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BRANCH: ECE
OSLAB_WEEK: 5
//Round Robin Scheduling
#include <stdbool.h>
//bool which expands to _Bool
//flag variable here
//true which expands to 1
//false which expands to 0
#include <stdio.h>
#include <stdlib.h>
//defined functions
void Bursttime(int *, int *, int);
float AvgWaitingtime(int *, int *, int, int);
float AvgTurnaroundtime(int *, int *, int *, int);
void display(int *, int *, int *, int *, int);
int main()
{
  int index, tq;
  printf("Enter number of processes: ");
  scanf("%d", &index);
  printf("\nEnter the required time quantum: ");
  scanf("%d", &tq);
  printf("\n");
  int *p = (int *)malloc(sizeof(int) * index);
  int *bt = (int *)malloc(sizeof(int) * index);
  int *wt = (int *)malloc(sizeof(int) * index);
  int *turnaround = (int *)malloc(sizeof(int) * index);
  Bursttime(bt, p, index);
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float avgwt = AvgWaitingtime(wt, bt, index, tq);
  float avgturnaround = AvgTurnaroundtime(turnaround, wt, bt, index);
  display(p, bt, wt, turnaround, index);
  printf("Average Waiting Time: %f\n", avgwt);
  printf("Average Turnaround Time: %f\n", avgturnaround);
  free(p);
  free(bt);
  free(wt);
  free(turnaround);
  return 0;
}
//defining functions
void Bursttime(int *bt, int *p, int n)
{
  for (int i = 0; i < n; i++)
  {
        printf("\nEnter the name of process : P%d\n",i+1);
    printf("Enter burst time for process %d : ", i + 1);
    scanf("%d", &bt[i]);
    p[i] = i + 1;
  }
}
float AvgTurnaroundtime(int *turnaround, int *wt, int *bt, int n)
{
  float totalturnaround = 0;
  for (int i = 0; i < n; i++)
  {
    turnaround[i] = bt[i] + wt[i];
    totalturnaround += turnaround[i];
  }
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return totalturnaround / n;
}
float AvgWaitingtime(int *wt, int *bt, int n, int tq)
{
  int *remaining = (int *)malloc(sizeof(int) * n);
  int remaining_processes = n, time = 0, p_num = 0, flag = true;
  float totalwt = 0;
  for (int i = 0; i < n; i++)
    remaining[i] = bt[i];
  while (true)
  {
    flag = true;
    for (int i = 0; i < n; i++)
    {
       if (remaining[i] > 0)
       {
         flag = false;
         if (remaining[i] > tq)
         {
           time += tq;
           remaining[i] -= tq;
         }
         else
         {
           time += remaining[i];
           wt[i] = time - bt[i];
           remaining[i] = 0;
         }
      }
    }
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if (flag)
    break;
}

for (int i = 0; i < n; i++)
    totalwt += wt[i];
    return totalwt / n;
}

void display(int *p, int *bt, int *wt, int *turnaround, int n)
{
    printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");
    for (int i = 0; i < n; i++)
        printf(" P%d\t %d\t\t %d\t\t %d\n", p[i], bt[i], wt[i], turnaround[i]);
    printf("\n");
}</pre>
```

SCREENSHOTS OF THE OUTPUTS:-







