***OPERATING SYSTEMS LAB MANUAL***

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**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 C programs to simulate UNIX commands like cp, ls, grep, etc.
4. Shell Programming
5. Write C programs to implement the various CPU Scheduling Algorithms
6. Implementation of Semaphores
7. Implementation of Shared memory and IPC
8. Bankers Algorithm for Deadlock Avoidance
9. Implementation of Deadlock Detection Algorithm
10. Write C program to implement Threading & Synchronization Applications
11. Implementation of the following Memory Allocation Methods for fixed partition
    1. First Fit b) Worst Fit c) Best Fit
12. Implementation of Paging Technique of Memory Management
13. Implementation of the following Page Replacement Algorithms a) FIFO b) LRU c) LFU . Implementation of the various File Organization Techniques
14. Implementation of the following File Allocation Strategies
    1. Sequential b) Indexed c) Linked

**BASIC UNIX COMMANDS**

**INTRODUCTION TO UNIX**

**UNIX:**

It is a multi-user operating system. Developed at AT & T Bell Industries, USA in 1969.Ken Thomson along with Dennis Ritchie developed it from MULTICS (Multiplexed Information and Computing Service) OS. By 1980, UNIX had been completely rewritten using C language.

**LINUX**:

It is similar to UNIX, which is created by Linus Torualds. All UNIX commands works in Linux also and it is available free of cost. The main feature of Linux is coexisting with other OS.

**STRUCTURE OF A LINUX SYSTEM:**

It consists of three parts.

a) UNIX kernel

b) Shells

c) Tools and Applications

TOOLS AND APPLICATIONS

SHELLS

THE UNIX KERNEL

COMPUTER HARDWARE

USERS

**UNIX KERNEL:**

* + Kernel is the core of the UNIX OS. It controls all tasks, schedule all processes and carries out all the functions of OS.
  + Decides when one program stops and another starts.

**SHELL:** Shell is the command interpreter in the UNIX OS. It accepts command from the user and analyses and interprets them

EX:NO:1A: BASIC UNIX COMMANDS

a) **date** – used to check the date and time syn: $ date

|  |  |  |  |
| --- | --- | --- | --- |
| Format | Purpose | Example | Result |
| + % m | To display only month | $ date + % m | 06 |
| + % h | To display month name | $ date + % h | June |
| + % d | To display day of month | $ date + % d | O1 |
| + % y | To display last two digits of the year | $ date + % y | 09 |
| + % H | To display hours | $ date + % H | 10 |
| + % M | To display minutes | $ date + % M | 45 |
| + % S | To display seconds | $ date + % S | 55 |

b) **cal** – used to display the calendar

syn: $ cal 2 2009

c) **echo** – used to print the message on the screen.

Syn: $ echo “text”

d) **ls** – used to list the files. Your files are kept in a directory.

Syn: $ ls

ls – s All files (include files with prefix)

ls – l Long detail (provide file statistics)

ls – t Order by creation time

ls – u Sort by access time (or show when last accessed together with –l)

ls – s Order by size

ls – r Reverse Order

ls – f Mark directories with / ,executable with \* , symbolic links with @ , local sockets with = , named pipes (FIFOs) with |

ls – s Show file size

ls – h “Human Readable”, show file size in Kilo Bytes & Mega Bytes (h can be used together with –l or -s)

ls [a-m]\* List all the files whose name begin with alphabets From ‘a’ to ‘m’

ls [a]\* List all the files whose name begins with ‘a’ or ‘A’

Eg: $ ls > mylist

Output of ‘ls’ command is stored to disk file named ‘my list’

e) **lp** – used to take printouts syn: $ lp filename

f) **man** – used to provide manual help on every UNIX commands.

Syn: $ man unixcommand

$ man cat

g) **who** & **who am i** – it displays data about all users who have logged in to the system currently. The next command displays about current user only. Syn: $ who

$ who am i

h) **uptime** – tells you how long the computer has been running since its last reboot or power-off.

Syn: $ uptime

i) **uname** – it displays the system information such as hardware platform, system name and processor, OS type.

Syn: $ uname –a

j) **hostname** – displays and set system host name syn: $ hostname

k) **bc** – stands for ‘best calculator’

$ bc $ bc $ bc $ bc

10/2\*3 scale =1 ibase = 2 sqrt(196)

15 2.25+1 obase = 16 14

quit 3.35 11010011

quit 89275

1010

Ā

Quit

$ bc $ bc-l

for (i=1;i<3;i=i+1)I scale = 2

1 s(3.14)

2 0

3

quit

**Result**: Thus the display commands were executed successfully

**EX:NO:1B FILE MANIPULATION COMMANDS**

.

a) **cat** – This create, view and concatenate files.

**Creation**:

Syn: $ cat > filename

**Viewing**:

Syn: $ cat filename

**Add text to an existing file:**

Syn: $ cat >> filename

**Concatenate**:

Syn: $ cat file1 file2 > file3

$ cat file1 file2 >> file3 (no overwriting of file3)

b) **grep** – used to search a particular word or pattern related to that word from the file.

Syn: $ grep searchword filename

Eg: $ grep anu student

c) **rm** – deletes a file from the file system syn: $ rm filename

d) **touch** – used to create a blank file.

Syn: $ touch file names

e) **cp** – copies the files or directories

syn: $ cp source file destination file eg: $ cp student stud

f) **mv** – to rename the file or directory syn: $ mv old file new file

Eg: $ mv –i student student list

(-i prompt when overwrite)

g) **cut** – it cuts or pick up a given number of character or fields of the file.

Syn: $ cut <option> <filename> Eg: $ cut –c filename

$ cut –c 1 -10 emp

$ cut –f 3,6 emp

$ cut –f 3-6 emp

-c cutting columns

-f cutting fields

h) **head** – displays 10 lines from the head (top) of a given file syn: $ head filename

eg: $ head student

To display the top two lines:

$ head -2 student

1. **tail** – displays last 10 lines of the file

syn: $ tail filename

eg: $ tail student

To display the bottom two lines;

$ tail -2 student

j) **chmod** – used to change the permissions of a file or directory.

Syn: $ chmod category operation permission file

Where, category – is the user type

Operation – is used to assign or remove permission

Permission – is the type of permission

File – are used to assign or remove permission

|  |  |  |
| --- | --- | --- |
| **Category** | **Operation** | **Permission** |
| u – users  g –group  o – others  a - all | + assign  - remove  = assign absolutely | r – read  w – write  x- execute |

Examples:

$ chmod u-wx student

removes write and execute permission for users

$ chmod u+rw, g+rw student

assigns read and write permission for users and groups

$ chmod g=rwx student

assigns absolute permission for groups of all read, write and execute permissions

k) **wc** – it counts the number of lines, words, character in a specified file(s)

with the options as –l, -w, -c syn: $wc –l filename

$wc –w filename

$wc –c filename

l) Pr- It is used to display the contents of the file by separating them into pages

and each page begins with the header information.

pr [options] <file name >

$ pr devi

m) Paste

It concatenates the line from each input file column by column with tab characters in between them.

paste [options] <file name >

$ paste f1 f2

f1-line1<tab>f2-line1<tab>f3-line1

f1-line2<tab>f2-line2<tab>f3-line2

f1-line3<tab>f2-line3<tab>f3-line3

Example: $ cat emp-number.txt

100

200

300

400

500

$ cat emp-firstname.txt

Emma

Alex

Madison

Sanjay

Nisha

$ cat emp-lastname.txt

Thomas

Jason

Randy

Gupta

Singh

$ paste emp-number.txt emp-firstname.txt emp-lastname.txt

100 Emma Thomas

200 Alex Jason

300 Madison Randy

400 Sanjay Gupta

500 Nisha Singh

n) Join

It is used to extracts common lines from two sorted files and there should be the common field in both file.

join [options] <file name1 > <file name 2>

$ join -a1 f1 f2

Example: Syntax:

$ join -t':' -1 N -2 N file1 file2

* -t’:’ – : is the field separator
* -1 N : Nth field in 1st file
* -2 N : Nth field in 2nd file
* file1 file2 : files that should be joined

Example:

$ cat employee.txt

100 Emma Thomas

200 Alex Jason

300 Madison Randy

400 Sanjay Gupta

500 Nisha Singh

$ cat bonus.txt

$5,000 100

$5,500 200

$6,000 300

$7,000 400

$9,500 500

$ join -1 1 -2 2 employee.txt bonus.txt

100 Emma Thomas $5,000

200 Alex Jason $5,500

300 Madison Randy $6,000

400 Sanjay Gupta $7,000

500 Nisha Singh $9,500

p) Uniq

It compares adjacent lines in the file and displays the output by eliminating duplicate adjacent lines in it.

uniq [options] <file name >

$ uniq filename

$ uniq test

aa

bb

xx

### 2. Count Number of Occurrences using -c option

This option is to count occurrence of lines in file.

$ uniq -c test

2 aa

3 bb

1 xx

### 3. Print only Duplicate Lines using -d option

This option is to print only duplicate repeated lines in file. As you see below, this didn’t display the line “xx”, as it is not duplicate in the test file.

$ uniq -d test

aa

bb

The above example displayed all the duplicate lines, but only once. But, this -D option will print all duplicate lines in file. For example, line “aa” was there twice in the test file, so the following uniq command displayed the line “aa” twice in this output.

$ uniq -D test

aa

aa

bb

bb

bb

### 4. Print only Unique Lines using -u option

This option is to print only unique lines in file.

$ uniq -u test

xx

q) Sort

It sorts one or more files based on ASCII sequence and also to merge the file.

sort [options] <file name >

$ sort filename

$ sort filename1 >filename2

$ sort -r filename

r)Nl

It is used to add the line numbers to the file.

nl [options] [filename]

$ nl devi

s) Tr

It is used to translate or delete a character or a string from the standard input to produce the required output.

tr [options] <string1> <string2>

$ tr -t ‘a’ ‘b’ < devi>

Tee :

It is used to read the contents from standard input or from output of another command and reproduces the output to boyh in standard output and direct into output to one or more files.

tee [options] <file name >

$ tee date dat.txt

Tac :

The word tac is reverse of the word cat. The tac command functionality is also reverse of the cat command. cat command prints the file. tac command prints the file in reverse order with the last line first.

**Tac filename**

Rev :

Reverse the order of characters in every line as shown in the example below. It is different from tac command, as rev command reverses each character of the line, whereas tac command reverses each line of the file

**rev** **filename**

**Result**:

Thus the file manipulating commands were executed successfully

**EX: NO:1C DIRECTORY COMMANDS**

a) **mkdir** – used for creating a directory.

