

Implementation of Round Robin Scheduling

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Study in detail about round-robin scheduling.

Implement a C++ program to simulate Round Robin scheduling. Read the burst time and time quantum of N processes and simulate the Round Robin scheduling.

Expected output:

- The Sequence of process IDs based on the execution order (Same as in the Gantt chart)
- A table that demonstrates the response time, completion time, wait time, and turnaround time.
- Find the average turnaround time and wait time.

Code

```
#include <iostream>
using namespace std;

int time_slice;

struct process
{
    int id, burst_time, comp_time, wait_time, tat_time,
    resp_time;
};

void round_robin(process pro[], int n)
{
    int time_taken = 0;
    int total = 0;
    int remaining_burst_time[n];
    for (int i = 0; i < n; i++)
    {
```

```

        remaining_burst_time[i] = pro[i].burst_time;
        total += pro[i].burst_time;
    }

    cout << endl
        << "Gant Chart of the given processes" << endl;
    cout << "Pid\t"
        << "Remaining Time\t"
        << "Start Time\t"
        << "End Time" << endl;

    cout << "-----"
<< endl;

    while (time_taken < total)
    {
        for (int i = 0; i < n; i++)
        {
            if (remaining_burst_time[i] == pro[i].burst_time)
                pro[i].resp_time = time_taken;
            if (remaining_burst_time[i] > 0)
            {
                cout << pro[i].id << "\t  " <<
remaining_burst_time[i] << "\t\t  " << time_taken << "\t\t
";

                if (remaining_burst_time[i] <= time_slice)
                {
                    time_taken += remaining_burst_time[i];
                    pro[i].comp_time = time_taken;
                    remaining_burst_time[i] = 0;
                }
                else
                {

```

```

        time_taken += time_slice;
        remaining_burst_time[i] -= time_slice;
    }
    cout << time_taken << endl;
}

}

int avg_tat = 0, avg_wt = 0;
for (int i = 0; i < n; i++)
{
    pro[i].tat_time = pro[i].comp_time;
    pro[i].wait_time = pro[i].tat_time -
pro[i].burst_time;
    // pro[i].resp_time = pro[i].wait_time;
    avg_tat += pro[i].tat_time;
    avg_wt += pro[i].wait_time;
}
cout << endl
    << endl;
cout << "Average Turn Around Time = " << avg_tat / n <<
endl;
cout << "Average Wait Time = " << avg_wt / n << endl;
}

int main()
{
    int n;
    cout << "Enter the number of processes " << endl;
    cin >> n;
    cout << "Enter the time slice " << endl;
    cin >> time_slice;

```

```

process pro[n];
for (int i = 0; i < n; i++)
{
    pro[i].id = i + 1;
    cout << "Enter burst time of process " << i + 1 << ":
" << endl;
    cin >> pro[i].burst_time;
    pro[i].comp_time = 0;
    pro[i].tat_time = 0;
    pro[i].wait_time = 0;
    pro[i].resp_time = 0;
}

round_robin(pro, n);
cout << endl
    << endl;
    cout << "Process\t    Burst Time\t    Completion Time    \t
Turnaround Time    \t    Waiting Time    \t    Response Time" <<
endl;
    for (int i = 0; i < n; i++)
    {
        cout << "    " << pro[i].id << "\t    " <<
pro[i].burst_time << "\t\t\t    " << pro[i].comp_time
        << "\t\t\t\t    " << pro[i].tat_time << "\t\t\t\t
" << pro[i].wait_time << "\t\t\t    " << pro[i].resp_time <<
endl;
    }
    return 0;
}

```

Output

Enter the number of processes

3

Enter the time slice

2

Enter burst time of process 1:

10

Enter burst time of process 2:

5

Enter burst time of process 3:

8

Gant Chart of the given processes

Pid	Remaining Time	Start Time	End Time
1	10	0	2
2	5	2	4
3	8	4	6
1	8	6	8
2	3	8	10
3	6	10	12
1	6	12	14
2	1	14	15
3	4	15	17
1	4	17	19
3	2	19	21
1	2	21	23

Average Turn Around Time = 19

Average Wait Time = 12

Process	Burst Time	Completion Time	Turnaround Time	Waiting Time	Response Time
1	10	23	23	13	0
2	5	15	15	10	2
3	8	21	21	13	4

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Enter the number of processes

4

Enter the time slice

5

Enter burst time of process 1:

21

Enter burst time of process 2:

3

Enter burst time of process 3:

6

Enter burst time of process 4:

2

Gant Chart of the given processes

Pid	Remaining Time	Start Time	End Time

1	21	0	5
2	3	5	8
3	6	8	13
4	2	13	15
1	16	15	20
3	1	20	21
1	11	21	26
1	6	26	31
1	1	31	32

Average Turn Around Time = 19

Average Wait Time = 11

Process	Burst Time	Completion Time	Turnaround Time	Waiting Time	Response Time
1	21	32	32	11	0
2	3	8	8	5	5
3	6	21	21	15	8
4	2	15	15	13	13

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