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

```
typedef struct Process {
    int pid;
    int burstTime;
    struct Process* next;
} Process;
```

```
Process* head = NULL;
```

```
Process* createProcess(int pid, int burstTime) {
    Process* newP = (Process*)malloc(sizeof(Process));
    newP->pid = pid;
    newP->burstTime = burstTime;
    newP->next = NULL;
    return newP;
}
```

```
void addProcess(int pid, int burstTime) {
    Process* newP = createProcess(pid, burstTime);

    if (head == NULL) {
        head = newP;
        newP->next = newP; // circular
    } else {
        Process* temp = head;
        while (temp->next != head)
            temp = temp->next;
        temp->next = newP;
        newP->next = head;
    }
}
```

```
void roundRobin(int quantum) {
    if (head == NULL) return;

    Process* current = head;
    Process* prev = NULL;
```

```

while (current->next != current) { // stop when only 1 remains
    printf("Processing P%d\n", current->pid);

    if (current->burstTime > quantum) {
        current->burstTime -= quantum;
        printf(" Time used: %d, Remaining: %d\n",
            quantum, current->burstTime);

        prev = current;
        current = current->next;
    } else {

        printf(" P%d completed!\n", current->pid);

        if (current == head)
            head = head->next;

        prev->next = current->next;
        free(current);
        current = prev->next;
    }
}

printf("Processing P%d (final)\n", current->pid);
printf(" P%d completed!\n", current->pid);
free(current);
}

void display() {
    if (head == NULL) {
        printf("No processes.\n");
        return;
    }

    Process* temp = head;
    printf("Processes:\n");
    do {
        printf(" P%d (BT=%d)\n", temp->pid, temp->burstTime);
        temp = temp->next;
    } while (temp != head);
}

```

```
}

int main() {
    addProcess(1, 10);
    addProcess(2, 5);
    addProcess(3, 15);
    addProcess(4, 7);

    printf("Initial queue:\n");
    display();

    int quantum = 5;
    printf("\nRunning Round Robin (Quantum = %d)\n\n", quantum);

    roundRobin(5);

    return 0;
}
```