Syn: $ mkdir directory name

Eg: $ mkdir classes

b) **rmdir** – it is an utility for deleting empty directories.

Syn: $ rmdir directory name

Eg: $rmdir classes

c) **cd** – changes the current directory of the shell.

Syn: $ cd ~

(stores the path to your home directory)

$ cd..

(changes to parent directory)

$ cd

d) **pwd** – (Present Working Directory) shows the current directory.

Syn: $ pwd

**Result**:

Thus the directory commands were executed successfully

**EX:NO:1D PROCESS COMMANDS**

1. **exit** – terminates a process

syn: $ exit

1. **kill** – terminates or send a signal to process

syn: $ kill

1. kill <PID>

$ kill 105

2. **kill $!**

$! is the system variable which stores the process id of the last background

job. The command kill $! is used to kill the last process.

kill $!

$ kill $!

c) at

It is used to execute the process at the time specified.

echo <time>

$ at 14:08 (or)$ at 3 PM (or) $ at 4 :50 AM

**d) passwd** – create or change a password

syn: $ passwd

**e) telnet** – connect to remote machine using the telnet protocol

syn: $ telnet

**f) ps**

It is used to display the attributes of a process.

ps

$ ps

$ ps -f ( Display the ancestry of a process )

$ ps -u ( Display the activities of a user )

$ ps -a ( Lists processes of all users but not the system processes )

**g) nohup**

It permits the execution of the process even after the user has logged out.

nohup <command>

$ nohup sort emp.txt ( result is available on nohup.out )

**Result**:

Thus the process commands were executed successfully.

**EX:NO: 1E GROUPING COMMANDS**

1. The semicolon (**;**) - used to execute more than one command at a time

eg: $ who ; date ; ls

b) The **&&** operator – signifies the logical AND operation. It means that only if first command is successfully executed, then the nest command will be executed.

Eg: $ ls marks && date

c) The **||** operator – signifies the logical OR operation. It means the first command will happen to be unsuccessful, it will continue to execute next command.

Eg: $ ls marks || date

**Result**:

Thus the grouping commands were executed successfully

**UNIX EDITOR**

AIM:

To study the UNIX editor vi and EMACS

CONCEPT:

Editor is a program that allows user to see a portions a file on the screen and modify characters and lines by simply typing at the current position. UNIX supports variety of Editors. They are:

ed

ex

vi

EMACS

vi - vi is stands for “visual”. vi is the most important and powerful editor. vi is a full screen editor that allows user to view and edit entire document at the same time

vi editor was written in the University of California, at Berkley by Bill Joy, who is

one of the co-founder of Sun Microsystems.

**Features of vi:**

It is easy to learn and has more powerful features. It works in great speed and is case sensitive.

vi has powerful undo functions and has 3 modes:

1. command mode

2. insert mode

3. Escape or ex mode

Modes of vi Editor

Vi editor works in three modes of operations specified below:

Command Mode: In this mode, all the keys pressed by the user are interpreted to be editor commands. No text is displayed on the screen, even if corresponding key is pressed on keyboard.

**Insert Mode:** This mode permits to insert new text, editing and replacement of existing text.   
Once vi editor is in the insert mode, letters typed in the keyboard are echoed on the screen.

**The ex or escape colon ( : )** Mode: This mode allow us to give commands at the command line.The bottom line of the vi editor is called the command line.vi uses the command line to display messages and commands.

**Starting with Vi editor**

Syntax: vi filename

**Moving the cursor**

The cursor movement commands are:

Command Action

H or backspace Left one character

l or spacebar Right one character

K or - Up one line

J or + Down one line

I Moves forward a word

#b Moves back a word

#e Moves to the last character in the word

F[character] Moves right to the specified character in a line

T[character] Moves right and places it one character before the specified

character

0 or ^ Moves to the beginning of the file

#$ Moves to the end of the file

L Moves to the last line of the file

G Moves to the specified line number

Editing the file

 Open the file using $ vi filename

 To add text at the end of the file, position the cursor at the last character of the file.

 Switch from command mode to text input mode by pressing ‘a’.   
  Here ‘a’ stands for append.

 Inserting text in the middle of the file is possible by pressing ‘i’.

The editor accepts and inserts the typed character until Esc key is pressed.

Command Purpose

I Inserts text to the left of the cursor

I Inserts text at the beginning of the line

A Append text to the right of the cursor

A Appends text at the end of the line

O Appends a new line below

O Appends a line above

Deleting Text

For deleting a character, move the cursor to the character , press ‘x’. The character

will disappear.

|  |  |
| --- | --- |
| **COMMAND** | **PURPOSE** |
| **X** | Deletes one character |
| **Nx** | Deletes n number of characters |
| **#x** | **Deletes on character at cursor position** |
| #X | Deletes on the character before the cursor position |
| D$ or d | Deletes a line from the cursor position to the end of the line |
| D0 | Deletes from the cursor position to the starting of the line |
| #dd | Deletes the current line where the cursor is positioned |
| #dw | Deletes the word from the cursor position to the end of the word |

The undo features

u-undo the recent changes

U- undo all changes in the current line

Saving text

:w - save the file and remains in edit mode

:wq - save the file and quits from edit mode   
:q - quit without changes from edit mode

Quitting vi

Press zz or ‘:wq’ in command mode.

**EX:NO 2A SHELL PROGRAMMING - SIMPLE EXERCISES**

**SWAPPING OF TWO NUMBERS**

**AIM:**

To write the swapping of two numbers using shell programming

**ALGORITHM:**

1. Read the values of *a* and *b*
2. Interchange the values of *a* and *b* using another variable *t* as follows:

*t* = *a*

*a* = *b*

*b* = *t*

1. Print the values of *a* and *b*

***PROGRAM***

first=5

second=10

temp=$first

first=$second

second=$temp

echo "After swapping, numbers are:"

echo "first = $first, second = $second"

**Output:**

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

After swapping, numbers are:

first = 10, second = 5

**AREA AND CIRCUMFERENCE OF CIRCLE**

**AIM:**

To write the shell Program for finding the area and circumference of a circle

**ALGORITHM:**

1. Read the value of *radius*
2. Calculate the *area* using the formulae: *pi* × *radius2*
3. Calculate the *circumference* using formulae: *2* × *pi* × *radius*
4. Print the *area* and *circumference of circle*

**PROGRAM**:  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

echo "Enter the radious of the circle"

read r

area=$(echo "3.14\*$r\*$r" |)

circum=$(echo "3.14\*2\*$r" )

echo "area of the circle is " $area

echo "circumference of the circle is    " $circum

OUTPUT:

[@localhost ~]$ sh circlearea.sh

Enter the radius of the circle

3.5

area of the circle is            38.46

circumference of the circle is   21.98

**SIMPLE INTEREST**

**AIM**:

To write the Simple interest program using Shell Programming

**ALGORITHM:**

1. Read the values principal amount, rate of interest and years
2. Compute simple interest using the formulae: p \* n \* r / 100
3. Print the simple interest

**PROGRAM:**

echo " Enter the principle value: "  
read p  
echo " Enter the rate of interest:"  
read r  
echo " Enter the time period:"  
read t  
s=`expr $p \\* $t \\* $r / 100`  
echo " The simple interest is "  
echo $s

**OUTPUT:**  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[@localhost ~]$

Enter the principle value:  
2000  
Enter the rate of interest:  
4  
Enter the time period:  
10  
The simple interest is  
800

**TEMPERATURE CONVERSION**

**AIM:**

To write the shell Program for finding the Temperature Conversion

**ALGORITHM:**

1. Read the Fahrenheit Temperature
2. Compute the conversion from fahrenheit to centigrade using ( 5 / 9 ) \* ( $f - 32 )
3. Print the Centigrade temperature
4. Read the Centigrade temperature and convert it to Fahrenheit using (( 9 / 5 ) \* $c ) + 32
5. Print the result

PROGRAM:  
echo "Enter degree celsius temperature: "

read celsius

$celsius\*1.8 + 32"

echo "$celsius degree celsius is equal to $fahrenheit degree fahrenheit"

OUTPUT:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Enter degree celsius temperature: 37

37 degree celsius is equal to 98.6 degree fahrenheit

**Result:**

Thus all the above simple Shell Programs has been written e and executed successfully.

**EX:NO:2B SHELL PROGRAMMING CONDITIONAL STATEMENT**

**Aim**

To write shell programs using decision-making constructs.

Shell supports decision-making using **if** statement. The **if** statement like its counterpart in programming languages has the following formats. The first construct executes the *statements* when the condition is true. The second construct adds an optional**else**to thefirst one that has different set of statements to be executed depending on whether the condition is true or false. The last one is an elif ladder, in which conditions are tested in sequence, but only one set of statements is executed.

**if [ *condition* ] if [ *condition* ] if [*condition* ]**

**Then then then**

***Statements* *statements* *Statements***

**Fi else elif [ *condition* ]**

***statements* then**

**Fi *Statements***

***.. .***

**else**

***Statements***

**fi**

The set of relational and logical operators used in conditional expression is given below. The numeric comparison in the shell is confined to integer values only.

|  |  |
| --- | --- |
| **Operator** | **Description** |
| -eq | Equal to |
| -ne | Not equal to |
| -gt | Greater than |
| -ge | Greater than or equal to |
| -lt | Less than |
| -le | Less than or equal to |
| -a | Logical AND |
| -o | Logical OR |

* Logical NOT

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**

**SHELL PROGRAMMING CONDITIONAL STATEMENT**

**FINDING THE NUMBER IS ODD OR EVEN**

**AIM:**

To Find the given number is odd or even using shell programming

**ALGORITHM:**

1. Read the number
2. If the number is divisible by 2

Print "Number is Even"

Else

Print "Number is Odd"

