Date:

Aim:

S.No: 2

Implementation of the Round Robin cpu scheduling algorithm (https://gecgudlavalleru.codetantra.com/secure/labs-q.jsp?

sNo=4&qld=5bec179564bac110545ba035&bd=AY3RFZHVEQg%3D%3D&lid=5db6d168a183970b79e5cd34&labbd=AMzM2X2N0X2No&expTitle=Implementation%20of%20the%20Rou nd%20Rc ID: 0201DCS28

Source Code:

```
os4.c
#include<stdio.h>
#include<conio.h>
#include<string.h>
#define max 50
void main(){
  int i,n,sum=0,count=0,y,quant,wt=0,tat=0,aTime[max],bTime[max],temp[max],wTime[max],\\
rem_btime[max],taTime[max];
   float avg_wt,avg_tat;
  printf("Enter Total Number of Processes: ");
   scanf("%d",&n);
   v=n:
   for(i=0; i<n; i++){
      printf("Enter Details of Process[%d]: Arrival Time:\t",i+1);
      scanf("%d", &aTime[i]);
      printf("Burst Time:\t");
      scanf("%d",&bTime[i]);
      temp[i]=bTime[i];
  printf("Enter Time Quantum:\t");
  scanf("%d",&quant);
   printf("Process \ ID\t\tBurst \ Time\t \ Turnaround \ Time\t \ Waiting \ Time\n");
   for(sum=0,i=0;y!=0;){
      if(temp[i] \leftarrow quant \&\& temp[i]>0){
         sum = sum + temp[i];
         temp[i] = 0;
         count = 1;
      else if(temp[i]>0){
         temp[i] = temp[i] - quant;
         sum = sum+quant;
      if(temp[i] == 0 \&\& count == 1){
         printf("Process[%d]\t\t%d\t\t %d\t\t %d\n",i+1,bTime[i],sum-aTime[i],sum-aTi
me[i]-bTime[i]);
         wt = wt+sum-aTime[i]-bTime[i];
         tat = tat+sum-aTime[i];
         count = 0;
      if(i == n-1){
         i=0;
      else if(aTime[i+1]<=sum){</pre>
         i++;
      }
      else{
         i=0:
   avg_wt=(float)wt/n;
  avg_tat=(float)tat/n;
  printf("Average Waiting Time:\t%f\n",avg_wt);
  printf("Avg Turnaround Time:\t%f\n",avg_tat);
```

Execution Results - All test cases have succeeded!

Test Case - 1									
User	Output								
Enter	Total Num	ber of P	roces	ses: 3					
Enter	Details o	f Proces	s[1]:	Arrival	Time:	0			
Burst	Time:	3							
Enter	Details o	f Proces	s[2]:	Arrival	Time:	0			
Burst	Time:	2							
Enter	Details o	f Proces	s[3]:	Arrival	Time:	1			
Burst	Time:	3							
Enter	Time Quan	tum:	5						
Proces	s ID		Burs	t Time	T	ırnaroun	d Time	Waiting T	ime
Proces	ss[1]		3		3			0	
Proces	ss[2]		2		5			3	
Proces	ss[3]		3		7			4	
Averag	ge Waiting	Time:	2.33	3333					
Avg Tu	ırnaround	Time:	5.000	0000					

Page No: