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## Lab 5

Ques: Implement the round robin algorithm for process scheduling.

**Round Robin** is a CPU scheduling algorithm where each process is assigned a fixed time slot in a cyclic way.

## **Source Code**

```
#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("Enter Total Number of Processes:");
         scanf("%d", &limit);
         x = limit;
          for(i = 0; i < limit; i++) {
                  printf("Enter Details of Process[%d]", i + 1);
                  printf("Arrival Time:");
                  scanf("%d", &arrival_time[i]);
                  printf("Burst Time:");
                  scanf("%d", &burst_time[i]);
                  temp[i] = burst_time[i];
          printf("Enter Time Quantum:");
          scanf("%d", &time_quantum);
          printf("Process ID Burst Time Turnaround Time Waiting Time");
          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(tamp[il > 4){
                  temp[i] int total time_quantum;
                  total = total + time_quantum;
                  if(temp[i] == 0 && counter == 1){
                            printf("\nProcess[\%d]\t\%d\t\t\%d", i + 1, burst\_time[i], total - arrival\_time[i], total - arriv
                           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){</pre>
                           i++;
                            i = 0;
          average_wait_time = wait_time * 1.0 / limit;
         average_turnaround_time = turnaround_time * 1.0 / limit;
         printf("\nAverage Waiting Time:\t%f", average_wait_time);
         printf("\nAvg Turnaround Time:\t%f\n", average_turnaround_time);
         return 0;
```

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## Output

```
Enter Total Number of Processes:3
Enter Details of Process[1]Arrival Time:5
Burst Time:10
Enter Details of Process[2]Arrival Time:7
Burst Time:20
Enter Details of Process[3]Arrival Time:3
Burst Time:10
Enter Time Quantum:3
Process ID Burst Time Turnaround Time Waiting Time
Process[1] 10 11 1
Process[3] 10 29 19
Process[2] 20 33 13
Average Waiting Time: 11.000000
Avg Turnaround Time: 24.333334
```