1. Display the result

**Program:**

echo " odd or even using shell programming "

echo "Enter a number"

read n

echo "RESULT: "

if [ `expr $n % 2` == 0 ]

then

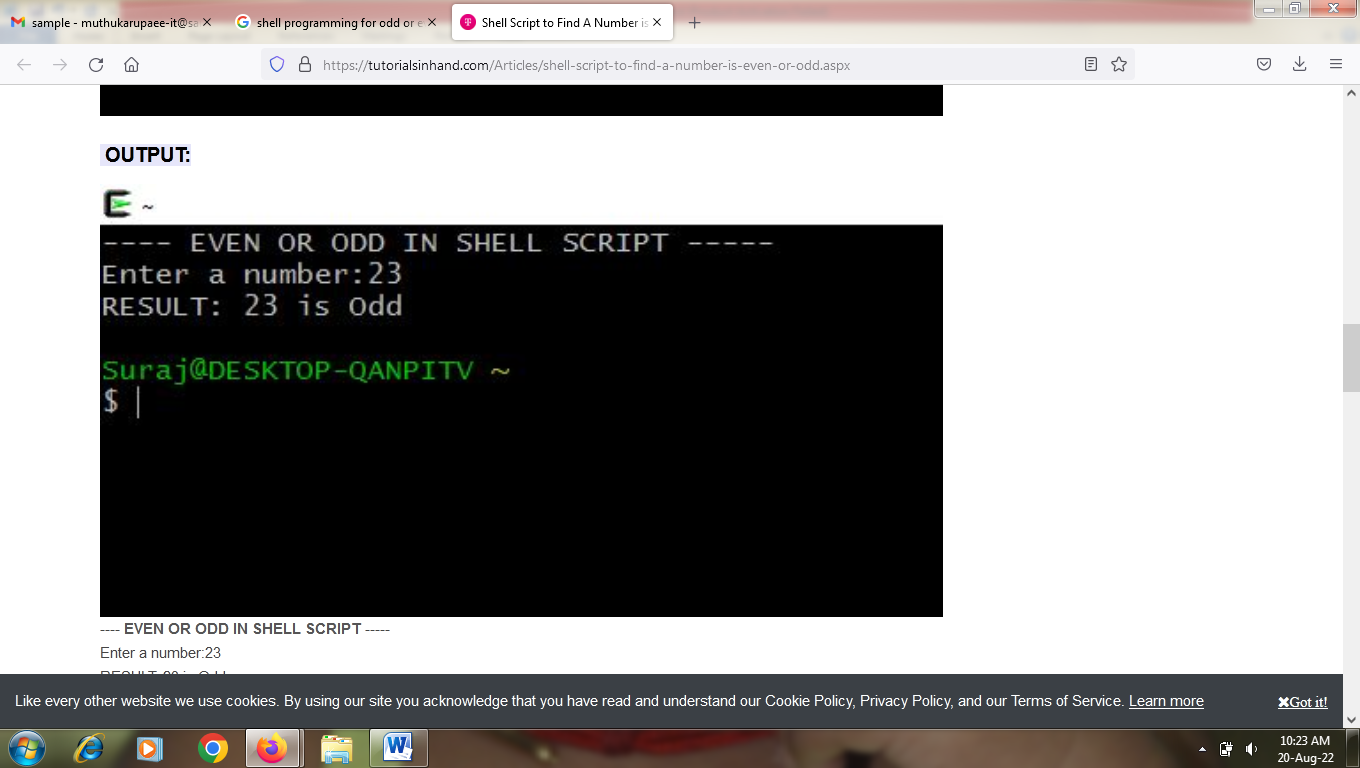
echo "$n is even"

else

echo "$n is Odd"

fi

**OUTPUT:**



**BIGGEST OF THREE NUMBERS**

**AIM:**

To Find the biggest of three numbers using shell programming

**ALGORITHM:**

1. Read values of *a*, *b* and *c*
2. If *a > b* and *a > c* then

Print "A is the biggest"

else if *b* > *c* then

Print "B is the biggest "

else

Print "C is the biggest"

1. Display the result

**Program:**

echo " THE GREATEST AMONG THREE NUMBER"

echo "Enter first number:"

read first\_num

echo "Enter second number:"

read second\_num

echo "Enter third number:"

read third\_num

if test $first\_num -gt $second\_num && test $first\_num -gt $third\_num

then

echo $first\_num is the greatest number.

elif test $second\_num -gt $third\_num

then

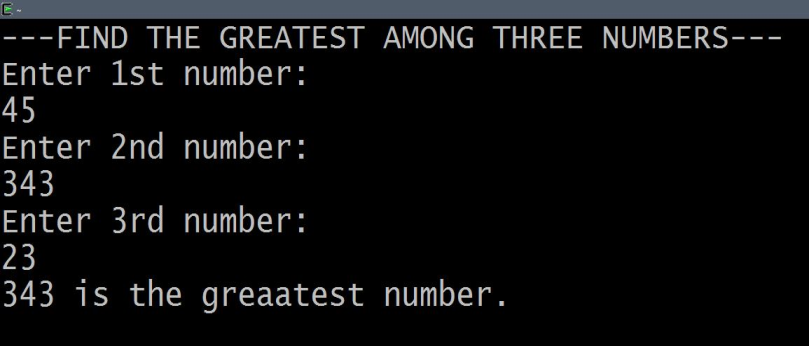
echo $second\_num is the greaatest number.

else

echo $third\_num is the greatest number.

Fi

**OUTPUT:**



**LEAP YEAR OR NOT**

**AIM:**

To Find the given year is leap or not using shell programming

**ALGORITHM:**

1. Read the value as year
2. Check the condition using the given year is divisible by 4 and equal to zero or not

(year % 4 –eq 0)

1. Print the year is leap year otherwise not a leap year

**PROGRAM:**echo "Enter year): "

read y

a = 'expr $y%4'

b = 'expr $y%100'

c = 'expr $y%400'

if[$a -eq 0 -a $b -ne - -o $c -eq 0]

then

echo "$y is leap year"

else

echo "$y is not a leap year"

fi

OUTPUT:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Input: 2024

Output: "2024 is leap year"

Input: 2018

Output: "2018 is not leap year"

**Result:**  Thus the conditional statement programs using Shell Programming has been written and executed successfully.

**EX:NO:2c SHELL PROGRAMMING LOOPING STATEMENTS**

**Aim**

To write shell programs using different types of loops.

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**

**SHELL PROGRAMMING – LOOPING STATEMENTS**

**FACTORIAL OF A NUMBER**

**AIM:**

To write the shell program for factorial of a given number

**ALGORITHM:**

1. Read the number n
2. Initialize the value fact=1
3. Repeat step 4 through 6 until i=n
4. Compute fact=fact\*i
5. Increment i=i+1
6. Print fact the value

**PROGRAM:**

echo "Enter a number"

read num

fact=1

**while** [ $num -gt 1 ]

**do**

fact=**$((**fact \* num**))**

num=**$((**num - **1))**

**done**

echo $fact

## Output

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Enter a number

3

**6**

Enter a number

4

**24**

Enter a number

5

**120**

**FIBONACCI SERIES**

**AIM:**

To write the shell program for Fibonacci series

**ALGORITHM:**

1. Read number of terms as *n*
2. Initialize 0 to *a*, 1 to *b* and 3 to *i*
3. Print initial fibonacci terms *a,b*
4. Generate next term using the formula c= a+ b
5. Print the value of c
6. Increment *i* by 1
7. Assign the b to a
8. Assign c to b
9. Repeat steps 5–9 until i is less than equal to n

**Program:**

echo "Program to Find Fibonacci Series"

echo "How many number of terms to be generate "

read n

x=0

y=1

i=2

echo "Fibonacci Series up to $n terms :"

echo "$x"

echo "$y"

while [ $i -lt $n ]

do

i=`expr $i + 1 `

z=`expr $x + $y `

echo "$z"

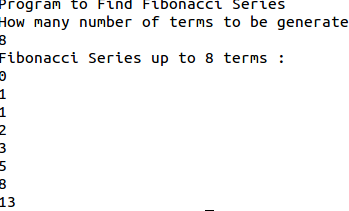
x=$y

y=$z

done

**OUTPUT:**

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*



**REVERSE OF THE NUMBER**

**AIM:**

To write the shell program for reverse of a given number

**ALGORITHM:**

1. Read the number as n
2. Initialize 0 to reverse
3. Using while loop check the given number is not equal to 0
4. Extract lastdigit by computing number modulo 10
5. Compute reverse = reverse10 + lastdigit
6. Divide number by 10
7. Repeat steps 4–6 until number > 0
8. Print the reverse

**Program**

echo enter n

read n

num=0

while [ $n -gt 0 ]

do

num=$(expr $num \\* 10)

k=$(expr $n % 10)

num=$(expr $num + $k)

n=$(expr $n / 10)

done

echo number is $num

**OUTPUT:**

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

$ enter n

$ 456

$ number is 654

**ARMSTRONG NUMBER**

**AIM:**

To write the shell program for Armstrong of a number or not

**ALGORITHM:**

1. Read the number as n
2. Initialize 0 to sum and n to temp
3. Using while loop check the given number is not equal to 0
4. Extract lastdigit by computing number modulo 10
5. Cube the lastdigit and add it to sum
6. Divide number by 10
7. Repeat steps 4–6 until number > 0
8. If sum = number then

Print “Armstrong number”

else

Print “Not an Armstrong number”

**Program**

echo "Enter a number: "

read c

x=$c

sum=0

r=0

n=0

while [ $x -gt 0 ]

do

r=`expr $x % 10`

n=`expr $r \\* $r \\* $r`

sum=`expr $sum + $n`

x=`expr $x / 10`

done

if [ $sum -eq $c ]

then

echo "It is an Armstrong Number."

else

echo "It is not an Armstrong Number."

fi

**Output:**

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Enter a number 153

It is an Armstrong Number

**SUM OF DIGITS OF A NUMBER**

**AIM:**

To find the sum of individual digits for a given number

**ALGORITHM:**

1. Read the value of n
2. Initialize the value as sum=0
3. if n!=0 goto Step 6 else goto step 7
4. store n%10 value in p
5. Add p value to s
6. Assign n/10 value to n
7. Goto Step 5
8. print the output

**Program**

echo enter n

read n

sum=0

while [ $n -gt 0 ]

do

r=$(expr $n % 10)

sum=$(expr $sum + $r)

n=$(expr $n / 10)

done

echo sum is $sum

**OUTPUT:**

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

$ enter n

$ 456

$ sum is 15

**Result:**  Thus the looping statement programs using Shell Programming has been written and executed successfully.

**EX:NO:3A FORK SYSTEM CALL**

**AIM:**

To implement the fork system call using C programming.

**ALGORITHM:**

1. Start the Algorithm
2. Include the Header files
3. Create a new child process using fork () system call.
4. If return value of fork is equal to -1 then display an error message.
5. If return value of fork is equal to 0 then display it as child process and print the child id and Parent id using getpid () and getppid() system call.
6. If return value of fork is not equal to 0 and display it all parent process and print the parent id using getpid () system call.
7. Print the corresponding result.

