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8. Construct a C program to simulate Round Robin scheduling algorithm with C.

**Aim:**

To design a C program that simulates the Round Robin scheduling algorithm, where processes are executed in a cyclic order with a fixed time quantum.

**Algorithm:**

1. Start the program.
2. Input the number of processes, their burst times, and the time quantum.
3. Initialize variables for tracking the remaining burst times, completion status, and time progression.
4. In a cyclic manner:
  - For each process, if it has remaining burst time:
    - Execute the process for the time quantum or until completion, whichever is smaller.
    - Update the remaining burst time and track the time elapsed.
  - If a process is completed, record its completion time, turnaround time, and waiting time.
5. Repeat until all processes are completed.
6. Calculate average waiting time and turnaround time.
7. Display the results.
8. End the program.

**Procedure:**

1. Include necessary headers: <stdio.h>.
2. Use arrays to store process attributes such as burst times, remaining burst times, waiting times, and turnaround times.
3. Implement a loop to simulate the Round Robin scheduling, iterating through processes in a cyclic manner.

4. Track completion and compute metrics.

**Code:**

```
#include <stdio.h>
```

```
int main() {
```

```
    int n, i, time = 0, completed = 0, time_quantum;
```

```
    float avg_wait = 0, avg_turnaround = 0;
```

```
    printf("Enter the number of processes: ");
```

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

```
    int burst_time[n], remaining_time[n], waiting_time[n], turnaround_time[n],  
    arrival_time[n], is_completed[n];
```

```
    printf("Enter the burst times for each process:\n");
```

```
    for (i = 0; i < n; i++) {
```

```
        printf("Process %d Burst Time: ", i + 1);
```

```
        scanf("%d", &burst_time[i]);
```

```
        remaining_time[i] = burst_time[i];
```

```
        waiting_time[i] = 0;
```

```
        turnaround_time[i] = 0;
```

```
        is_completed[i] = 0;
```

```
    }
```

```
    printf("Enter the time quantum: ");
```

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

```
    while (completed < n) {
```

```

for (i = 0; i < n; i++) {
    if (remaining_time[i] > 0) {
        if (remaining_time[i] <= time_quantum) {
            time += remaining_time[i];
            waiting_time[i] = time - burst_time[i];
            turnaround_time[i] = time;
            remaining_time[i] = 0;
            completed++;
        } else {
            time += time_quantum;
            remaining_time[i] -= time_quantum;
        }
    }
}

for (i = 0; i < n; i++) {
    avg_wait += waiting_time[i];
    avg_turnaround += turnaround_time[i];
}

avg_wait /= n;
avg_turnaround /= n;

printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");
for (i = 0; i < n; i++) {
    printf("%d\t%d\t\t%d\t\t%d\n", i + 1, burst_time[i], waiting_time[i],
turnaround_time[i]);
}

```

```
}
```

```
printf("\nAverage Waiting Time: %.2f\n", avg_wait);
```

```
printf("Average Turnaround Time: %.2f\n", avg_turnaround);
```

```
return 0;
```

```
}
```

OUTPUT:

The screenshot shows the OnlineGDB web interface. On the left is a blue sidebar with navigation links: 'Create New Project', 'My Projects', 'Classroom' (with a 'new' badge), 'Learn Programming', 'Programming Questions', 'Upgrade', and 'Logout'. The main area on the right has a dark background with white text showing the program's input and output. The input includes the number of processes (4), burst times for each process (5, 3, 8, 6), and the time quantum (2). The output is a table of scheduling results followed by the average waiting and turnaround times.

Process	Burst Time	Waiting Time	Turnaround Time
1	5	11	16
2	3	8	11
3	8	14	22
4	6	14	20

Average Waiting Time: 11.75  
Average Turnaround Time: 17.25