Exp# 4d **Round Robin Scheduling**

Aim

To schedule snapshot of processes queued according to Round robin scheduling.

Algorithm

1. Get length of the ready queue, i.e., number of process (say *n*)
2. Obtain *Burst* time B_i for each processes P_i.
3. Get the *time slice* per round, say *TS*
4. Determine the number of rounds for each process.
5. The wait time for first process is 0.
6. If $B_i > TS$ then process takes more than one round. Therefore turnaround and waiting time should include the time spent for other remaining processes in the same round.
7. Calculate *average* waiting time and turn around time
8. Display the GANTT chart that includes
   a. order in which the processes were processed in progression of rounds
   b. Turnaround time T_i for each process in progression of rounds.
9. Display the *burst* time, *turnaround* time and *wait* time for each process (in order of rounds they were processed).
10. Display *average* wait time and turnaround time
11. Stop

Result

Thus waiting time and turnaround time for processes based on Round robin scheduling was computed and the average waiting time was determined.