#include<stdio.h>

#include<unistd.h>

void main(void)

{

int childpid;

childpid=fork();

printf("\n%d",childpid);

if(childpid== -1)

{

printf("\n Can't fork.\n");

exit(0);

}

else if(childpid == 0)

{ /\* Child process \*/

printf("\n Child: Child pid = %d, Parent pid = %d \n", getpid(), getppid());

exit(0);

}

else

{ /\* Parent Process \*/

printf("\n Parent: Child pid = %d, Parent pid = %d \n", childpid, getpid());

printf("Hai\n");

exit(0);

}}

OUTPUT:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

14983

Parent: Child pid = 14983, Parent pid = 14982

Child: Child pid = 14983, Parent pid = 1

**EX:NO:3B EXECUTE AND WAIT SYSTEM CALL**

**AIM:**

To implement the execute system call using C programming.

**ALGORITHM:**

1. Start the Algorithm.
2. Get the command from the user
3. Check the process id values is equal to zero after creating a child process using Fork()system call
4. It is equal to print the command for using exec()system call

execl(“/bin/date”,”date”,0);

1. Else print the file is not in existence..
2. The parent waits for the child process to complete with the wait() system call

cid=wait(&status);

1. When the child process completes, the parent process resumes from the call to wait where it completes.

#include<stdio.h>

#include<sys/types.h>

#include<unistd.h>

int main()

{

pid\_t id, cid;

int status;

printf("Here comes the date\n");

if((id=fork())==0)

{

printf("pid is %d\n and id is %d\n:",getpid(),status);

execl("/bin/date","date",0);

}

cid=wait(&status);

printf("This was the date:");

printf("wid = %d and status =%d\n",cid,status);

}

**OUTPUT**:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Here comes the date

pid is 15538

and id is 21957

Sat Aug 20 05:51:06 UTC 2022

This was the date:wid = 15538 and status =0

**EX:NO:3C STAT SYSTEM CALL**

**AIM:**

To implement the STAT system call using C programming.

**ALGORITHM:**

1. Start the program.
2. Include the Header files.
3. Create the stat Structure with an object.
4. In main() function, passing the command line arguments as

int main(int argc,char \* argv[])

1. Call the stat () system call to know about the information of the file

stat(argv[1],&nfile);

1. 6.Assign the stat function call to an integer flag variable

flag = stat(argv[1],&nfile);

1. By using an if condition check the (argc!=2 ) then print File name is not given
2. Else if Check the condition as (flag==-1) then print File name does not exists.
3. Else File exists then print the status of a file.
4. Display the file information by accessing the structure variable like size of the file, owner, block size, access time with an object
5. Print the attributes of the file.
6. Stop the execution.

#include<sys/types.h>

#include<sys/stat.h>

#include<time.h>

struct stat nfile;

int main(int argc,char \* argv[])

{

stat (argv[1],&nfile);

int flag;

flag=stat(argv[1],&nfile);

if(argc!=2)

{

printf("File name not given:");

}

else if(flag==-1)

{

}

else

{

printf("File exists and filename are given\n\n");

printf("The information about the file %s\n\n",argv[1]);

printf("%s has %d link\n",argv[1],nfile.st\_nlink);

printf("%s has %d devices\n",argv[1],nfile.st\_dev);

printf("%s has %d inodes\n",argv[1],nfile.st\_ino);

printf("%s has %d protection\n",argv[1],nfile.st\_mode);

printf("%s has %d inode devices\n",argv[1],nfile.st\_rdev);

printf("%s has %d size\n",argv[1],nfile.st\_size);

printf("%s has %d owner\n",argv[1],nfile.st\_gid);

printf("%s has %d block size\n",argv[1],nfile.st\_blocks);

printf("%s has %d time\n",argv[1],nfile.st\_atime);

printf("%s has %d time\n",argv[1],nfile.st\_mtime);

printf("%s has %d inodes\n",argv[1],nfile.st\_dev);

}

}

OUTPUT:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[@telnet ~]$ cc first.c hello

File exists and filename are given

The information about the file hello

welcome

**EX:NO:3D OPENDIR CLOSEDIR SYSTEM CALL**

**AIM:**

To implement the OPENDIR & CLOSEDIR system call using C programming

**ALGORITHM:**

1. Start the program.
2. Include the Header files.
3. Create the dirent Structure with an object.
4. In main() function, passing the command line arguments as

**int main(int argc,char \* argv[])**

5. Get the directory name from the user

6. using opendir() check the directory name is exist or not.If it exists read the files in the

directory

**dirp= opendir(buff)**

**dptr=readdir(dirp)**

7. Close the directory name

#include<stdio.h>

#include<dirent.h>

struct dirent \*dptr;

int main(int argc, char \*argv[])

{

char buff[100];

DIR \*dirp;

printf(“\n\n ENTER DIRECTORY NAME”);

scanf(“%s”, buff);

if((dirp=opendir(buff))==NULL)

{

printf(“The given directory does not exist”);

exit(1);

}

while(dptr=readdir(dirp))

{

printf(“%s\n”,dptr->d\_name);

}

closedir(dirp);

}

OUTPUT:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[@telnet ~]$ cc dir1.c

ENTER DIRECTORY NAME hello

The given directory does not exist

**EX:NO:4A SIMULATION OF COPY COMMAND**

**AIM:**

To write a program to simulate the COPY Command

**ALGORITHM:**

1. Start the program.
2. Include the Header files.
3. Declare the two character arrays

char src[50],dest[50];

1. In main() function, passing the command line arguments as

int main(int argc,char \* argv[])

1. If no files are given then it will display an error message
2. Else copy the file using string function

strcpy(src,argv[1]);

strcpy(dest,argv[2]);

1. Compare the two character arrays .If it is not equal to zero then
   1. Create the link between source and destination file is not equal to -1then print “Copying File succeeded”
   2. Else Display “Error in copying the file”
2. Otherwise display an error message.

#include<stdio.h>

#include<unistd.h>

#include<string.h>

int main(int argc,char \*argv[])

{

char src[50],dest[50];

if(argc<=2)

{

printf("\nCopying a file\n");

printf("copy[src],[desc]");

exit(0);

}

else

{

strcpy(src,argv[1]);

strcpy(dest,argv[2]);

}

if(strcmp(src,dest)!=0)

{

if(link(src,dest)!=-1)

{

printf("\n\nCopy the file successfully”);

}

else

{

printf("\n\n error in copying the file\n\n");

}

}

else

{

printf("\n\nSource and destination are not same");

}

}

OUTPUT:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[@telnet ~]$ cc copy1.c hello.c hai.text

Copy the file successfully

**EX:NO:4B SIMULATION OF LS COMMAND**

**AIM:**

To write a program to simulate the LS Command

**ALGORITHM:**

1. Start the program.
2. Include the Header files.
3. Declare a structure pointer

struct dirent \*\*namelist;

1. In main() function, passing the command line arguments as

int main(int argc,char \* argv[])

1. If all the files is to be listed ,then using the scandir command, a “.” is placed and stored in an alphabetical order using alphasort.
2. If any directory name is specified it will list the files in the directory using scandir command
3. Check if the condition n<0 Print error message.
4. Else copy all the files into structure using pointer variable
5. Free the namelist and display the total number of files.

#include<dirent.h>

int main(int argc,char \*argv[])

{

struct dirent \*\*namelist;

int i=0,n;

if(argc<=1)

{

n=scandir(".",&namelist,0,alphasort);

}

else

{

n=scandir(argv[1],&namelist,0,alphasort);

}

if (n<0)

{

printf("\nNo files or directory\n\n");

}

else

{

while (i<n)

{

printf("%s\n",namelist[i]->d\_name);

i++;

}

free(namelist);

printf("\n total files %d\n",n);

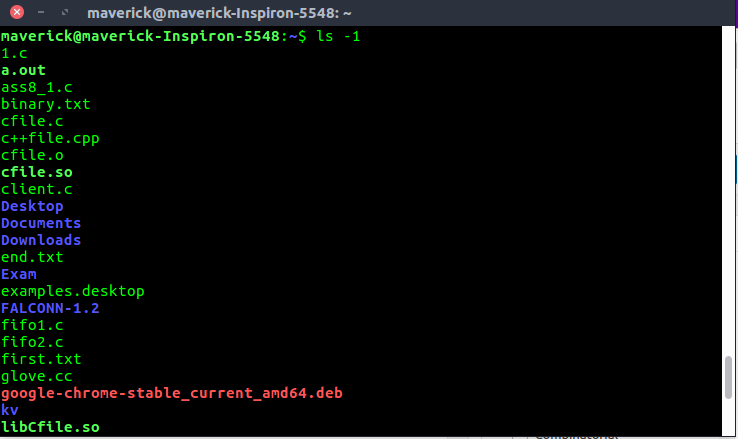
}

}

**OUTPUT:**

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[@telnet ~]$ cc lsfile.c

****

**Total files:20**

**EX:NO:4C SIMULATION OF GREP COMMAND**

**AIM:**

To write a program to simulate the GREP Command

**ALGORITHM:**

1. Start the program.
2. Include the Header files.
3. Declare the two character arrays
4. In main() function, passing the command line arguments as

int main(int argc,char \* argv[])

1. If the argument count is less than 2 then print no pattern and file name are given then it will display an error message with correct syntax
2. Else copy the first argument to the pattern array and second argument to the another array using string function

strcpy(pattern,argv[1]);

strcpy(fname,argv[2]);

1. File is opened in read mode and using getc() read the contents character by character till EOF
2. The pattern to be searched is found and stored in an array.
3. Compare the array and pattern using strstr command
4. If it is same, print the total number of times occurred pattern in a given file else print an error message
5. Close the file descriptor.

