ST = 1000000

clock = 0

SOStar = 0
SOCircle = 0
SOTriangle = 0
} for computing the average length of queues

NoWS = 0 (number of waiting stars)

NoWC = 0 (~ ~ ~ circles)

NoWT = 0 (~ ~ ~ triglcs)

PCSQ = 0 (Previous clock stars queue)

PCTQ = 0 (~ ~ triagle ~)

PCCQ = 0 (~ ~ circler ~)

SOS1 = 0 (sum of service 1)

SOS2 = 0 (sum of service 2)

S1 = False

S2 = False

PCS1 = 0 (Previous clock of saver 1)

PCS2 = 0 (~ ~ ~ 2)

NoD (Number of discarded stars)

NoES (number of entered stars)

SoTAT (sum of turnaround time for circle triangle in S2)

SOCTC (sum of circle triagle which get complete service from S2)

QrMax = input( ) (gets input from user)

Qr = NULL (Queue <Integer>)

ETQB = 0 (entered time to Qr buffer (used for ~~Preempted~~ turnaround time ~~circle Triangles and for turnaround time of it~~))

PreEmp = False

RTPE = 0 (remaing time for preempted circleTriangles)

SOBS1 = 0 (sum of blocking time for S1)

PCBS1 = 0 (previous clock blocking time S1)

tbl[0] = StarEnter( )

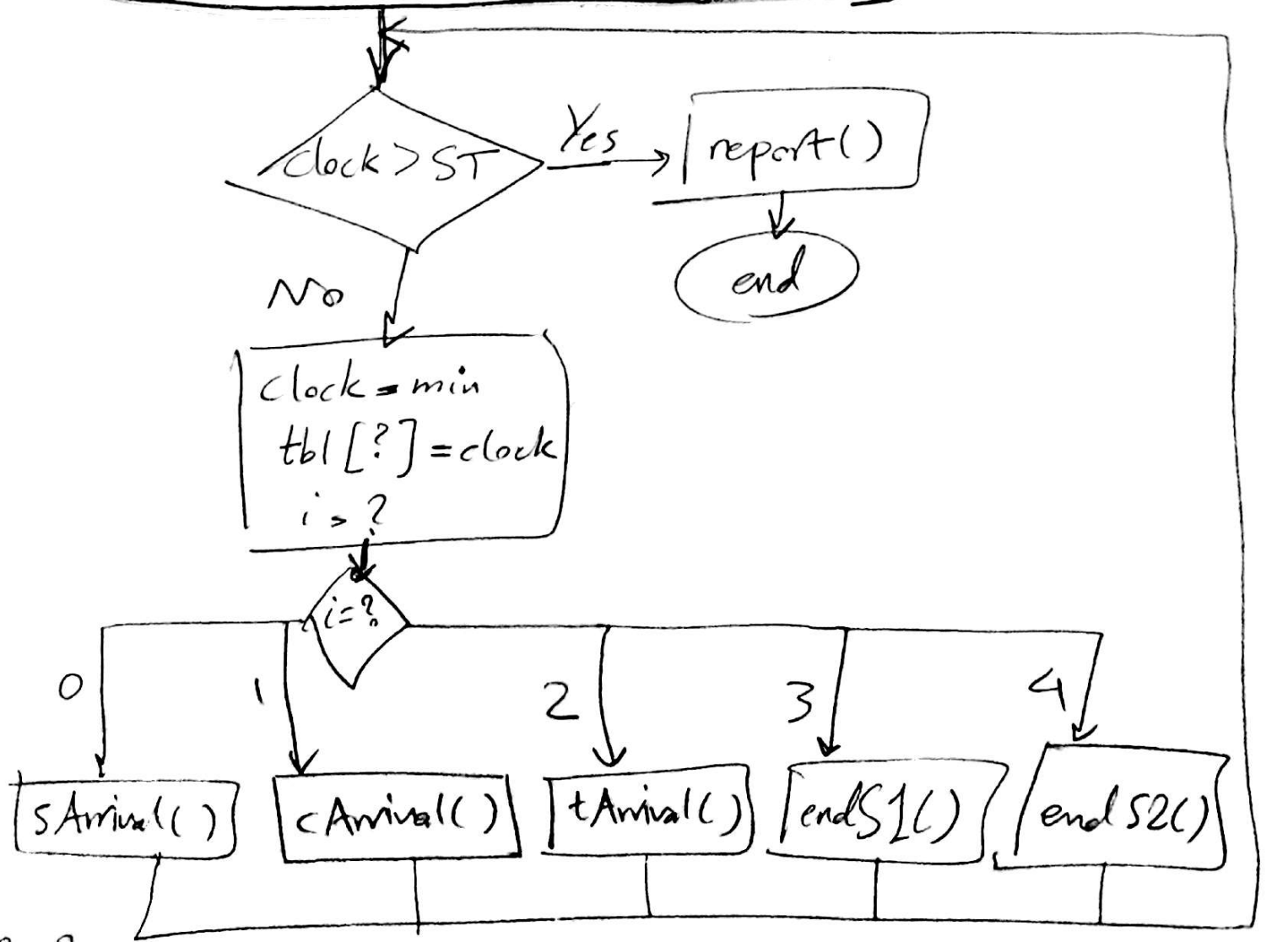
tbl[1] = CircleEnter( )

