

```
import java.util.*;
```

```
public class OSSimulator {
```

```
    static class Process { // creates class to store process info
```

```
        int processId;
```

```
        int arrivalTime;
```

```
        int burstDuration;
```

```
        int memoryNeeded;
```

```
        int waitingTime;
```

```
        int turnaroundTime;
```

```
        public Process(int processId, int arrivalTime, int burstDuration, int memoryNeeded) { // these  
are the variables that will be calculated during emulation
```

```
            this.processId = processId;
```

```
            this.arrivalTime = arrivalTime;
```

```
            this.burstDuration = burstDuration;
```

```
            this.memoryNeeded = memoryNeeded;
```

```
        }
```

```
    }
```

```
    public static void main(String[] args) {
```

```
        Scanner scanner = new Scanner(System.in);
```

```
        // first we get number of processes
```

```
        System.out.print("Enter number of processes: ");
```

```

int numberOfProcesses = scanner.nextInt();

List<Process> processes = new ArrayList<>();

// then we input process details
for (int i = 0; i < numberOfProcesses; i++) {
    System.out.println("Enter info for process " + (i + 1));
    System.out.print("Arrival Time: ");
    int arrival = scanner.nextInt();
    System.out.print("Burst Time: ");
    int burst = scanner.nextInt();
    System.out.print("Memory Required: ");
    int memory = scanner.nextInt();
    processes.add(new Process(i + 1, arrival, burst, memory));
}

// after we sort by arrival time
processes.sort(Comparator.comparingInt(p -> p.arrivalTime));

int currentTime = 0;
double totalWaitingTime = 0;
double totalTurnaroundTime = 0;

// calculating waiting and turnaround times
for (Process p : processes) {
    if (currentTime < p.arrivalTime) {

```

```

        currentTime = p.arrivalTime;

    }

    p.waitingTime = currentTime - p.arrivalTime;

    p.turnaroundTime = p.waitingTime + p.burstDuration;

    currentTime += p.burstDuration;

    totalWaitingTime += p.waitingTime;

    totalTurnaroundTime += p.turnaroundTime;

}

// Displaying results

System.out.println("\nResults:");

System.out.println("PID\tArrival\tBurst\tWaiting\tTurnaround");

for (Process p : processes) {

    System.out.printf("%d\t%d\t%d\t%d\t%d\n",

        p.processId, p.arrivalTime, p.burstDuration, p.waitingTime, p.turnaroundTime);

}

// Shows averages

System.out.printf("\nAverage Waiting Time: %.2f\n", totalWaitingTime / numberOfProcesses);

System.out.printf("Average Turnaround Time: %.2f\n", totalTurnaroundTime /
numberOfProcesses);

}

}

```