```
Round Robin
RR.java
import java.util.*;
import java.io.*;
public class RR{
  public static void main(String[] args) {
    Scanner s = new Scanner(System.in);
    System.out.println("Enter number of processes: ");
    int n = s.nextInt();
    System.out.println("Enter quantum time: ");
    int q = s.nextInt();
    int pid[] = new int[n];
    int at[] = new int[n];
    int bt[] = new int[n];
    int ct[] = new int[n];
    int tat[] = new int[n];
    int wt[] = new int[n];
    int rbt[] = new int[n];
    int f[] = new int[n];
    float avgwt = 0, avgta = 0;
    int temp;
    for (int i = 0; i < n; i++) {
       System.out.println("Enter process ID for process " + (i + 1) + ": ");
       pid[i] = s.nextInt();
      System.out.println("Enter Arrival Time for process " + (i + 1) + ": ");
       at[i] = s.nextInt();
       System.out.println("Enter Burst Time for process " + (i + 1) + ": ");
       bt[i] = s.nextInt();
       rbt[i] = bt[i];
       f[i] = 0;
    System.out.println("Input accepted.");
    // Sort processes based on arrival time
    for (int i = 0; i < n; i++) {
       for (int j = i + 1; j < n; j++) {
         if (at[i] > at[j]) {
           temp = at[i];
           at[i] = at[j];
           at[j] = temp;
```

```
temp = bt[i];
       bt[i] = bt[j];
       bt[j] = temp;
       temp = pid[i];
       pid[i] = pid[j];
       pid[j] = temp;
    }
  }
}
// Implementing Round Robin Scheduling
int st = 0, tot = 0;
while (true) {
  boolean done = true;
  for (int i = 0; i < n; i++) {
    if (at[i] <= st) {
       if (rbt[i] > 0) {
          done = false;
          if (rbt[i] > q) {
            st += q;
            rbt[i] -= q;
          } else {
            st += rbt[i];
            ct[i] = st;
            rbt[i] = 0;
            tot++;
         }
       }
    }
  if (done)
    break;
}
for (int i = 0; i < n; i++) {
  tat[i] = ct[i] - at[i];
  wt[i] = tat[i] - bt[i];
  avgta += tat[i];
  avgwt += wt[i];
}
```

 $System. \textbf{\textit{out}}. println ("\nProcess ID\tArrival Time\tBurst Time\tCompletion Time\tTurnaround Time\tWaiting Time");$

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

```
System. \textit{out}. println(pid[i] + "\t'" + at[i] + "\t'" + bt[i] + "\t'" + ct[i] + "\t'' + tat[i] + tat
+ wt[i]);
                }
                 System.out.println("\nAverage Turnaround Time: " + (avgta / n));
                System. out. println("Average Waiting Time: " + (avgwt / n));
                s.close();
        }
}
OUTPUT:-
 Enter number of processes :
 Enter quantum time :
 Enter process ID for process 1:
Enter Arrival Time for process 1:
 Enter Burst Time for process 1:
 Enter process ID for process 2:
 Enter Arrival Time for process 2:
 Enter Burst Time for process 2:
 Enter process ID for process 3:
 Enter Arrival Time for process 3:
Enter Burst Time for process 3:
 Input accepted.
 Process ID
                                                          Arrival Time
                                                                                                                   Burst Time
                                                                                                                                                                            Completion Time Turnaround Time Waiting Time
1
                                                          0
                                                                                                                    4
                                                                                                                                                                                                                                                                   4
                                                                                                                                                                                                                                                                                                                                                          0
                                                                                                                                                                             4
                                                                                                                                                                                                                                                                    -5
 3
                                                          5
                                                                                                                    7
                                                                                                                                                                             0
                                                                                                                                                                                                                                                                                                                                                          -12
                                                          8
                                                                                                                                                                             0
                                                                                                                                                                                                                                                                    -8
                                                                                                                                                                                                                                                                                                                                                          -8
 Average Turnaround Time: -3.0
```

Average Waiting Time: -6.666665