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#include "q3.h"

//main suroutine
int main()
{
    srand((unsigned)time(0));
    int choice = 0;

    Queue readyQueue;           //creating object for Ready Queue
    Queue jobQueue;             //creating object for Job Queue
    Queue waitQueue;            //creating object for Waiting Queue

    //entry of PIDs for Ready Queue
    cout << "How many elemets for Ready Queue: " << endl;
    cin >> choice;

    while (choice != 0)
    {
        readyQueue.enqueue((rand()%100)+100);
        choice--;
    }

    //entry of PIDs for Job Queue
    cout << "How many elemets for Job Queue: " << endl;
    cin >> choice;

    while (choice != 0)
    {
        jobQueue.enqueue((rand()%100)+100);
        choice--;
    }

    //entry of PIDs for Waiting Queue
    cout << "How many elemets for Waiting Queue: " << endl;
    cin >> choice;

    while (choice != 0)
    {
        waitQueue.enqueue((rand()%100)+100);
        choice--;
    }

    //display PIDs of Ready Queue
    cout << "\nReady Queue with process IDs (PIDs): ";
    readyQueue.queueDisplay();

    //display PIDs of Job Queue
    cout << "\nJob Queue with process IDs (PIDs): ";
    jobQueue.queueDisplay();

    //display PIDs of Waiting Queue
    cout << "\nWaiting Queue with process IDs (PIDs): ";
    waitQueue.queueDisplay();

    cout << "\n\n" << endl;

    return 0;
}
```