

```
#include <iostream>
#include <fstream>
#include <string>
#include <vector>
using namespace std;
```

```
struct Process{
string processNumber;
int arrivalTime;
int cpuTime;
int totalTime;
int waitTime;
int endTime;
int startTime;
int turnAroundTime;
};
```

```
class Queue {
private:
int head;
int tail;
int count;
int maxSize;
vector<Process> processer;

public:
int getSize(){ //returns size
return processer.size();
```

```
}
```

```
bool isEmpty(){ //checks if is empty  
if(processer.size() == 0){  
return true;  
}  
return false;  
}
```

```
void enqueue(Process p){ //enqueue  
processer.push_back(p);  
}
```

```
Process dequeue(){ //dequeue  
Process temp = processer.front();  
processer.erase(processer.begin());  
return temp;  
}
```

```
vector<Process> getProcesses(){ //gets procesesser  
return processer;  
}
```

```
void setProcesses(vector<Process> p){  
processer = p;  
}
```

```
};
```

```
void fcfs(vector<Process> p){  
    int time = 0;  
    int totalWaitTime=0;  
    double procAmount = (double) p.size();  
    double averageTime;  
  
    for(int i = 0; i < p.size(); i++){  
        p.at(i).startTime = time;  
        time = time + p.at(i).cpuTime;  
        p.at(i).endTime = time;  
        p.at(i).turnAroundTime=p.at(i).endTime-p.at(i).arrivalTime; //turn around time  
  
        p.at(i).waitTime=p.at(i).turnAroundTime-p.at(i).cpuTime; //wait time  
  
        totalWaitTime = totalWaitTime + p.at(i).waitTime; //total wait time  
    }  
  
    averageTime = totalWaitTime/procAmount;  
  
    cout<<endl;  
    //Displays to console  
    cout << "FCFS (non-preemptive): " << endl;  
    //Ghantt Chart
```

```

for(int i = 0; i < p.size(); i++){
    if(i == 0){
        cout << "Time | " << p.at(i).arrivalTime << " | " << p.at(i).endTime;
    }
    else if(i == p.size()-1){
        cout << " | " << p.at(i).endTime << " |";
    }
    else {
        cout << " | " << p.at(i).endTime;
    }
}
cout << endl;

```

```

for(int i = 0; i < p.size(); i++){
    if(i == 0){
        cout << "CPU | " << p.at(i).processNumber;
    }
    else if(i == p.size()-1){
        cout << " | " << p.at(i).processNumber << " | ";
    }
    else {
        cout << " | " << p.at(i).processNumber;
    }
}

```

```

}
cout<<endl;
for(int i = 0; i < p.size(); i++){
    cout<<"-----"<<endl;
    cout << "Process: " << p.at(i).processNumber << endl;
}

```

```

cout << "Arrival Time: " << p.at(i).arrivalTime << endl;
cout << "Service Time: " << p.at(i).cpuTime << endl;
cout << "Start Time: " << p.at(i).startTime << endl;
cout << "Finished at: " << p.at(i).endTime << endl;
cout << "Turn Around Time: " << p.at(i).turnAroundTime << endl;
cout << "Wait Time: " << p.at(i).waitTime << endl;
}
cout << "-----" << endl;

cout << "Total time required is: " << time << " time units" << endl;
cout << "Average waiting time is: " << averageTime << " time units" << endl;
cout << endl;
}

```

```

int main(){
    Queue processes;
    fstream myFile; // Creates file, which lets you read and write from file
    string line;
    Process p;
    int i = 0;
    myFile.open("jobs.txt"); //opens jobs.txt file, which has a list of animes
    if(myFile.fail()){ // if file doesn't open, user will know by getting a :(
        cout << "Not good. :( " << endl;
        exit(1);
    }
    while(!myFile.eof()){
        myFile >> p.processNumber >> p.arrivalTime >> p.cpuTime;
        p.startTime = 0;
        p.totalTime = 0;
    }
}

```

```

p.endTime = 0;
processes.enqueue(p);
i++;
}
myFile.close();

fcfs(processes.getProcesses());
return 0;
}

```

Output

```

FCFS (non-preemptive):
Time | 0 | 3 | 9 | 13 | 18 | 20 |
CPU  | A | B | C | D | E |
-----
Process: A
Arrival Time: 0
Service Time: 3
Start Time: 0
Finished at: 3
Turn Around Time: 3
Wait Time: 0
-----
Process: B
Arrival Time: 2
Service Time: 6
Start Time: 3
Finished at: 9
Turn Around Time: 7
Wait Time: 1
-----
Process: C
Arrival Time: 4
Service Time: 4
Start Time: 9
Finished at: 13
Turn Around Time: 9
Wait Time: 5
-----
Process: D
Arrival Time: 6
Service Time: 5
Start Time: 13
Finished at: 18
Turn Around Time: 12
Wait Time: 7
-----
Process: E
Arrival Time: 8
Service Time: 2
Start Time: 18
Finished at: 20
Turn Around Time: 12
Wait Time: 10
-----
Total time required is: 20 time units
Average waiting time is: 4.6 time units

```

jobs.txt

A 0 3

B 2 6

C 4 4

D 6 5

E 8 2