National University of Modern Languages

Lab Report#07

Roll # 2340

Class: BSCS 5B Morning

Subject: Operating System(Lab)

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Implement Round Robin CPU Scheduling Algorithm.

```
// C++ program for implementation of RR scheduling
#include<iostream>
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 << "Process\t "<< " \tBurstTime"
                << "\t WatingTime " << " \tTurnAroundTime\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 << "P" << i+1 << "\t\t" << bt[i] <<"\t\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, 3,4};
        int n = sizeof processes / sizeof processes[0];

        // Burst time of all processes
        int burst_time[] = {21,3,6,2};

        // Time quantum
        int quantum = 5;
        findavgTime(processes, n, burst_time, quantum);
        return 0;
```

}

Output:

```
Process         BurstTime        WatingTime     TurnAroundTime
P1              21               11             32
P2              3                5              8
P3              6                15             21
P4              2                13             15
Average waiting time = 11
Average turn around time = 19
```