tbl[2] = TriangleEnter( )

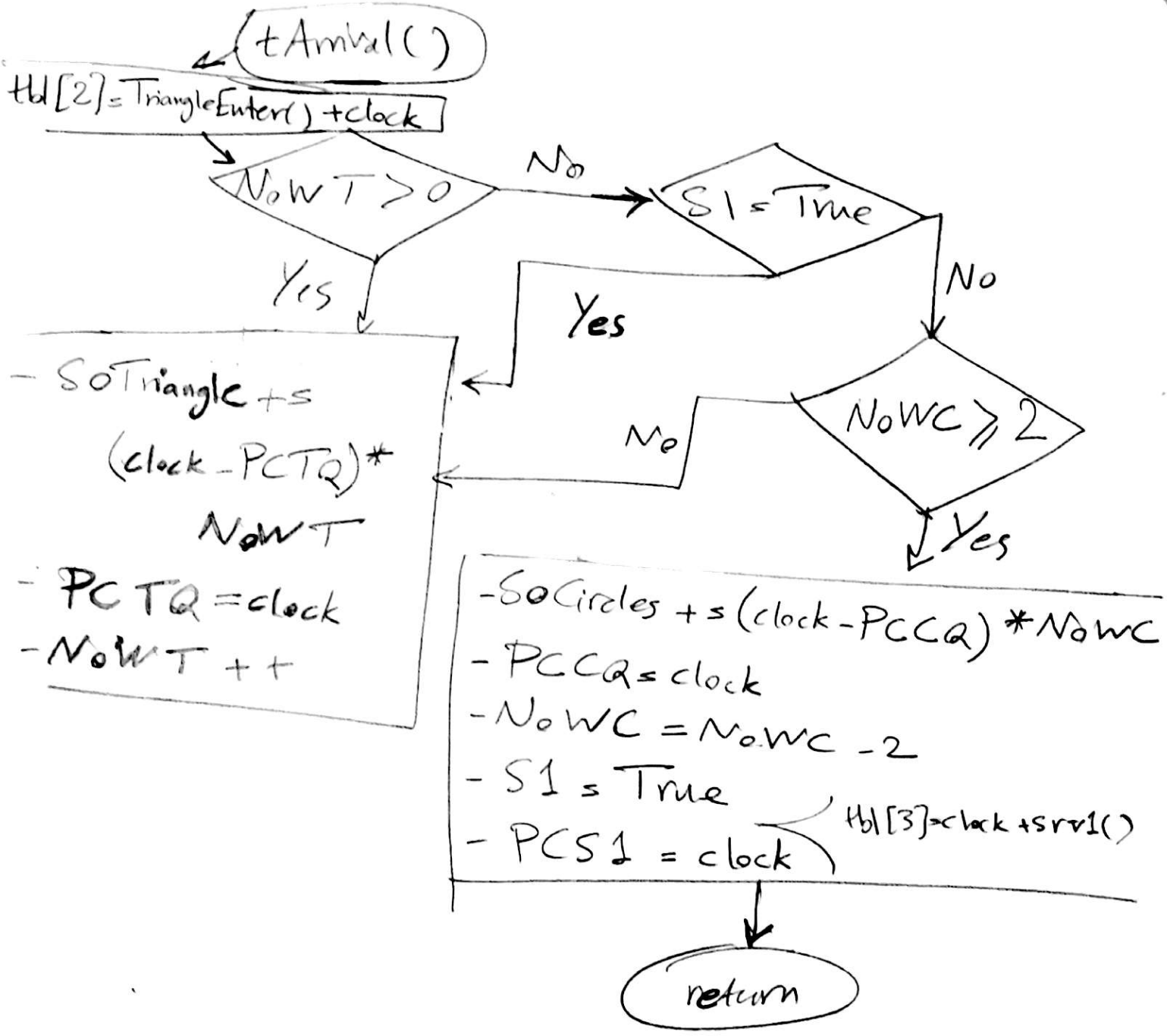
tbl[3] = 1000001 ⟶ end of serice 1

