***//Assignment-7 Operating System Lab***

***//A program to implement Round Robin scheduling algorithm***

#include<iostream>

#include<conio.h>

using namespace std;

// Function to find the waiting time for all

// processes

void findWaitingTime(int processes[], int n,

int bt[], int wt[], int quantum)

{

// Make a copy of burst times bt[] to store remaining

// burst times.

int rem\_bt[n];

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

rem\_bt[i] = bt[i];

int t = 0; // Current time

// Keep traversing processes in round robin manner

// until all of them are not done.

while (1)

{

bool done = true;

// Traverse all processes one by one repeatedly

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

{

// If burst time of a process is greater than 0

// then only need to process further

if (rem\_bt[i] > 0)

{

done = false; // There is a pending process

if (rem\_bt[i] > quantum)

{

// Increase the value of t i.e. shows

// how much time a process has been processed

t += quantum;

// Decrease the burst\_time of current process

// by quantum

rem\_bt[i] -= quantum;

}

// If burst time is smaller than or equal to

// quantum. Last cycle for this process

else

{

// Increase the value of t i.e. shows

// how much time a process has been processed

t = t + rem\_bt[i];

// Waiting time is current time minus time

// used by this process

wt[i] = t - bt[i];

// As the process gets fully executed

// make its remaining burst time = 0

rem\_bt[i] = 0;

}

}

}

// If all processes are done

if (done == true)

break;

}

}

// Function to calculate turn around time

void findTurnAroundTime(int processes[], int n,

int bt[], int wt[], int tat[])

{

// calculating turnaround time by adding

// bt[i] + wt[i]

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

tat[i] = bt[i] + wt[i];

}

// Function to calculate average time

void findavgTime(int processes[], int n, int bt[],

int quantum)

{

int wt[n], tat[n], total\_wt = 0, total\_tat = 0;

// Function to find waiting time of all processes

findWaitingTime(processes, n, bt, wt, quantum);

// Function to find turn around time for all processes

findTurnAroundTime(processes, n, bt, wt, tat);

// Display processes along with all details

cout << "Processes "<< " Burst time "

<< " Waiting time " << " Turn around time\n";

// Calculate total waiting time and total turn

// around time

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

{

total\_wt = total\_wt + wt[i];

total\_tat = total\_tat + tat[i];

cout << " " << i+1 << "\t\t" << bt[i] <<"\t "

<< wt[i] <<"\t\t " << tat[i] <<endl;

}

cout << "Average waiting time = "

<< (float)total\_wt / (float)n;

cout << "\nAverage turn around time = "

<< (float)total\_tat / (float)n;

}

// Driver code

int main()

{

// process id's

int processes[] = { 1, 2, 3};

int n = sizeof processes / sizeof processes[0];

// Burst time of all processes

int burst\_time[] = {10, 5, 8};

// Time quantum

int quantum = 2;

findavgTime(processes, n, burst\_time, quantum);

getch();

return 0;

}

**OUTPUT:**

Processes Burst time Waiting time Turn around time

1 10 13 23

2 5 10 15

3 8 13 21

Average waiting time = 12

Average turn around time = 19.6667