#include<stdio.h>

#include<stdlib.h>

#include<unistd.h>

#include<string.h>

int main(int argc,char \*argv[])

{

char pattern[20],fname[25];

FILE \*fp;

char ch=0,temp[100];

int cnt=0,i=0,ln=0;

if(argc<=2)

{

printf("error:too many arguments");

printf("\nsyntax:./grep<pattern><filename>\n");

exit(0);

}

else

{

strcpy(pattern,argv[1]);

strcpy(fname,argv[2]);

}

fp=fopen(fname,"r");

if(fp!=0)

{

while(fgetc(fp)!=EOF)

{

fseek(fp,-1,SEEK\_CUR);

while((ch=fgetc(fp))!='\n')

{

temp[i]=ch;

i++;

}

ln++;

temp[i++]='\0';

i=0;

if(strstr(temp,pattern)!=NULL)

{

printf("%d\t %s\n",ln,temp);

cnt++;

}

}

fclose(fp);

printf("\n%s has occured %d time(s) in files %s\n",pattern,cnt,fname);

}

else

printf("File name not Found");

}

**OUTPUT:**

\*\*\*\*\*\*\*\*\*\*\*\*\*

[@telnet ~]$ cc greep1.c wel hello.txt

Wel has occured 3 time(s) in files hello.txt

**CPU SCHEDULING ALGORITHMS**

**EX:NO:5A FCFS SCHEDULING ALGORITHM**

**Aim:**

To write a C program in UNIX environment to implement the First Come First Serve scheduling

**Algorithm:**

Step 1: Start the process

Step 2: Accept the number of processes in the ready Queue

Step 3: For each process in the ready Q, assign the process id and accept the CPU burst time

Step 4: Set the waiting of the first process as ‘0’ and its burst time as its turn around time

Step 5: for each process in the Ready Q calculate

(a) Waiting time for process(n)= waiting time of process (n-1) + Burst time of process(n-1)

(b) Turn around time for Process(n)= waiting time of Process(n)+ Burst time for process(n)

Step 6: Calculate

(a) Average waiting time = Total waiting Time / Number of process

(b) Average Turnaround time = Total Turnaround Time / Number of process

Step 7: Stop the process

**PROGRAM:**

#include<stdio.h>

int main()

{

int n,b[20],wt[20],tut[20],avwt=0,avtat=0,i,j;

printf("Enter total number of processes:");

scanf("%d",&n);

printf("\nEnter Process Burst Time\n");

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

{

printf("P%d:",i+1);

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

}

wt[0]=0; //waiting time for first process is 0

//calculating waiting time

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

{

wt[i]=0;

for(j=0;j<i;j++)

wt[i]+=b[j];

}

printf("\nProcess\t\tBurst Time\tWaiting Time\tTurnaround Time");

//calculating turnaround time

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

{

tat[i]=b[i]+wt[i];

avwt+=wt[i];

avtat+=tut[i];

printf("\nP[%d]\t\t%d\t\t%d\t\t%d",i+1,b[i],wt[i],tut[i]);

}

avwt/=i;

avtat/=i;

printf("\n\nAverage Waiting Time:%d",avwt);

printf("\nAverage Turnaround Time:%d",avtat);

return 0;

}

**OUTPUT:**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Enter total number of processes:5

Enter Process Burst Time

P1:50

2P2:3

P3:2

P4:45

P5:2

Process Burst Time Waiting Time Turnaround Time

P[1] 50 0 50

P[2] 3 50 53

P[3] 2 53 55

P[4] 45 55 100

P[5] 2 100 102

Average Waiting Time:51

Average Turnaround Time:72

**RESULT**

**Thus the FCFS scheduling program has been written and executed successfully**

**EX:NO:5A Implementation of SJF (Non Preemption) Scheduling Algorithm**

**AIM:**

To implement the Shortest job first(Non Preemption) scheduling program with arrival time using C

**ALGORITHM:**

Start the process

Step 2: Accept the number of processes in the ready Queue

Step 3: For each process in the ready Q, assign the process id and accept the CPU burst time and assign the arrival time for each process

Step 4: Start the Ready Q according the shortest Burst time by sorting according to lowest to highest burst time.

Step 5: Set the waiting time of the first process as ‘0’ and its turnaround time as its burst time.

Step 6: For each process in the ready queue, calculate

1. Waiting time for process(n) as
2. Turn around time for Process(n)= waiting time of Process(n)+ Burst time for process(n)

Step 6: Calculate

1. Average waiting time = Total waiting Time / Number of process
2. Average Turnaround time = Total Turnaround Time / Number of process

Step 7: Stop the process

**PROGRAM:**

#include<stdio.h>

int main()

{

int bt[20],p[20],wt[20],tat[20],i,j,n,total=0,pos,temp;

float avg\_wt,avg\_tat;

printf("Enter number of process:");

scanf("%d",&n);

printf("nEnter Burst Time:n");

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

{

printf("p%d:",i+1);

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

p[i]=i+1;

}

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

{

pos=i;

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

{

if(bt[j]<bt[pos])

pos=j;

}

temp=bt[i];

bt[i]=bt[pos];

bt[pos]=temp;

temp=p[i];

p[i]=p[pos];

p[pos]=temp;

}

wt[0]=0;

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

{

wt[i]=0;

for(j=0;j<i;j++)

wt[i]+=bt[j];

total+=wt[i];

}

avg\_wt=(float)total/n;

total=0;

printf("\nProcesst Burst Time \tWaiting Time\tTurnaround Time");

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

{

tat[i]=bt[i]+wt[i];

total+=tat[i];

printf("\np%d\t\t %d\t\t %d\t\t\t%d",p[i],bt[i],wt[i],tat[i]);

}

avg\_tat=(float)total/n;

printf("\nAverage Waiting Time=%f",avg\_wt);

printf("\nAverage Turnaround Time=%f\n",avg\_tat);

}

OUTPUT:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Enter number of process:5

nEnter Burst Time:np1:5

p2:10

p3:2

p4:5

p5:1

Processt Burst Time Waiting Time Turnaround Time

p5 1 0 1

p3 2 1 3

p4 5 3 8

p1 5 8 13

p2 10 13 23

Average Waiting Time=5.000000

Average Turnaround Time=9.600000

**RESULT**

Thus the SJF(Non pre-emption) scheduling program has been written and executed successfully

**Ex.No : 5C** **IMPLEMENTATION OF PRIORITY SCHEDULING ALGORITHM**

**Aim:**

To write a C program in UNIX environment to implement the Priority Scheduling.

**Algorithm:**

1. Get the number of Processes.

2. Get also the CPU time and Process timeand the priority for each process from the

user.

3. Sort the CPU time of the processes according to the process priority in ascending order.

4. Waiting time for 1st process is always zero

5. For each process the waiting time is equivalent to the CPU time of the previous process.

6. The ratio of waiting time of all the processes to the number process will give the average waitingtime.

7.Calculate the Turnaround time is sum of waiting time and burst time and will give the average turn around time

7. Display the output.

**PROGRAM:**

#include<stdio.h>

main()

{

int p[20],bt[20],pri[20], wt[20],tat[20],i, k, n, temp;

float wtavg, tatavg;

printf("Enter the number of processes --- ");

scanf("%d",&n);

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

{

p[i] = i;

printf("Enter the Burst Time & Priority of Process %d --- ",i);

scanf("%d %d",&bt[i], &pri[i]);

}

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

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

if(pri[i] > pri[k])

{

temp=p[i];

p[i]=p[k];

p[k]=temp;

temp=bt[i];

bt[i]=bt[k];

bt[k]=temp;

temp=pri[i];

pri[i]=pri[k];

pri[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\tPRIORITY\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],pri[i],bt[i],wt[i],tat[i]);

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

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

}

**OUTPUT:**

**Enter the number of processes 3**

**Enter the Burst Time & Priority of Process 0 --- 2 3**

**Enter the Burst Time & Priority of Process 1 --- 2 3**

**Enter the Burst Time & Priority of Process 2 --- 6 1**

**PROCESS PRIORITY BURST TIME WAITING TIME TURNAROUNDTIME**

**2 1 6 0 6**

**1 3 2 6 8**

**0 3 2 8 10**

**Average Waiting Time is --- 4.666667**

**Average Turnaround Time is --- 8.000000**

**RESULT**

Thus the priority scheduling program has been written and executed successfully

**Ex.No : 5C IMPLEMENTATION OF ROUNDROBIN SCHEDULING ALGORITHM**

**Aim:**

To write a C program in UNIX environment to implement the Priority Scheduling.

Algorithm :

Step 1: Enter value of n where n is no. of process in the ready queue.

Step 2: Enter name and Burst time of process in the array nam[n] and bt[n] respectively. Take one more array to store the Starting time of the process i.e.st[n]

Initialize st[i]=bt[i].

Step 3:Enter time quantum for which each process get the CPU in variable tq.

Step 4:Take three counter variables as count=0 [Count the no of processes which have completed] and temp=0 [To store the time Quantam].

Step 5:Apply infinite loop. [Loop will break when (n==count)].

for(i=0,count=0;i<n;i++)

temp=tq

Check the value of st[i].

if(st[i]==0)

then count++ & continue the loop.

else if the value of st[i]>tq

then st[i]= st[i] - tq

else if the value of st[i]>=0

then put the value of st[i] into temp & initialize st[i] to be 0.

Now , To calculate value of turnaround time take variable sqto be 0.

and sq= sq + temp. & tat[i]= sq.

Step 6: Waiting time for ith process is Turnaround time - Burst time

wt[i]=tat[i] - bt[i];

Step 7: Average turnaround time of n processes is avg/n.

Step 8: avg=0.0avg=avg+tr[i]

Step 9: Average waiting time of n processes is avg/n

avg=avg +wt[i]

Step 10:Print all the values.

Step 11:Exit.