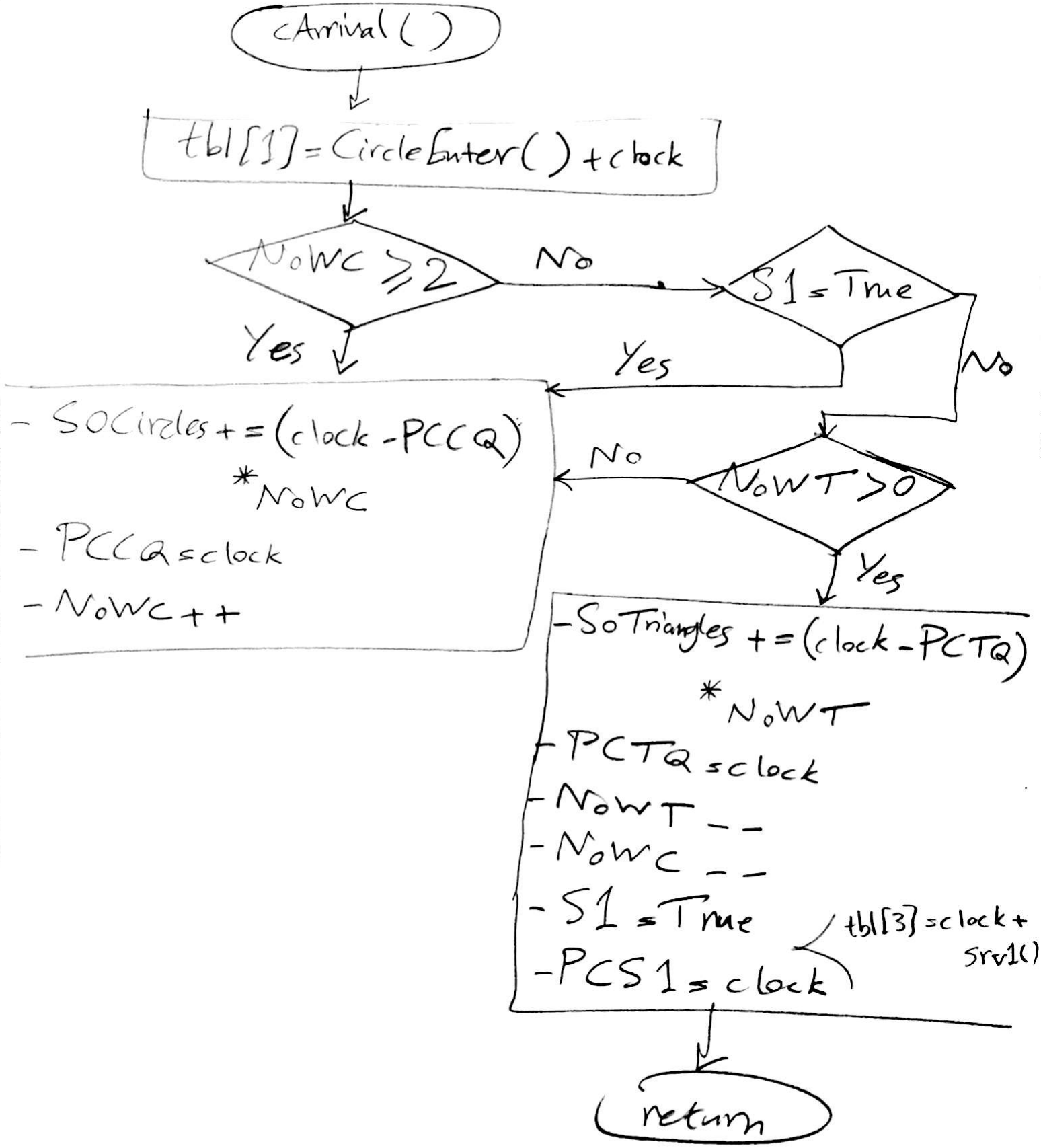
tbl[4] = 1000001 ⟶ end of serice 2

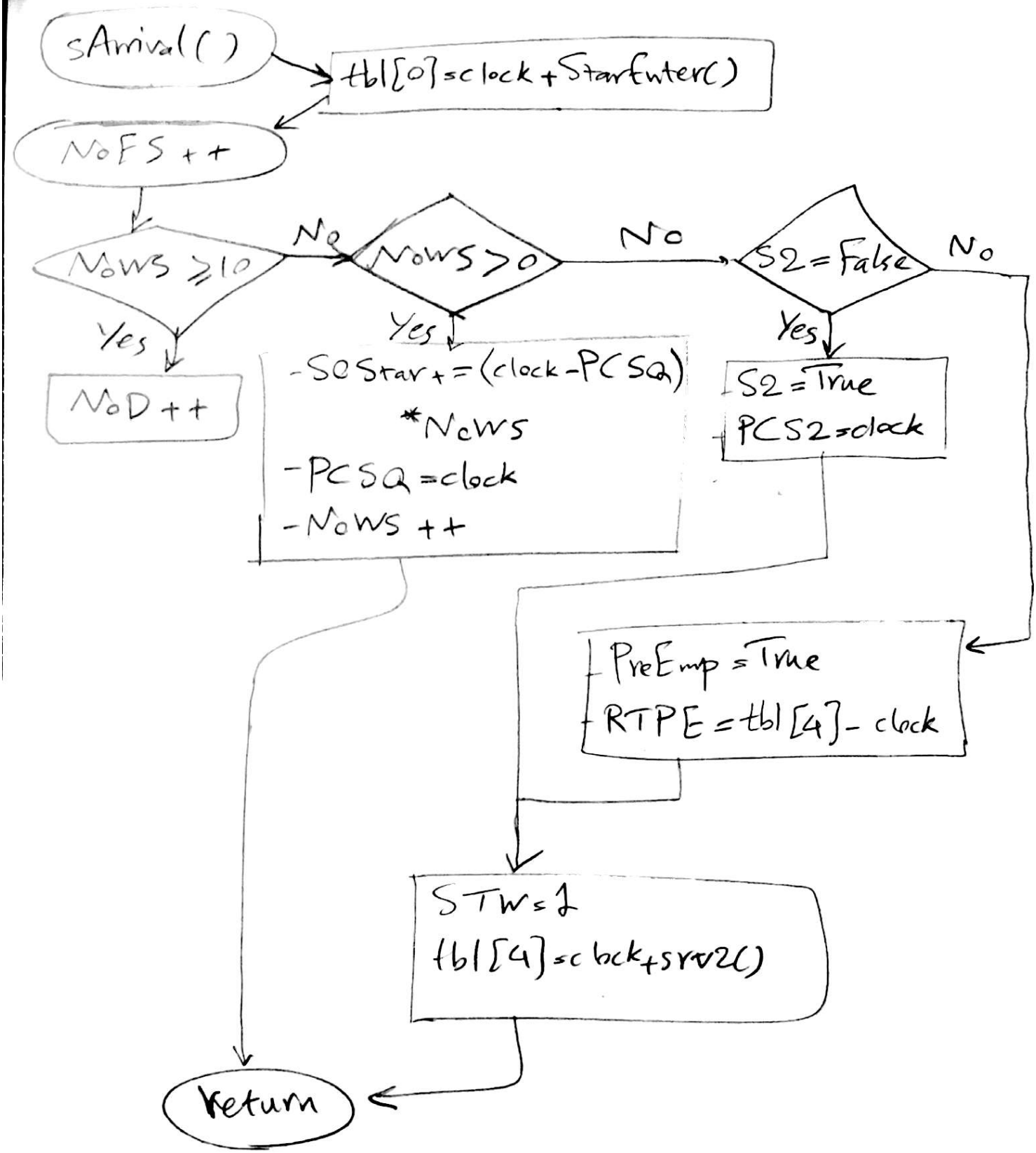
block = False / STW = 0 (service to who?) (0 → CircleTriangle, 1 → Star) for server2

