scheduling?
2. Differentiate between the general CPU scheduling algorithms like FCFS, SJF etc and multi-level queue CPU Scheduling?
3. What are CPU-bound I/O-bound processes?
4. What are the parameters to be considered for designing a multilevel feedback queue scheduler?
5. Differentiate multi-level queue and multi-level feedback queue CPU scheduling algorithms?
6. What are the advantages of multi-level queue and multi-level feedback queue CPU scheduling algorithms?

ASSIGNMENT:

1. 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. Consider each process priority to be from 1 to 3. Use priority scheduling for the processes in each queue

EX.NO: 14 DISK SCHEDULING

ALGORITHMS AIM:

Write a C program to simulate disk scheduling algorithms

- a) FCFS b) SCAN c) C-SCAN

DESCRIPTION

One of the responsibilities of the operating system is to use the hardware efficiently. For the disk drives, meeting this responsibility entails having fast access time and large disk bandwidth. Both the access time and the bandwidth can be improved by managing the order in which disk I/O requests are serviced which is called as disk scheduling. The simplest form of disk scheduling is, of course, the first-come, first-served (FCFS) algorithm. This algorithm is intrinsically fair, but it generally does not provide the fastest service. In the SCAN algorithm, the disk arm starts at one end, and moves towards the other end, servicing requests as it reaches each cylinder, until it gets to the other end of the disk. At the other end, the direction of head movement is reversed, and servicing continues. The head continuously scans back and forth across the disk. C-SCAN is a variant of SCAN designed to provide a more uniform wait time. Like SCAN, C-SCAN moves the head from one end of the disk to the other, servicing requests along the way. When the head reaches the other end, however, it immediately returns to the beginning of the disk without servicing any requests on the return trip

PROGRAM

FCFS DISK SCHEDULING ALGORITHM

```
#include<stdio.h>
main()
{
    int t[20], n, I, j, tohm[20], tot=0;
    float avhm;
    clrscr();

    printf("enter the no.of tracks");
    scanf("%d",&n);
    printf("enter the tracks to be traversed");
    for(i=2;i<n+2;i++)
```

```

        scanf("%d",&t*i+);
for(i=1;i<n+1;i++)
{
    tohm[i]=t[i+1]-t[i];
    if(tohm[i]<0)
        tohm[i]=tohm[i]*(-1);
}

for(i=1;i<n+1;i++)
    tot+=tohm[i];
avhm=(float)tot/n;
printf("Tracks traversed\tDifference between tracks\n"); for(i=1;i<n+1;i++)
    printf("%d\t\t\t%d\n",t*i+,tohm*i+);
printf("\nAverage header movements:%f",avhm);getch();
}

```

OUTPUT

Enter no.of tracks:9

Enter track position:55 58 60 70 18 90 150 160 184

Tracks traversed	Difference between tracks
55	45
58	3
60	2
70	10
18	52
90	72
150	60
160	10
184	24

Average header movements:30.888889

SCAN DISK SCHEDULING ALGORITHM

```
#include<stdio.h>
main()
{
    int t[20], d[20], h, i, j, n, temp, k, atr[20], tot, p, sum=0;
    clrscr();
    printf("enter the no of tracks to be traversed");
    scanf("%d",&n);
    printf("enter the position of head");
    scanf("%d",&h);
    t[0]=0;t[1]=h;

    printf("enter the tracks");
    for(i=2;i<n+2;i++)
        scanf("%d",&t[i]);
    for(i=0;i<n+2;i++)
    {
        for(j=0;j<(n+2)-i-1;j++)
        {
            if(t[j]>t[j+1])
            {
                temp=t[j];
                t[j]=t[j+1];
                t[j+1]=temp;
            }
        }
    }

    for(i=0;i<n+2;i++)
        if(t[i]==h)
```

```

        j=i;k=i;

p=0;
while(t[j]!=0)
{
    atr[p]=t[j];
    j--;
    p++;
}
atr[p]=t[j];
for(p=k+1;p<n+2;p++,k++)
    atr[p]=t[k+1];
for(j=0;j<n+1;j++)
{
    if(atr[j]>atr[j+1])
        d[j]=atr[j]-atr[j+1];
    else
        d[j]=atr[j+1]-atr[j];
    sum+=d[j];
}

printf("\nAverage header movements:%f", (float)sum/n);
getch();
}

```

OUTPUT

Enter no.of tracks:9

Enter track position:55 58 60 70 18 90 150 160 184Tracks
traversed Difference between tracks

150 50

160 10

1841 24

90 94

70	20
60	10
58	2
55	3
18	37

Average header movements: 27.77

C-SCAN DISK SCHEDULING ALGORITHM

```
#include<stdio.h> main()
{
    int t[20], d[20], h, i, j, n, temp, k, atr[20], tot, p, sum=0;
    clrscr();
    printf("enter the no of tracks to be traveresed");
    scanf("%d",&n);
    printf("enter the position of head");
    scanf("%d",&h);
    t[0]=0;t[1]=h;

    printf("enter total tracks");
    scanf("%d",&tot);
    t[2]=tot-1;

    printf("enter the tracks");
    for(i=3;i<=n+2;i++)
        scanf("%d",&t[i]);
    for(i=0;i<=n+2;i++)
        for(j=0;j<=(n+2)-i-1;j++)

            if(t[j]>t[j+1])
            {
                temp=t[j];
                t[j]=t[j+1];
```

```

        t[j+1]=temp;
    }
for(i=0;i<=n+2;i++)
    if(t[i]==h)
        j=i;break;
p=0;
while(t[j]!=tot-1)
{
    atr[p]=t[j];
    j++;
    p++;
}
atr[p]=t[j];
p++;
i=0;
while(p!=(n+3) && t[i]!=t[h])
{
    atr[p]=t[i];
    i++;
    p++;
}
for(j=0;j<n+2;j++)
{
if(atr[j]>atr[j+1])
    d[j]=atr[j]-atr[j+1];
else
    d[j]=atr[j+1]-atr[j];
sum+=d[j];
}
printf("total header movements%d",sum);

