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package ass5premitiveroundrobin;
import java.util.*;
class Process {
  int processID;
  int arrival, burst, waiting, turnAround, remainingTime;
  int finish, completionTime;
}
public class ass5premitiveroundrobin {
   public static void main(String[] args) {
      int n, sumBurst = 0, quantum, time;
      double avgWAT = 0, avgTAT = 0;
      Scanner sc = new Scanner(System.in);
      Queue<Integer> q = new LinkedList<>();
      System.out.println("*** RR Scheduling (Preemptive) ***");
      System.out.print("Enter Number of Process: ");
      n = sc.nextInt();
      Process[] p = new Process[n];
      for (int i = 0; i < n; i++) {
        p[i] = new Process();
        p[i].processID = i + 1;
        System.out.print("Enter the arrival time for P" + (i + 1) + ": ");
        p[i].arrival = sc.nextInt();
        System.out.print("Enter the burst time for P" + (i + 1) + ": "):
        p[i].burst = sc.nextInt();
        p[i].remainingTime = p[i].burst;
        p[i].finish = 0;
        sumBurst += p[i].burst;
        System.out.println();
      System.out.print("\nEnter time quantum: ");
      quantum = sc.nextInt();
      Process pTemp:
      for (int i = 0; i < n - 1; i++) {
        for (int j = i + 1; j < n; j++) {
           if (p[i].arrival > p[j].arrival) {
              pTemp = p[i];
              p[i] = p[j];
              p[j] = pTemp;
           }
        }
      q.add(0);
      for (time = p[0].arrival; time < sumBurst;) {
        Integer I = q.remove();
        int i = I.intValue();
        if (p[i].remainingTime <= quantum) {</pre>
           time += p[i].remainingTime;
           p[i].remainingTime = 0;
           p[i].finish = 1;
           p[i].completionTime = time;
           p[i].waiting = time - p[i].arrival - p[i].burst;
           p[i].turnAround = time - p[i].arrival;
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for (int j = 0; j < n; j++) {
                             Integer J = Integer.valueOf(j);
                             if ((p[i].arrival \le time) \&\& (p[i].finish!=1) \&\& (!g.contains(J)))
                                   q.add(j);
                  } else {
                        time += quantum;
                        p[i].remainingTime -= quantum;
                        for (int j = 0; j < n; j++) {
                             Integer J = Integer.valueOf(j);
                             if (p[i].arrival \le time \&\& p[i].finish! = 1 \&\& i! = i \&\& (!g.contains(J)))
                                   q.add(i);
                       q.add(i);
                  }
             System.out.println("\n*** RR Scheduling (Preemptive) ***");
             System.out.println("Processor\tArrival time\tBrust time\tCompletion Time\t\tTurn around time\tWaitin
g time");
             System.out.println(
                        "-----");
            for (int i = 0; i < n; i++) {
                  System.out.println("P" + p[i].processID + "\t'" + p[i].arrival + "ms\t'" + p[i].burst + "ms\t'" + p[i].processID + "\t'" + p[i].processID + p[i].pr
                              + p[i].completionTime + "ms\t\t\t" + p[i].turnAround + "ms\t\t\t" + p[i].waiting + "ms");
                  avgWAT += p[i].waiting;
                  avgTAT += p[i].turnAround;
             System.out.println("\nAverage turn around time of processor: " + (avgTAT / n)
                        + "ms\nAverage waiting time of processor: " + (avgWAT / n) + "ms");
       }
 }
 * *** RR Scheduling (Preemptive) ***
Enter Number of Process: 4
Enter the arrival time for P1: 0
Enter the burst time for P1: 5
Enter the arrival time for P2: 1
Enter the burst time for P2: 4
Enter the arrival time for P3: 2
Enter the burst time for P3: 2
Enter the arrival time for P4: 4
Enter the burst time for P4: 1
Enter time quantum: 2
*** RR Scheduling (Preemptive) ***
Processor Arrival time Brust time Completion Time Turn around time Waiting time
P1 0ms 5ms 12ms 12ms 7ms
P2 1ms 4ms 11ms 10ms 6ms
P3 2ms 2ms 6ms 4ms 2ms
```

P4 4ms 1ms 9ms 5ms 4ms Given Time Quantum = 2 ready Queue = p1 p2 p3 p1 p4 p2 p1

Running Queue = p1 p2 p3 p1 p4 p2 p1 0 2 4 6 8 9 11 12

criteria = "Time Quantum" Mode = "preemptuve" TAT = CT - AT WT = TAT - BT

Average turn around time of processor: 7.75ms Average waiting time of processor: 4.75ms

*/