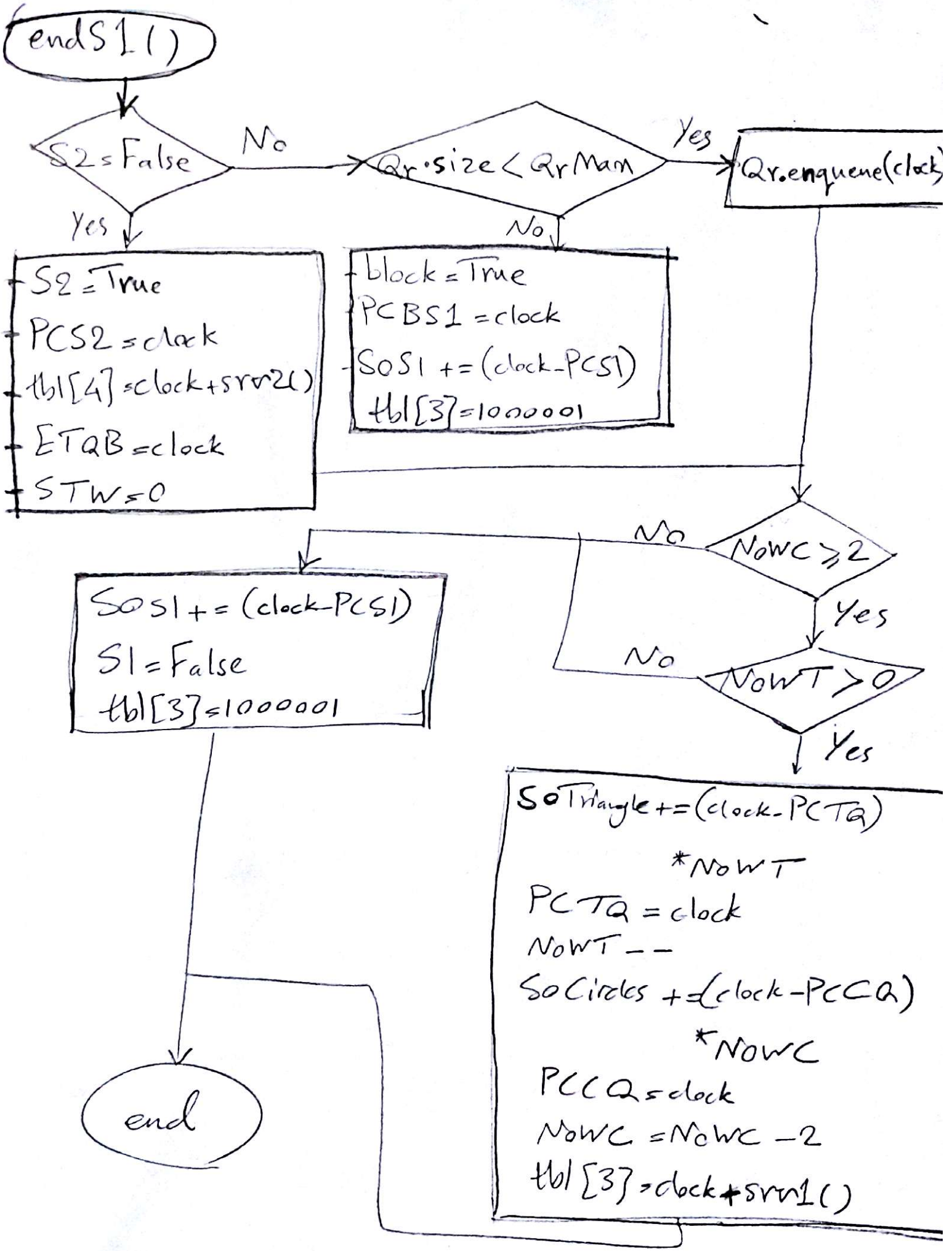


2nd