PROGRAM:

#include<stdio.h>

int main()

{

      int i, limit, total = 0, x, counter = 0, time\_quantum;

      int wait\_time = 0, turnaround\_time = 0, arrival\_time[10], burst\_time[10], temp[10];

      float average\_wait\_time, average\_turnaround\_time;

      printf("nEnter Total Number of Processes:t");

      scanf("%d", &limit);

      x = limit;

      for(i = 0; i < limit; i++)

      {

            printf("nEnter Details of Process[%d]n", i + 1);

            printf("Arrival Time:t");

            scanf("%d", &arrival\_time[i]);

            printf("Burst Time:t");

            scanf("%d", &burst\_time[i]);

            temp[i] = burst\_time[i];

      }

      printf("nEnter Time Quantum:t");

      scanf("%d", &time\_quantum);

      printf("nProcess IDttBurst Timet Turnaround Timet Waiting Timen");

      for(total = 0, i = 0; x != 0;)

      {

            if(temp[i] <= time\_quantum && temp[i] > 0)

            {

                  total = total + temp[i];

                  temp[i] = 0;

                  counter = 1;

            }

            else if(temp[i] > 0)

            {

                  temp[i] = temp[i] - time\_quantum;

                  total = total + time\_quantum;

            }

            if(temp[i] == 0 && counter == 1)

            {

                  x--;

                  printf("nProcess[%d]tt%dtt %dttt %d", i + 1, burst\_time[i], total - arrival\_time[i], total - arrival\_time[i] - burst\_time[i]);

                  wait\_time = wait\_time + total - arrival\_time[i] - burst\_time[i];

                  turnaround\_time = turnaround\_time + total - arrival\_time[i];

                  counter = 0;

            }

            if(i == limit - 1)

            {

                  i = 0;

            }

            else if(arrival\_time[i + 1] <= total)

            {

                  i++;

            }

            else

            {

                  i = 0;

            }

      }

      average\_wait\_time = wait\_time \* 1.0 / limit;

      average\_turnaround\_time = turnaround\_time \* 1.0 / limit;

      printf("nnAverage Waiting Time:t%f", average\_wait\_time);

      printf("nAvg Turnaround Time:t%fn", average\_turnaround\_time);

      return 0;

}

OUTPUT:  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Enter Total Number of Processes:t3

Enter Details of Process[1]nArrival Time:2

Burst Time:25

Enter Details of Process[2]nArrival Time:1

Burst Time:5

nEnter Details of Process[3]nArrival Time:3

Burst Time:20

Enter Time Quantum:5

Process ID Burst Time Turnaround Time Waiting Timen

Process[2] 5 9 4

Process[3] 20 42 22

Process[1] 25 48 23

Average Waiting Time: 16.333334

Avg Turnaround Time: 33.000000

**RESULT**

Thus the roundrobin scheduling program has been written and executed successfully

**EX: No: 6 INTERPROCESS COMMUNICATION USING SHARED MEMORY**

**Aim:**

To write a c program to develop an application using Inter process Communication (IPC)

using Shared Memory.

**Algorithm:**

1. Create the shared memory for parent process using shmget()system call.

2. Now allow the parent process to write in shared memory using shmget pointer which is return

type of shmget()

3. Now across and attach the same shared memory to the child process

4. The data in the shared memory is read by the child process using the shmdt pointer

5. Now detach and reuse the shared memory.

SENDER:

#include<stdio.h>

#include<sys/shm.h>

#include<sys/ipc.h>

#define size 32

int main()

{

int shmid;

char \*s[100],\*str;

printf("\nipc message passing using shared memory sender");

shmid=shmget(60,size,IPC\_CREAT|0666);

str=shmat(shmid,0,0);

printf("\neneter the message to be sent");

gets(s);

strcpy(str,s);

printf("\nyour mesage has been sent");

return 0;

}

RECEIVER:

#include<stdio.h>

#include<sys/shm.h>

#include<sys/ipc.h>

#define size 32

int main()

{

printf("\nipc message passing using shared memory-receiver");

int shmid;

char \*str;

shmid=shmget(60,size,IPC\_CREAT|0666);

str=shmat(shmid,0,0);

printf("\nreceived message is....");

puts(str);

return 0;

}

**OUTPUT**

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

ipc message passing using shared memory sender

eneter the message to be sent hai

hai

your mesage has been sent

ipc message passing using shared memory Reciver

received message is...

hai

**Result:**

**Thus the IPC program using shared memory has been written and executed successfully**

**EX:NO:7 IMPLEMENTATION OF SEMAPHORE**

**Aim**

To write a C program to implement producer consumer relationship using semaphore.

**Algorithm**

1. Initialize the semaphore variables mutex =1, full=0,empty=3

2. Invoke the wait() to enter into critical section and signal() is for exit section

2. The Producer will produce until buffer is full.

mutex=wait(mutex);

full=signal(full);

empty=wait(empty);

x++;

Producer produces the item

mutex=signal(mutex);

3. The Consumer will consume until the buffer is empty.

mutex=wait(mutex);

full=wait(full);

empty=signal(empty);

consumes item

x--;

mutex=signal(mutex);

4. If the Buffer is empty then the Consumer will not consume the items.

5. If the Buffer is full then the Producer will not consume the items.

6. Print the result.

**Program**

#include<stdio.h>

#include<stdlib.h>

int mutex=1,full=0,empty=3,x=0;

int main()

{

int n;

void producer();

void consumer();

int wait(int);

int signal(int);

printf("\n1.Producer\n2.Consumer\n3.Exit");

while(1)

{

printf("\nEnter your choice:");

scanf("%d",&n);

switch(n)

{

case 1: if((mutex==1)&&(empty!=0))

producer();

else

printf("Buffer is full!!");

break;

case 2: if((mutex==1)&&(full!=0))

consumer();

else

printf("Buffer is empty!!");

break;

case 3:

exit(0);

break;

}

}

return 0;

}

int wait(int s)

{

return (--s);

}

int signal(int s)

{

return(++s);

}

void producer()

{

mutex=wait(mutex);

full=signal(full);

empty=wait(empty);

x++;

printf("\nProducer produces the item %d",x);

mutex=signal(mutex);

}

void consumer()

{

mutex=wait(mutex);

full=wait(full);

empty=signal(empty);

printf("\nConsumer consumes item %d",x);

x--;

mutex=signal(mutex);

OUTPUT:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1.Producer

2.Consumer

3.Exit

Enter your choice:1

Producer produces the item 1

Enter your choice:1

Producer produces the item 2

Enter your choice:2

Consumer consumes item 2

Enter your choice:2

Consumer consumes item 1

Enter your choice:2

Buffer is empty!!

Enter your choice:

**Result :**

**Thus the implementation of producer consumer problem using semaphore has been executed successfully**

**Ex:NO:8 BANKERS ALGORITHM FOR DEADLOCK AVOIDANCE**

AIM:

To implement Bankers Algorithm for Deadlock Avoidance using c

ALGORITHM:

1. Start the program.
2. Create a structure for all vectors
3. Get the number of resources and processes.
4. Get the avail value, allocation and max value for all processes based on each resources
5. Find the need value using max allocation
6. Check whether its possible to allocate.
7. If it is possible then the system is in safe state.
8. Else system is not in safety state.
9. If the new request comes then check that the system is in safety. or not if we allow the request.
10. stop the program.

PROGRAM

#include<stdio.h>

struct file

{

int all[10];

int max[10];

int need[10];

int flag;

};

void main()

{

struct file f[10];

int fl; int i, j, k, p, b, n, r, g, cnt=0, id, newr;

int avail[10],seq[10];

printf("Enter number of processes -- ");

scanf("%d",&n);

printf("Enter number of resources -- ");

scanf("%d",&r);

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

{

printf("Enter details for P%d",i);

printf("\nEnter allocation\t -- \t");

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

scanf("%d",&f[i].all[j]);

printf("Enter Max\t\t -- \t");

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

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

f[i].flag=0;

}

printf("\nEnter Available Resources\t -- \t");

for(i=0;i<r;i++)

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

printf("\nEnter New Request Details -- ");

printf("\nEnter pid \t -- \t");

scanf("%d",&id);

printf("Enter Request for Resources \t -- \t");

for(i=0;i<r;i++)

{

scanf("%d",&newr);

f[id].all[i] += newr;

avail[i]=avail[i] - newr;

}

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

{

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

{

{

f[i].need[j]=f[i].max[j]-f[i].all[j];

if(f[i].need[j]<0)

f[i].need[j]=0;

}

}

cnt=0;

fl=0;

while(cnt!=n)

{

g=0;

for(j=0;j<n;j++)

{

if(f[j].flag==0)

{

b=0;

for(p=0;p<r;p++)

{

if(avail[p]>=f[j].need[p])

b=b+1;

else

b=b-1;

}

if(b==r)

{

printf("\nP%d is visited",j);

seq[fl++]=j;

f[j].flag=1;

for(k=0;k<r;k++)

avail[k]=avail[k]+f[j].all[k];

cnt=cnt+1;

printf("(");

for(k=0;k<r;k++)

printf("%3d",avail[k]);

printf(")");

g=1;

}

}

}

if(g==0)

{

printf("\n REQUEST NOT GRANTED -- DEADLOCK OCCURRED");

printf("\n SYSTEM IS IN UNSAFE STATE");

goto y;

}

}

printf("\nSYSTEM IS IN SAFE STATE");

printf("\nThe Safe Sequence is -- (");

for(i=0;i<fl;i++)

printf("P%d ",seq[i]); printf(")");

y: printf("\nProcess\t\tAllocation\t\tMax\t\t\tNeed\n");

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

{

printf("P%d\t",i);

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

printf("%6d",f[i].all[j]);

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

printf("%6d",f[i].max[j]);

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

printf("%6d",f[i].need[j]);

printf("\n");

}

}

Result:

Thus the bankers algorithm for deadlock avoidance has been written and executed successfully

**EX:NO:9 DEADLOCK DETECTION ALGORITHM**

**AIM:**

To implement Bankers Algorithm for Deadlock Avoidance using c

**ALGORITHM:**

1. Mark each process that has a row in the Allocation matrix of all zeros.

2. Initialize a temporary vector W to equal the Available vector.

3. Find an index i such that process i is currently unmarked and the row of Q

is less than or equal to W . That is,Q ik … Wk, for 1 … k … m . If no such row is found,

terminate the algorithm.

4. If such a row is found, mark process i and add the corresponding row of the allocation matrix

to W . That is, setWk = Wk + Aik, for 1 … k … m . Return to step 3.

