

**Name : Mohd Adil**

**Roll No : 20BCS042**

**A program to implement the Round Robin scheduling algorithm with time quantum =t and find the average turnaround time, waiting time, completion time and response time for the overall process. Also Printing Gantt chart for it.**

```
#include<iostream>
#include<vector>
#include<queue>

using namespace std;

struct Process{
    char Pname[3];
    int id;
    int Times[6];
    vector<pair<int,int>> Setime;
    //for calculations
    int b;
};

vector<Process> v;
vector<pair<int, int>> TimeSet;
int n;
float avgc, avgw, avgt, avgr;

void printProcess(string pname, int s, int e){
    TimeSet. push_back(make_pair (s, e));
    cout<<"|";
    int block = e-s;
    for(int i=0; i<e-s-1; i++) cout<<" ";
    cout<<pname;
    for(int i=0; i<e-s-1; i++) cout<<" ";
}

void printGantt(){
    cout<<"0";
    cout<<" ";
    for(auto T:TimeSet){
        printf("%2d", T.second);
        for(int i=0; i<2*(T.second-T.first)-1; i++) cout<<" ";
    }
}

void RoundRobin(int TimeQuantum){
    queue<Process> pq;
```

```

pq.push(v.front());

int currentTime=0;
bool visited[n] = {false};
visited[0]=true;

while(!pq.empty()){
    Process p = pq.front();
    pq.pop();
    int Pid = p.id;
    int tb = min(TimeQuantum, p.b);

    pair<int, int> pr;
    pr.first = currentTime;
    currentTime+=tb;
    pr.second = currentTime;
    v[Pid].SEtime.push_back(pr);
    v[Pid].b-=tb;
    // cout<<v[Pid].Pname<<" "<<v[Pid].b<<endl;
    printProcess(p.Pname, pr.first, pr.second);

    for(int i=0; i<v.size(); i++){
        if(v[i].Times[0]<=currentTime && v[i].b!=0 && !visited[v[i].id]){
            // cout<<v[i].Pname<<" ";
            pq.push(v[i]);
            visited[v[i].id]=true;
        }
    }
    if(v[Pid].b!=0){
        pq.push(v[Pid]);
    }
}
cout<<"|";
cout<<endl;
printGantt();
}

```

```

void calculateTimes(){

    float sumc=0, sumw=0, sumt=0, sumr=0;

    //calculating completion time
    for(auto &p : v){
        int size = p.SEtime.size();
        p.Times[2] = p.SEtime[size-1].second;
        sumc += p.Times[2];
    }

    //calculating turn around time
    // CT-AR
    for(auto &p : v){
        p.Times[4] = p.Times[2] - p.Times[0];
        sumt += p.Times[4];
    }
}

```

```

}

//calculating waiting time
// TAT-BT
for(auto &p : v){
    p.Times[3] = p.Times[2] - p.Times[0] - p.Times[1];
    sumw += p.Times[3];
}

//calculating Response Time
// First - AT
for(auto &p : v){
    p.Times[5] = p.Setime[0].first - p.Times[0];
    sumr += p.Times[5];
}

//calculating avg(s) time
avgc = sumc/n;
avgw = sumw/n;
avgt = sumt/n;
avgr = sumr/n;
}

void display(){
    cout<<"\n\nDisplaying the table :- ";

    cout<<"\n\n+.....+.....+.....+.....+.....+.....+";
    cout<<"\n| Process name | Burst Time | Arrival Time | Completion Time | Waiting Time | TurnAround Time |
Response Time |";
    cout<<"\n+.....+.....+.....+.....+.....+.....+";

    for(auto i:v){
        printf("\n|   %s   |   %2d   |   %2d   |   %2d   |   %2d   |   %2d   |   %2d   |"
            ,i.Pname, i.Times[1], i.Times[0], i.Times[2], i.Times[3], i.Times[4], i.Times[5]);
        cout<<"\n+.....+.....+.....+.....+.....+.....+";
    }

    cout<<"\n\n";
    printf("\nAverage Completion time : %.2fns", avgc);
    printf("\nAverage Waiting time : %.2fns", avgw);
    printf("\nAverage TurnAround time : %.2fns", avgt);
    printf("\nAverage Response time : %.2fns", avgr);
}

int main(){
    int TimeQuantum;
    cout<<"Enter the Time Quantum : ";
    cin>>TimeQuantum;
    cout<<"Enter the no of the Processes : ";
    cin>>n;

```

```

for(int i=0; i<n; i++){
    struct Process p;
    cout<<"Enter Process "<<i+1<<" name, its Arrival Time and Burst Time : ";
    cin>>p.Pname>>p.Times[0]>>p.Times[1];
    p.id=i;
    p.b = p.Times[1];
    v.push_back(p);
}
cout<<endl<<endl<<"Gantt Chart : "<<endl<<endl;
RoundRobin(TimeQuantum);
calculateTimes();
display();
return 0;
}

```

## Output :

```

Enter the Time Quantum : 3
Enter the no of the Processes : 5
Enter Process 1 name, its Arrival Time and Burst Time : P1 0 8
Enter Process 2 name, its Arrival Time and Burst Time : P2 5 2
Enter Process 3 name, its Arrival Time and Burst Time : P3 1 7
Enter Process 4 name, its Arrival Time and Burst Time : P4 6 3
Enter Process 5 name, its Arrival Time and Burst Time : P5 8 5

```

Gantt Chart :

```

| P1 | P3 | P1 | P2 | P4 | P3 | P5 | P1 | P3 | P5 |
0   3   6   9  11  14  17  20  22  23 25

```

Displaying the table :-

Process name	Burst Time	Arrival Time	Completion Time	Waiting Time	TurnAround Time	Response Time
P1	8	0	22	14	22	0
P2	2	5	11	4	6	4
P3	7	1	23	15	22	2
P4	3	6	14	5	8	5
P5	5	8	25	12	17	9

Average Completion time : 19.00ns

Average Waiting time : 10.00ns

Average TurnAround time : 15.00ns

Average Response time : 4.00ns