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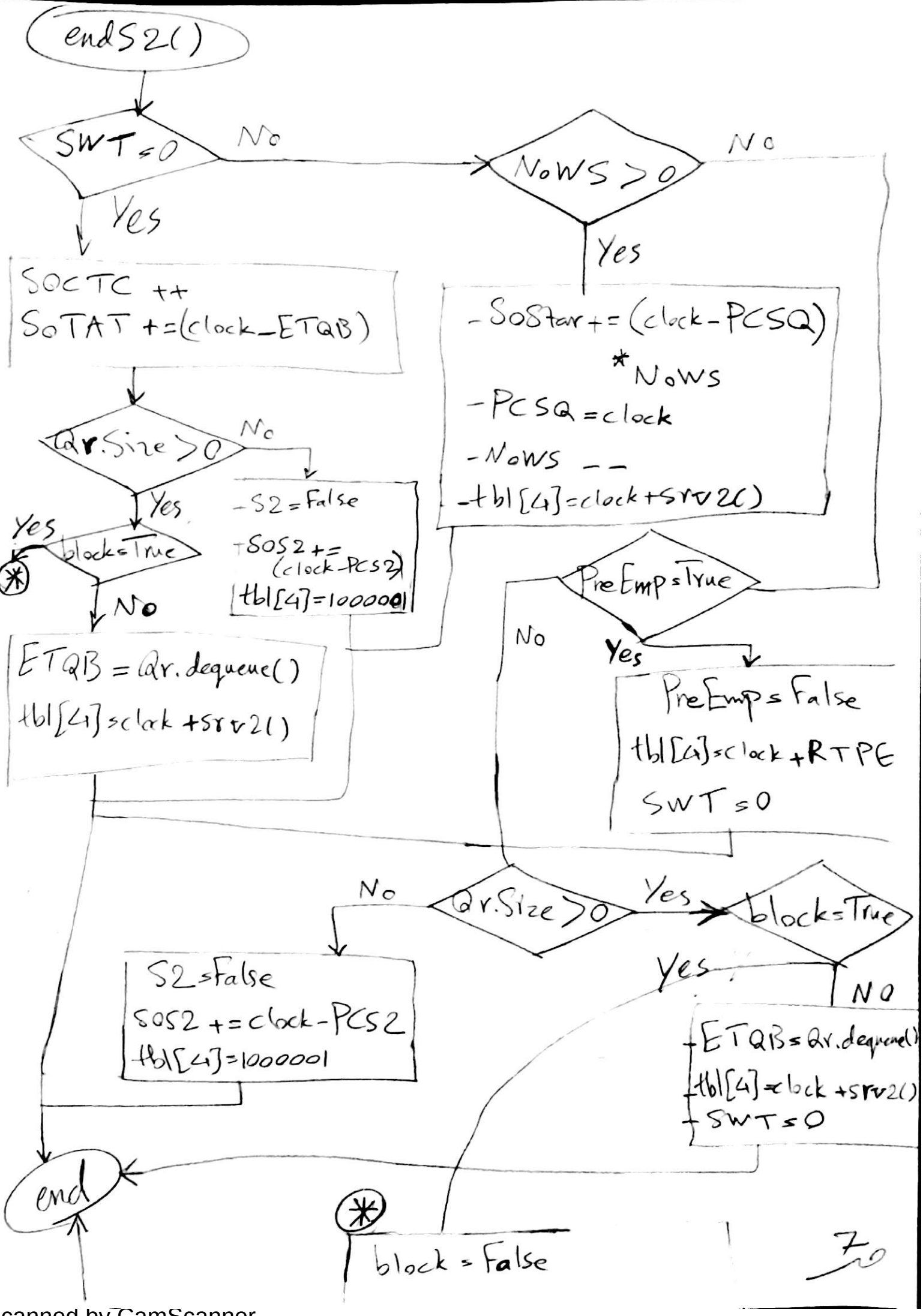