```

```
printf("avg is %f",(float)sum/n);  
getch();  
}
```

OUTPUT

Enter the track position: 55 58 60 70 18 90 150 160 184
Enter starting position : 100

Tracks traversed	Difference Between tracks
150	50
160	10
184	24
18	240
55	37
58	3
60	2
70	10
90	29

Average seek time : 35.7777779

RESULT:

Thus the program to implement disk Scheduling algorithm has been executed and verified

VIVA QUESTIONS:

1. What is disk scheduling?
2. List the different disk scheduling algorithms?
3. Define the terms – disk seek time, disk access time and rotational latency?
4. Define sequential file allocation?
5. What is the use of indexed file allocation?
6. What are the advantages of linked allocation?
7. What is the advantage of C-SCAN algorithm over SCAN algorithm?
8. Which disk scheduling algorithm has the highest rotational latency? Why?

ASSIGNMENT:

1. Write a C program to implement SSTF disk scheduling algorithm?

EX.NO.15 DINING-PHILOSOPHERS

PROBLEM.AIM:

Write a C program to simulate the concept of Dining-Philosophers problem.

DESCRIPTION

The dining-philosophers problem is considered a classic synchronization problem because it is an example of a large class of concurrency-control problems. It is a simple representation of the need to allocate several resources among several processes in a deadlock-free and starvation-free manner. Consider five philosophers who spend their lives thinking and eating. The philosophers share a circular table surrounded by five chairs, each belonging to one philosopher. In the center of the table is a bowl of rice, and the table is laid with five single chopsticks. When a philosopher thinks, she does not interact with her colleagues. From time to time, a philosopher gets hungry and tries to pick up the two chopsticks that are closest to her (the chopsticks that are between her and her left and right neighbors). A philosopher may pick up only one chopstick at a time. Obviously, she cannot pick up a chopstick that is already in the hand of a neighbor. When a hungry philosopher has both her chopsticks at the same time, she eats without releasing her chopsticks. When she is finished eating, she puts down both of her chopsticks and starts thinking again. The dining-philosophers problem may lead to a deadlock situation and hence some rules have to be framed to avoid the occurrence of deadlock.

PROGRAM

```
int tph, philname[20], status[20], howhung, hu[20], cho;main()
{
    int i;
    clrscr();
    printf("\n\nDINING PHILOSOPHER PROBLEM");

    printf("\nEnter the total no. of philosophers: ");
    scanf("%d",&tph);
    for(i=0;i<tph;i++)
    {
        philname[i] = (i+1);
```

```

        status[i]=1;
    }
    printf("How many are hungry : ");
    scanf("%d", &howhung);
    if(howhung==tph)
    {
        printf("\nAll are hungry..\nDead lock stage will occur");printf("\nExiting..");
    }
else
{
    for(i=0;i<howhung;i++)
    {
        printf("Enter philosopher %d position: ",(i+1));scanf("%d",
        &hu[i]);
        status[hu[i]]=2;
    }
    do
    {
        printf("1.One can eat at a time\t2.Two can eat at a time\t3.Exit\nEnter
        your choice:");
        scanf("%d", &cho);
        switch(cho)
        {
            case 1:  one();
                    break;
            case 2:  two();
                    break;
            case 3:  exit(0);
            default: printf("\nInvalid option..");
        }
    }
}

```



```

        for(x=0;x<howhung;x++)
        {
            if((hu[x]!=t)&&(hu[x]!=r))
                printf("\nP %d is waiting", philname[hu[x]]);
        }
    }
}

```

OUTPUT

DINING PHILOSOPHER PROBLEM

Enter the total no. of philosophers: 5How

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: 1

Allow one philosopher to eat at any time P 3 is granted to eatP 3 is

waiting P 5 is waiting P 0 is waiting

P 5 is granted to eat P 5 is waitingP 0 is

waiting

P 0 is granted to eat P 0 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

P 3 and P 5 are granted to eat P 0 is waitingcombination 2

P 3 and P 0 are granted to eat P 5 is waitingcombination 3

P 5 and P 0 are granted to eat P 3 is waiting

1. One can eat at a time
 2. Two can eat at a time
 3. Exit/Enter your choice: 3
- RESULT:**

Thus the program to implement the dining Philosopher was executed and verified.

VIVA QUESTIONS:

1. Differentiate between a monitor, semaphore and a binary semaphore?
2. Define clearly the dining-philosophers problem?
3. Identify the scenarios in the dining-philosophers problem that leads to the deadlock situations?

ASSIGNMENT:

1. Write a C program to simulate readers-writers problem using monitors?