

SOURCE CODE

CODE:

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#include <stdio.h>
#include <conio.h>
#include <stdlib.h>
#include <iostream>
#include <bits/stdc++.h>
#include <malloc.h>
using namespace std;
int main(){

    srand( (unsigned)time( NULL ) );

    int n,i,id=0,sta=0,stb=0,stc=0,st1,st2,st3;
    struct node
    {   int idno;
        int at;
        int st;
        int rst;
        int tt;
        int wt;
        int ft;
        int dt;
        char c;

        struct node *next;
    };

    struct node *list = NULL;
    struct node *tail = NULL;
    struct node *outlist = NULL;
    struct node *outtail = NULL;

    struct node *temp, *temp1, *temp2, *temp3;

    for(i=0;i<200;i++){

        n=rand()%100;

        cout << "Time= "<<i<<"  "<<"Random Number= "<<n<< endl;
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if(n<50){cout <<"customer arrived  "<<id+1<< endl<< endl;getch();
    temp=new(node);
    temp->idno=++id;
    temp->at=i;
    temp->st=0;
    temp->rst=0;
    temp->tt=0;
    temp->wt=0;
    temp->ft=0;
    temp->c='x';
    temp->next=NULL;

    if(list==NULL){list=temp;tail=temp;}

    else if(list!=NULL){tail->next=temp;tail=temp;};

};

if(list!=NULL){
if(sta==0){ cout<<"Able is free"<<endl;
    temp1=list;list=list->next;

    n=rand()%100;
    if(n<20)st1=2;
    else if (n<50)st1=3;
    else if (n<80)st1=4;
    else if (n<100)st1=5;
    cout<<"st="<<st1<<endl;

    temp1->st=st1;

    temp1->rst=st1;

    temp1->c='A';
    sta=1;

}

else if (stb==0)
{ cout<<"Baker is free"<<endl;
    temp2=list;list=list->next;

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        n=rand()%100;
        if(n<20)st1=4;
        else if (n<50)st1=5;
        else if (n<80)st1=6;
        else if (n<100)st1=7;
        cout<<"st="<<st1<<endl;

        temp2->st=st1;

        temp2->rst=st1;

        temp2->c='B';
        stb=1;
    }
    else if (stc==0)
    { cout<<"Cable is free"<<endl;
      temp3=list;list=list->next;

      n=rand()%100;
      if(n<20)st1=4;
      else if (n<50)st1=7;
      else if (n<80)st1=8;
      else if (n<100)st1=9;
      cout<<"st="<<st1<<endl;

      temp3->st=st1;

      temp3->rst=st1;

      temp3->c='C';
      stc=1;
    }
    if(sta==1){ temp1->rst=temp1->rst-1;
    if (temp1->rst==0){ sta=0;temp1->ft=i;temp1->tt=temp1->ft-temp1->at;
    if(outlist==NULL){ outlist=temp1;outtail=temp1;}
    else{outtail->next=temp1; outtail=temp1;}} cout<<"sta= " <<sta<<endl;

    if(stb==1){ temp2->rst=temp2->rst-1;
    if (temp2->rst==0){ stb=0;temp2->ft=i;temp2->tt=temp2->ft-temp2->at;
    if(outlist==NULL){outlist=temp2;outtail=temp2;}
    else{outtail->next=temp2; outtail=temp2;}} cout<<"stb= " <<stb<<endl;

    if(stc==1){ temp3->rst=temp3->rst-1;

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if (temp3->rst==0){ stb=0;temp3->ft=i;temp3->tt=temp3->ft-temp3->at;

if(outlist==NULL){outlist=temp3;outtail=temp3;}
else{
    outtail->next=temp3; outtail=temp3;}}} cout<<"stc= " <<stc<<endl;

    temp=list;
    while(temp!=NULL){temp->wt+=1; temp=temp->next;
    }

cout<<"current time="<<i<<endl<<endl;
    };
cout<<"simulation closes"<<endl<<endl;

float twt=0, awt, ttt=0,att;
int ableC=0, bakerC=0, cableC=0, QC=0, TC=0;

temp=outlist;

while(temp!=NULL){ twt= twt+temp->wt;
    ttt=ttt+temp->tt;

    if(temp->c=='A')
        ableC++;
    else if(temp->c=='B')
        bakerC++;
    else if(temp->c=='C')
        cableC++;
    else QC++;
    temp=temp->next;

}
awt=twt/float(id);
att=ttt/float(id);
cout<<"average Waiting time = " <<awt<<endl<<endl;

cout<<"average Turn-around time = " <<att<<endl<<endl;

cout<<"Total customers = " <<TC<<endl<<endl;

cout<<"No. of customers served by Able = " <<ableC<<endl<<endl;

cout<<"No. of customers served by Baker = " <<bakerC<<endl<<endl;

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cout<<"No. of customers served by Cable = "<< cableC<<endl<<endl;

cout<<"No. of customers left in the Q = "<< QC<<endl<<endl;
}

}
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