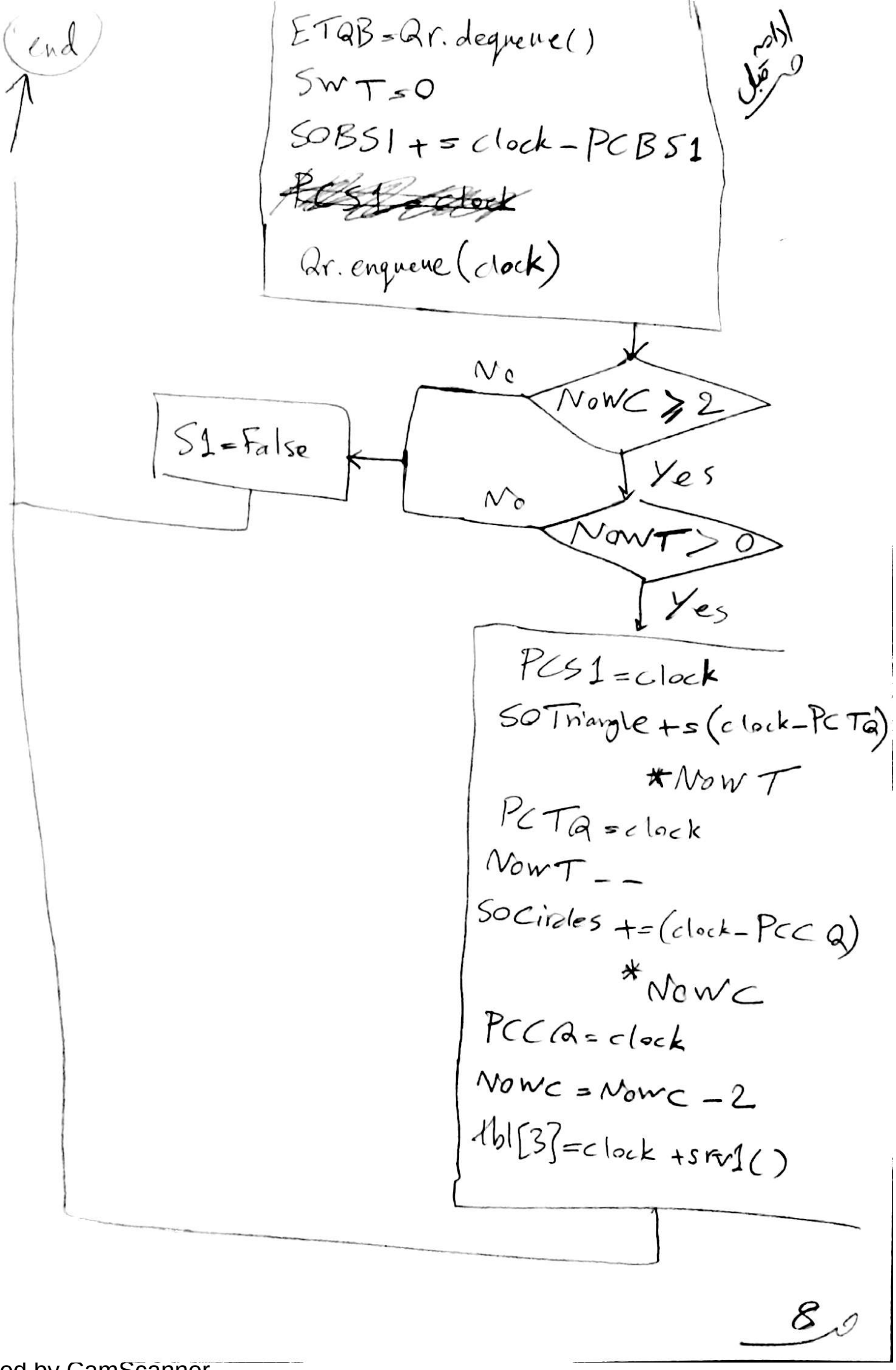

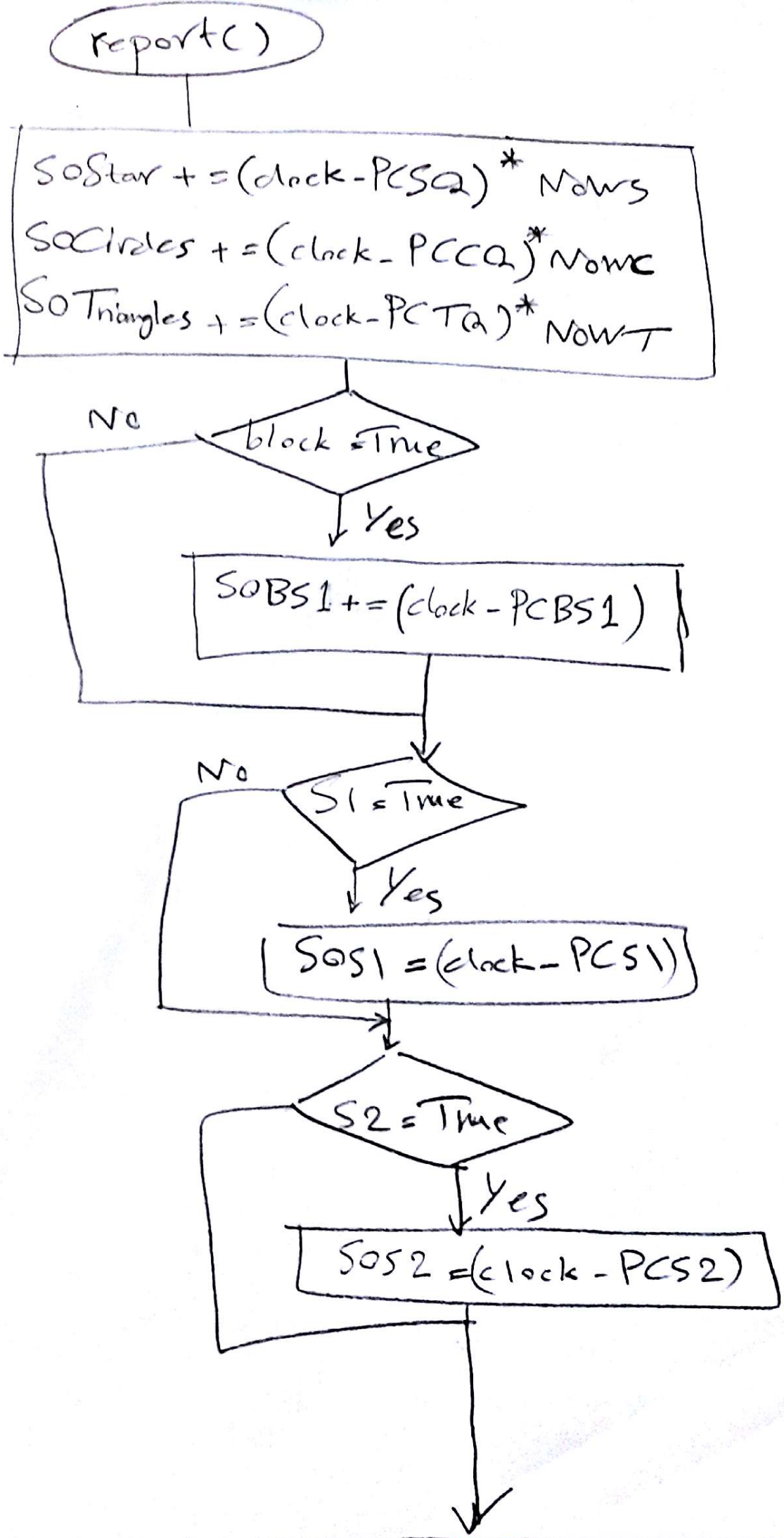

