

Assignment- 10

Name: Tanmay Pol Roll no. 33 Div: TY CS C

Problem Statement: Write a program to implement Round Robin Algorithm.

Code:

```
#include<bits/stdc++.h>

using namespace std;

/* C++ Program to Round Robin*/

typedef struct process
{
    int id, at, bt, st, ct, pr;

    float wt, tat;
}process;
```

```
process p[10], q[10];
```

```
queue<int> q;
```

```
int accept(int ch);
```

```
void turnwait(int n);
```

```
void display(int n);
```

```
void ganttr(int n);
```

```
intmain()
{
    inti,n,ts,ch,j,x;
```

```
    p[0].tat =0;
```

```
    p[0].wt=0;
```

```
    n=accept(ch);
```

```
    gantttrr(n);
```

```
    turnwait(n);
```

```
    display(n);
```

```
    return0;
```

```
}
```

```
intaccept(intch)
```

```
{
```

```
    int , ;
```

```
    printf("Enter the Total Number of Process: ");
```

```
    scanf("%d",& );
```

```

if(n==0)

{

    printf("Invalid");

    exit(1);

}

cout<<endl;

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

{

    printf("Enter arrival time of the Process P%d: ",i);

    scanf("%d",&p[i].at);

    p[i].id =i;

}

```

```

<<endl

```

```

for( =1; <= ; ++ )

{

    printf("Enter burst time of the Process P%d: ", );

    scanf("%d",& [].bt);

}

```

```

for( =1; <= ; ++ )

```

```

{
    p1[i]=p[i];
}

return n;
}

void gantttrr(int n)
{
    int i, ts, m, nextval, nextarr;

    nextval = p1[1].at;

    i = 1;

    cout << "\nEnter the Time Quantum: ";

```

```

>> ;

```

```

for( i = 1; i <= n && p1[i].at <= timequantum; ++i)

```

```

{
    p1.push_back(p1[i]);
}

```

```

while (!p1.empty())

```

```

{
    timequantum = p1.front().at;

```

```

q1.pop();

if(p1[m].bt>=ts)
{
    nextval=nextval+ts;
}

else
{
    nextval=nextval+p1[m].bt;
}

if(p1[m].bt>=ts)
{
    p1[m].bt=p1[m].bt-ts;
}

```

```

else
{
    [ ].bt=0;
}

while( <=n && [ ].at <= )
{
    .push( [ ].id);
    ++;
}

```

```

        if(p1[m].bt>0)
        {
            q1.push(m);
        }
        if(p1[m].bt<=0)
        {
            p[m].ct=nextval;
        }
    }
}

```

```

voidturnwait(intn)
{

```

```

    int;

```

```

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

```

```

    {

```

```

        [ ].tat= [ ].ct- [ ].at;

```

```

        [ ].wt= [ ].tat - [ ].bt;

```

```

        [0].tat = [0].tat + [ ].tat;

```

```

        [0].wt= [0].wt+ [ ].wt;

```

```

    }

```

```

p[0].tat =p[0].tat /n;

p[0].wt=p[0].wt/n;

}

voiddisplay(intn)
{

    inti;

    printf("\nProcess\tAT\tBT\tCT\tTAT\tWT");

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

    {

        printf("\nP%d\t%d\t%d\t%d\t%f\t%f", [0].id, [0].at, [0].bt, [0].ct, [0].tat, [0].wt);

    }

    <<"\n=====\\n",

    printf("\nAverage Turn Around Time: %f", [0].tat);

    printf("\nAverage Waiting Time: %f\\n", [0].wt);

}

```

Output:

Enter the Total Number of Process: 4

Enter arrival time of the Process P1: 0

Enter arrival time of the Process P2: 1

Enter arrival time of the Process P3: 2

Enter arrival time of the Process P4: 4

Enter burst time of the Process P1: 5

Enter burst time of the Process P2: 4

Enter burst time of the Process P3: 2

Enter burst time of the Process P4: 1

Enter the Time Quantum: 2

Process	AT	BT	CT	TAT	WT
P1	0	5	12	12.000000	7.000000
P2	1	4	11	10.000000	6.000000
P3	2	2	6	4.000000	2.000000
P4	4	1	9	5.000000	4.000000

=====

Average Turn Around Time: 7.750000

Average Waiting Time: 4.750000