**PROGRAM:**

#include<stdio.h>

static int mark[20];

int i,j,np,nr;

int main()

{

int alloc[10][10],request[10][10],avail[10],r[10],w[10];

printf("\nEnter the no of process: ");

scanf("%d",&np);

printf("\nEnter the no of resources: ");

scanf("%d",&nr);

for(i=0;i<nr;i++)

{

printf("\nTotal Amount of the Resource R%d: ",i+1);

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

}

printf("\nEnter the request matrix:");

for(i=0;i<np;i++)

for(j=0;j<nr;j++)

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

printf("\nEnter the allocation matrix:");

for(i=0;i<np;i++)

for(j=0;j<nr;j++)

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

/\*Available Resource calculation\*/

for(j=0;j<nr;j++)

{

avail[j]=r[j];

for(i=0;i<np;i++)

{

avail[j]-=alloc[i][j];

}

}

//marking processes with zero allocation

for(i=0;i<np;i++)

{

int count=0;

for(j=0;j<nr;j++)

{

if(alloc[i][j]==0)

count++;

else

break;

}

if(count==nr)

mark[i]=1;

}

// initialize W with avail

for(j=0;j<nr;j++)

w[j]=avail[j];

//mark processes with request less than or equal to W

for(i=0;i<np;i++)

{

int canbeprocessed=0;

if(mark[i]!=1)

{

for(j=0;j<nr;j++)

{

if(request[i][j]<=w[j])

canbeprocessed=1;

else

{

canbeprocessed=0;

break;

}

}

if(canbeprocessed)

{

mark[i]=1;

for(j=0;j<nr;j++)

w[j]+=alloc[i][j];

}

}

}

//checking for unmarked processes

int deadlock=0;

for(i=0;i<np;i++)

if(mark[i]!=1)

deadlock=1;

if(deadlock)

printf("\n Deadlock detected");

else

printf("\n No Deadlock possible");

}

**OUTPUT:**

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

Enter the no of process: 4

Enter the no of resources: 5

Total Amount of the Resource R1: 2

Total Amount of the Resource R2: 1

Total Amount of the Resource R3: 1

Total Amount of the Resource R4: 2

Total Amount of the Resource R5: 1

Enter the request matrix:0 1 0 0 1

0 0 1 0 1

0 0 0 0 1

1 0 1 0 1

Enter the allocation matrix:1 0 1 1 0

1 1 0 0 0

0 0 0 1 0

0 0 0 0 0

Deadlock detected

**Result:**

Thus the deadlock detection algorithm has been written and executed successfully

**Ex.No:10 IMPLEMENTATION OF THREADING AND**

**SYNCHRONIZATION APPLICATIONS**

**AIM:**

To write a c program to implement Threading and Synchronization Applications.

**ALGORITHM:**

Step 1: Start the process

Step 2: Declare process thread, thread-id.

Step 3: Read the process thread and thread state.

Step 4: Check the process thread equals to thread-id by using if condition.

Step 5: Check the error state of the thread.

Step 6: Display the completed thread process.

Step 7: Stop the process

#include<stdio.h>

#include<string.h>

#include<pthread.h>

#include<stdlib.h>

#include<unistd.h>

pthread\_t tid[2];

void\* doSomeThing(void \*arg)

{

unsigned long i = 0;

pthread\_t id = pthread\_self();

if(pthread\_equal(id,tid[0]))

{

printf("\n First thread processing\n");

}

else

{

printf("\n Second thread processing\n");

}

for(i=0; i<(0xFFFFFFFF);i++);

return NULL;

}

int main(void)

{

int i = 0;

int err;

while(i < 2)

{

err = pthread\_create(&(tid[i]), NULL, &doSomeThing, NULL);

if (err != 0)

printf("\ncan't create thread :[%s]", strerror(err));

else

printf("\n Thread created successfully\n");

i++;

}

sleep(5);

return 0;

}

**/\* OUTPUT**

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

[\*\*\*\*\*\*\*@telnet ~]$ cc -pthread -o thread1 thread1.c

[\*\*\*\*\*\*\*\*@telnet ~]$ ./thread1

Thread created successfully

Thread created successfully

First thread processing

Second thread processing \*/

**Ex.No:11a Dynamic Storage Allocation-First Fit**

**Aim:**

To write a ‘C’ program in UNIX to implement Dynamic Storage Allocation Strategy for First

Fit.

**Algorithm:**

1. Start

2. Read the number of free blocks and the size of each free block.

3. Get the process block size to be loaded.

4. Allocate the first hole that is big enough to load the process

5. If no hole is big enough to load the process, then process cannot be allocated.

6. Display the size of all the free blocks.

7. Stop.

Dynamic Storage Allocation-First Fit

#include<stdio.h>

//#include<process.h>

void main()

{

int a[20],p[20],i,j,n,m;

printf("Enter no of Blocks.\n");

scanf("%d",&n);

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

{

printf("Enter the %dst Block size:",i);

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

}

printf("Enter no of Process.\n");

scanf("%d",&m);

for(i=0;i<m;i++)

{

printf("Enter the size of %dst Process:",i);

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

}

printf("\nProcess\tBlockSize\n");

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

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

printf("\n\n");

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

{

for(j=0;j<m;j++)

{

if(p[j]<=a[i])

{

printf("The Process %d allocated to %d\n",j,a[i]);

p[j]=10000;

break;

}

}

}

for(j=0;j<m;j++)

{

if(p[j]!=10000)

{

printf("The Process %d is not allocated\n",j);

}

}

}

/\* OUTPUT

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[@telnet ~]$ cc firstfit.c

[@telnet ~]$ ./a.out

Enter no of Blocks.

5

Enter the 0st Block size:100

Enter the 1st Block size:200

Enter the 2st Block size:300

Enter the 3st Block size:150

Enter the 4st Block size:250

Enter no of Process.

5

Enter the size of 0st Process:99

Enter the size of 1st Process:160

Enter the size of 2st Process:250

Enter the size of 3st Process:100

Enter the size of 4st Process:300

Process BlockSize

99 100

160 200

250 300

100 150

300 250

The Process 0 allocated to 100

The Process 1 allocated to 200

The Process 2 allocated to 300

The Process 3 allocated to 150

The Process 4 is not allocated

\*/

**Result**

Thus the dynamic storage allocation scheme using firstfit algorithm has been written and executed successfully

**Ex.No : 11b** **Dynamic Storage Allocation-Best Fit**

**Aim:**

To write a ‘C’ program in UNIX to implement Dynamic Storage Allocation Strategy for Best Fit.

**Algorithm:**

1. Start

2. Read the number of free blocks and the size of each free block.

3. Get the process block size to be loaded.

4. Allocate the smallest hole that is big enough to load the process

5. If no hole is big enough to load the process, then process cannot be allocated.

6. Display the size of all the free blocks.

7. Stop.

**PROGRAM:**

#include<stdio.h>

#define max 25

void main()

{

int frag[max],b[max],f[max],i,j,nb,nf,temp,lowest=10000;

static int bf[max],ff[max];

// clrscr();

printf("\n\tMemory Management Scheme - Best Fit");

printf("\nEnter the number of blocks:");

scanf("%d",&nb);

printf("Enter the number of files:");

scanf("%d",&nf);

printf("\nEnter the size of the blocks:-\n");

for(i=1;i<=nb;i++) {printf("Block %d:",i);scanf("%d",&b[i]);}

printf("Enter the size of the files :-\n");

for(i=1;i<=nf;i++) {printf("File %d:",i);scanf("%d",&f[i]);}

for(i=1;i<=nf;i++)

{

for(j=1;j<=nb;j++)

{

if(bf[j]!=1)

{

temp=b[j]-f[i];

if(temp>=0)

if(lowest>temp)

{

ff[i]=j;

lowest=temp;

}

}

}

frag[i]=lowest;

bf[ff[i]]=1;

lowest=10000;

}

printf("\nFile\_no:\tFile\_size :\tBlock\_no:\tBlock\_size:\tFragement");

for(i=1;i<=nf && ff[i]!=0;i++)

printf("\n%d\t\t%d\t\t%d\t\t%d\t\t%d",i,f[i],ff[i],b[ff[i]],frag[i]);

}

/\* OUTPUT

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[@telnet ~]$ cc best11.c

[@telnet ~]$ ./a.out

Memory Management Scheme - Best Fit

Enter the number of blocks:5

Enter the number of files:4

Enter the size of the blocks:-

Block 1:10

Block 2:15

Block 3:5

Block 4:9

Block 5:3

Enter the size of the files :-

File 1:1

File 2:4

File 3:7

File 4:12

File\_no: File\_size : Block\_no: Block\_size: Fragement

1 1 5 3 2

2 4 3 5 1

3 7 4 9 2

4 12 2 15 3 \*/

**Ex.No : 11c Dynamic Storage Allocation-Worst Fit**

**Aim:**

To write a ‘C’ program in UNIX to implement Dynamic Storage Allocation Strategy for Worst

Fit.

**Algorithm:**

1. Start

2. Read the number of free blocks and the size of each free block.

3. Get the process block size to be loaded.

4. Allocate the largest hole that is big enough to load the process

5. If no hole is big enough to load the process, then process cannot be allocated.

6. Display the size of all the free blocks.

7. Stop.

#include<stdio.h>

int main(){

int p,m;

printf("Enter number of processes:");

scanf("%d",&p);

printf("Enter number of Memory blocks:");

scanf("%d",&m);

int pi[p];

struct mem{

int id;

int size;

}m1[m];

int i;

for(i=0;i<p;i++)

{

printf("Enter size of process %d:",i+1);

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

}

for(i=0;i<m;i++)

{

printf("Enter size of memory %d:",i+1);

scanf("%d",&m1[i].size);

m1[i].id=i+1;

}

int j;

for(i=0;i<m;i++)

for(j=i+1;j<m;j++)

if(m1[i].size<m1[j].size)

{

struct mem t=m1[i];

m1[i]=m1[j];

m1[j]=t;

}

for(i=0;i<p;i++){

for(j=0;j<m;j++){

if(m1[j].size>=pi[i]){

m1[j].size-=pi[i];

printf("Allocating process %d to memory %d\n Size remaining in it after allocation

%d\n\n",i+1,j+1,m1[j].size);

break;

}

}

if(j==m)

{printf("Not enough memory for process %d",i);break;}

}

}

**OUTPUT:**

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Enter number of processes:3

Enter number of Memory blocks:3

Enter size of process 1:60

Enter size of process 2:20

Enter size of process 3:10

Enter size of memory 1:100

Enter size of memory 2:200

Enter size of memory 3:300

Allocating process 1 to memory 1

Size remaining in it after allocation 240

Allocating process 2 to memory 1

Size remaining in it after allocation 220

**EX:NO : 12 Implementation of Paging Technique of Memory Management**

**AIM:**

To write a c program to implement Paging technique for memory management.

**ALGORITHM:**

Step 1: Start the process

Step 2: Declare page number, page table, frame number and process size.

Step 3: Read the process size, total number of pages

Step 4: Read the relative address

Step 5: Calculate the physical address

Step 6: Display the address

Step 7: Stop the process

**PROGRAM:**

#include<stdio.h>

main()

{

int ms, ps, nop, np, rempages, i, j, x, y, pa, offset;

int s[10], fno[10][20];

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);

}

}

/\* OUTPUT \*/

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

/\*[\*\*\*\*\*\*\*\*\*\*@telnet ~]$ ./a.out

Enter the memory size -- 1000

Enter 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] --- 4 5 7 3

1

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 -- 360 \*/

**Ex.No:13.a PAGE REPLACEMENT ALGORITHMS**

**FIFO**

**AIM:**

To write a C program for implementation of FIFO page replacement algorithm.