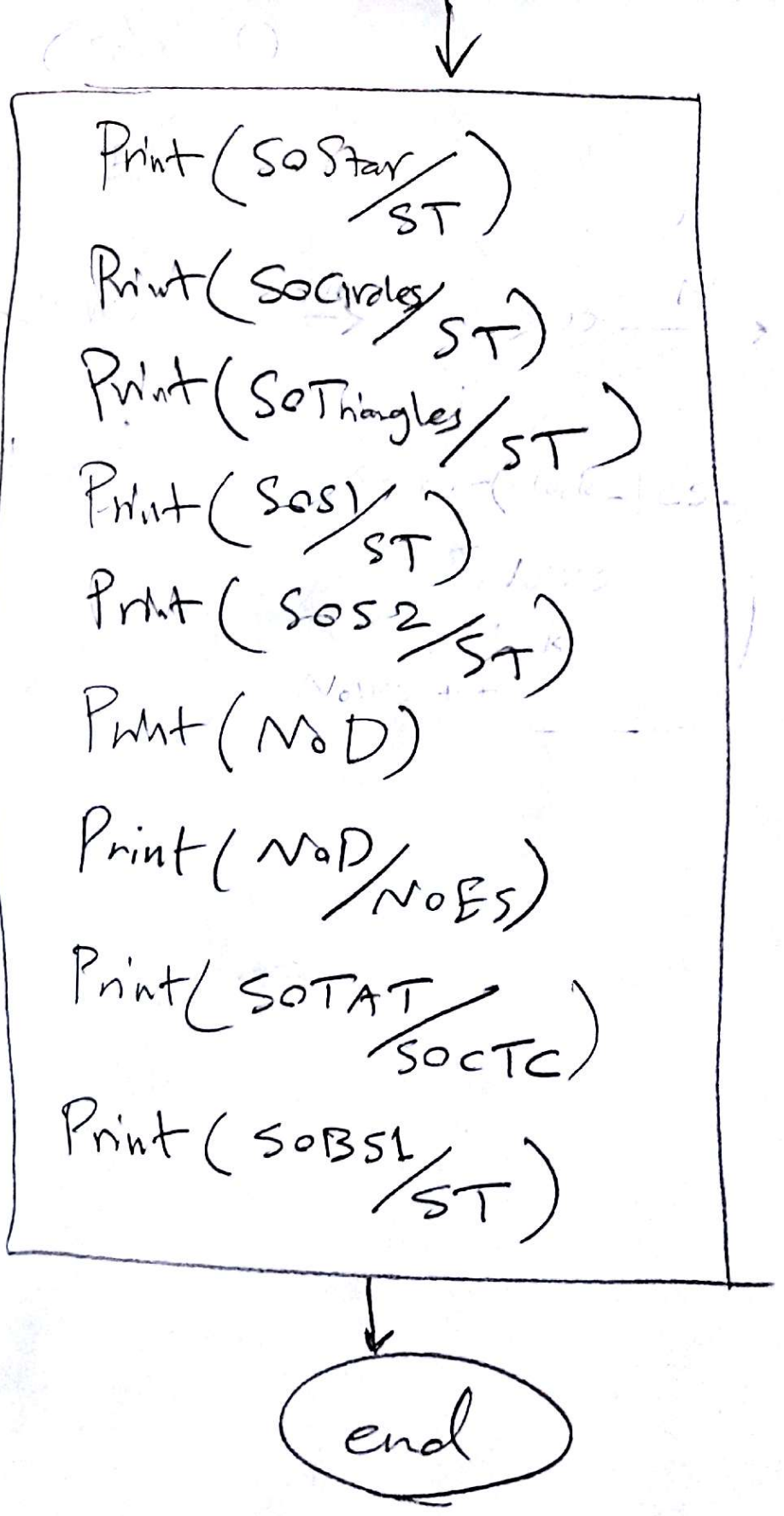

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