**ROUND ROBIN CPU SCHEDULING ALGORITHM:**

#include <stdio.h>

int main() {

int i, j, n, bu[10], wa[10], tat[10], t, ct[10], max;

float awt = 0, att = 0, temp = 0;

printf("Enter the number of processes: ");

scanf("%d", &n);

for (i = 0; i < n; i++) {

printf("Enter Burst Time for process %d: ", i + 1);

scanf("%d", &bu[i]);

ct[i] = bu[i];

}

printf("Enter the size of the time slice: ");

scanf("%d", &t);

max = bu[0];

for (i = 1; i < n; i++) {

if (max < bu[i]) {

max = bu[i];

}

}

for (j = 0; j <= (max / t); j++) {

for (i = 0; i < n; i++) {

if (bu[i] != 0) {

if (bu[i] <= t) {

tat[i] = temp + bu[i];

temp += bu[i];

bu[i] = 0;

} else {

bu[i] -= t;

temp += t;

}

}

}

}

for (i = 0; i < n; i++) {

wa[i] = tat[i] - ct[i];

att += tat[i];

awt += wa[i];

}

printf("\nThe Average Turnaround Time is: %.2f", att / n);

printf("\nThe Average Waiting Time is: %.2f\n", awt / n);

printf("\nPROCESS\tBURST TIME\tWAITING TIME\tTURNAROUND TIME\n");

for (i = 0; i < n; i++) {

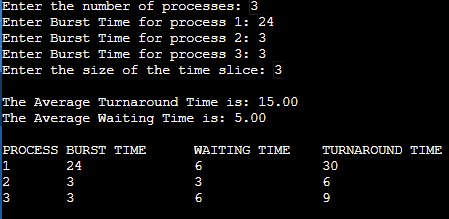
printf("%d\t%d\t\t%d\t\t%d\n", i + 1, ct[i], wa[i], tat[i]);

}

return 0;

}

**OUTPUT:**

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