**ALGORITHM:**

Step 1: Start the program.

Step 2: Declare the necessary

variables. Step 3: Enter the number

of frames.

Step 4: Enter the reference string end with zero.

Step 5: FIFO page replacement selects the page that has been in memory the longest

time and when the page must be replaced the oldest page is chosen.

Step 6: When a page is brought into memory, it is inserted at the tail of the

queue.

Step 7: Initially all the three frames are empty.

Step 8: The page fault range increases as the no of allocated frames also

increases.

Step 9: Print the total number of page faults.

Step 10: Stop the program.

#include<stdio.h>

main()

{

int i, j, k, f, pf=0, count=0, rs[25], m[10], n;

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); }

/\* OUTPUT

[\*\*\*\*\*\*\*\*\*\*\*e@telnet ~]$ ./a.out

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 \*/

**Ex.No:13.b PAGE REPLACEMENT ALGORITHMS**

**LRU**

**AIM:**

To write a c program to implement LRU page replacement algorithm

**ALGORITHM:**

Step 1: Start the process

Step 2: Declare the size

Step 3: Get the number of pages to be inserted

Step 4: Get the value

Step 5: Declare counter and stack

Step 6: Select the least recently used page by counter value

Step 7: Stack them according the

selection. Step 8: Display the values

Step 9: Stop the process

#include<stdio.h>

void main()

{

int rs[50], i, j, k, m, f, cntr[20], a[20], min, pf=0;

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("\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);

}

/\* OUTPUT

[\*\*\*\*\*\*\*\*\*@telnet ~]$ ./a.out

Enter number of page references -- 10

Enter the reference string -- 1

2

3

4

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 PF No. 5

5 2 3 PF No. 5

5 2 1 PF No. 6

5 2 4 PF No. 7

5 2 3 PF No. 8

Total number of page faults -- 8 \*/

**Ex.No:13.c PAGE REPLACEMENT ALGORITHMS**

**LFU**

**Aim:**

To write C program to implement LFU page replacement

algorithm

**ALGORITHM:**

Step 1: Start the process

Step 2: Declare the size

Step 3: Get the number of pages to be inserted

Step 4: Get the value

Step 5: Declare counter and stack

Step 6: Select the least frequently used page by counter value

Step 7: Stack them according the

selection. Step 8: Display the values

Step 9: Stop the process

**PROGRAM:**

#include<stdio.h>

main()

{

int i, j , k, min, rs[25], m[10], count[10], flag[25], n, f, pf=0, next=1;

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("\nThe Page Replacement process is -- \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);

}

/\* OUTPUT

[\*\*\*\*\*\*\*\*\*@telnet ~]$ ./a.out

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 \*/

**EX:NO:14 Implementation of the various File Organization Techniques**

**AIM:**

To implement of the various File Organization Techniques

**ALGORITHM:**

Step 1: Start the program.

Step 2: Get the directory name.

Step 3: Get the user choice for file techniques

Step 4: If user choice 1 for create file in specify directory

Step 5: It user choice 2 for delete file in specify directory

Step 6: It user choice 3.Get the file name to be searched. If it is found print the results filename, length , Blocks allocated otherwise File not found

Step 7: If user choice 4 display the all files on the present directory

Step 6: Stop the program.

**PROGRAM:**

#include<stdio.h>

#include<string.h>

struct

{

char dname[10],fname[10][10];

int fcnt;

}dir;

void main()

{

int i,ch;

char f[30];

dir.fcnt = 0;

printf("\nEnter name of directory -- ");

scanf("%s", dir.dname);

while(1)

{

printf("\n\n1. Create File\t2. Delete File\t3. Search File \n4. Display Files\t5. Exit\n");

printf("Enter your choice -- ");

scanf("%d",&ch);

switch(ch)

{

case 1: printf("\nEnter the name of the file -- ");

scanf("%s",dir.fname[dir.fcnt]);

dir.fcnt++;

break;

case 2: printf("\nEnter the name of the file -- ");

scanf("%s",f);

for(i=0;i<dir.fcnt;i++)

{

if(strcmp(f, dir.fname[i])==0)

{

printf("File %s is deleted ",f);

strcpy(dir.fname[i],dir.fname[dir.fcnt-1]);

break;

}

}

if(i==dir.fcnt)

printf("File %s not found",f);

else

dir.fcnt--;

break;

case 3:

printf("\nEnter the name of the file -- ");

scanf("%s",f);

for(i=0;i<dir.fcnt;i++)

{

if(strcmp(f, dir.fname[i])==0)

{

printf("File %s is found ", f);

break;

}

}

if(i==dir.fcnt)

printf("File %s not found",f);

break;

case 4:

if(dir.fcnt==0)

printf("\nDirectory Empty");

else

{

printf("\nThe Files are -- ");

for(i=0;i<dir.fcnt;i++)

printf("\t%s",dir.fname[i]);

}

break;

default: exit(0);

}

}

}

[@telnet ~]$ cc fileteq.c

[@telnet ~]$ ./a.out

Enter name of directory -- os

1. Create File 2. Delete File 3. Search File

4. Display Files 5. Exit

Enter your choice -- 1

Enter the name of the file -- hello

1. Create File 2. Delete File 3. Search File

4. Display Files 5. Exit

Enter your choice -- 4

The Files are -- hell

1. Create File 2. Delete File 3. Search File

4. Display Files 5. Exit

Enter your choice -- 3

Enter the name of the file -- h

File h not found

1. Create File 2. Delete File 3. Search File

4. Display Files 5. Exit

Enter your choice -- 1

Enter the name of the file -- welcome

1. Create File 2. Delete File 3. Search File

4. Display Files 5. Exit

Enter your choice -- 4

The Files are -- hello welcome

1. Create File 2. Delete File 3. Search File

4. Display Files 5. Exit

Enter your choice -- 2

Enter the name of the file -- hello

File hello is deleted

1. Create File 2. Delete File 3. Search File

4. Display Files 5. Exit

Enter your choice -- 4

The Files are -- welcome

1. Create File 2. Delete File 3. Search File

4. Display Files 5. Exit

Enter your choice -- 5

[@telnet ~]$

**EX:NO:15A Implementation of the following File Allocation Strategies - Sequential**

**AIM:**

To implement sequential file allocation technique.

**ALGORITHM:**

Step 1: Start the program.

Step 2: Get the number of files.

Step 3: Get the memory requirement of each file with start block and length of a file

Step 4: Allocate the required locations to each in sequential order.

Step 5: Get the file name to be searched. If it is found print the results filename, length , Blocks allocated otherwise File not found

Step 6: Stop the program.

**SOURCE CODE:**

#include<stdio.h>

Struct fileTable

{

char name[20];

int sb, nob;

}ft[30];

void main()

{

int i, j, n;

char s[20];

printf("Enter no of files :");

scanf("%d",&n);

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

{

printf("\nEnter file name %d :",i+1);

scanf("%s",ft[i].name);

printf("Enter starting block of file %d :",i+1);

scanf("%d",&ft[i].sb);

printf("Enter no of blocks in file %d :",i+1);

scanf("%d",&ft[i].nob);

}

printf("\nEnter the file name to be searched -- ");

scanf("%s",s);

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

if(strcmp(s, ft[i].name)==0)

break;

if(i==n)

printf("\nFile Not Found");

else

{

printf("\nFILE NAME START BLOCK NO OF BLOCKS BLOCKS OCCUPIED\n"); printf("\n%s\t\t%d\t\t%d\t",ft[i].name,ft[i].sb,ft[i].nob);

for(j=0;j<ft[i].nob;j++)

printf("%d, ",ft[i].sb+j);

}

}

**EX:NO:15B Implementation of the following File Allocation Strategies - Indexed**

#include<stdio.h>

struct fileTable

{

char name[20];

int nob, blocks[30];

}ft[30];

void main()

{

int i, j, n;

char s[20];

printf("Enter no of files :");

scanf("%d",&n);

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

{

printf("\nEnter file name %d :",i+1);

scanf("%s",ft[i].name);

printf("Enter no of blocks in file %d :",i+1);

scanf("%d",&ft[i].nob);

printf("Enter the blocks of the file :");

for(j=0;j<ft[i].nob;j++)

scanf("%d",&ft[i].blocks[j]);

}

printf("\nEnter the file name to be searched -- ");

scanf("%s",s);

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

if(strcmp(s, ft[i].name)==0)

break;

if(i==n)

printf("\nFile Not Found");

else

{

printf("\nFILE NAME NO OF BLOCKS BLOCKS OCCUPIED");

printf("\n %s\t\t%d\t",ft[i].name,ft[i].nob);

for(j=0;j<ft[i].nob;j++)

printf("%d, ",ft[i].blocks[j]);

} }

**EX:NO:15C Implementation of the following File Allocation Strategies Linked**

#include<stdio.h>

#include<malloc.h>

struct fileTable

{

char name[20];

int nob;

struct block \*sb;

}ft[30];

struct block

{

int bno;

struct block \*next;

};

void main()

{

int i, j, n;

char s[20];

struct block \*temp;

printf("Enter no of files :");

scanf("%d",&n);

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

{

printf("\nEnter file name %d :",i+1);

scanf("%s",ft[i].name);

printf("Enter no of blocks in file %d :",i+1);

scanf("%d",&ft[i].nob);

ft[i].sb=(struct block\*)malloc(sizeof(struct block));

temp = ft[i].sb;

printf("Enter the blocks of the file :");

scanf("%d",&temp->bno);

temp->next=NULL;

for(j=1;j<ft[i].nob;j++)

{

temp->next = (struct block\*)malloc(sizeof(struct block));

temp = temp->next;

scanf("%d",&temp->bno);

}

temp->next = NULL;

}

printf("\nEnter the file name to be searched -- ");

scanf("%s",s);

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

if(strcmp(s, ft[i].name)==0)

break;

if(i==n)

printf("\nFile Not Found");

else

{

printf("\nFILE NAME NO OF BLOCKS BLOCKS OCCUPIED");

printf("\n %s\t\t%d\t",ft[i].name,ft[i].nob);

temp=ft[i].sb;

for(j=0;j<ft[i].nob;j++)

{

printf("%d -->",temp->bno);

temp = temp->next;

}

}

}