

Round Robin

```
#include <stdio.h>
#include <limits.h>
#include <stdbool.h>
#include <string.h>

struct process {
    char name[5];
    int AT, BT, ST[20], WT, FT, TAT, pos, CT;
};

int quant;
```

```
int main() {
    int n, temp;
    printf("Enter the number of processes: ");
    scanf("%d", &n);
    struct process p[n];
    printf("Enter the arrival times burst times\n");
    for (int i=0; i<n; i++) {
        printf("\n process %d: \n", i+1);
        sprintf(p[i].name, "p%d", i+1);
        printf("Arrival Time: ");
        scanf("%d", &p[i].AT);
        printf("Burst time: ");
        scanf("%d", &p[i].BT);
        p[i].pos = i+1;
    }
    printf("Enter the quantum: ");
    scanf("%d", &quant);
```



```
int c = n, s[n][20];
float time = 0, mini = INT_MAX; b[n], a[n];
```

```
int index = -1;
for (int i = 0; i < n; i++) {
    b[i] = p[i].BT;
    a[i] = p[i].AT;
    for (int j = 0; j < 20; j++) {
        s[i][j] = -1;
    }
}
```

```
int fat_wt = 0, fat_bt = 0, fat_at = 0;
bool flag = false;
while (c != 0) {
    mini = INT_MAX;
    flag = false;
    for (int i = 0; i < n; i++) {
        float p = time + 0.1;
        if (a[i] <= p && mini > a[i] && b[i] > 0) {
            index = i;
            mini = a[i];
            flag = true;
        }
    }
    if (!flag) {
        time++;
        continue;
    }
```

```
    for (int j = 0; j < 20; j++) {
        while (s[index][j] != -1) {
            j++;
        }
    }
```



```

if (s[index][i] == -1) {
    s[index][i] = time;
    p[index].STB = time;
}
if (b[index] <= quant) {
    time += b[index];
    b[index] = 0;
}
else {
    time += quant;
    b[index] -= quant;
}
if (b[index] > 0) {
    a[index] = time + 0.1;
}

if (b[index] == 0) {
    C--;
    p[index].FT = time;
    p[index].WT = p[index].FT - p[index].AT - p[index].BT;
    tot_wt += p[index].BT + p[index].WT;
    p[index].TAT = p[index].TAT;
    p[index].CT = time;
    p[index].RT = p[index].STB - p[index].CT;
    tot_rt += p[index].RT;
}

printf("\n process \t name \t arrival \t burst  

\t start \t final \t completion \t tot  

\t Response time \n");

```



```

for(int i=0; i<n; i++){
    printf("%d\t%d\t%d\t%d\t",
        p[i].pid, p[i].name, p[i].AT, p[i].BT);
    int j=0;
    while (s[i][j] != -1){
        printf("%d", p[i].ST[j]);
        j++;
    }
    printf("\td\t\t\t\t",
        p[i].FT, p[i].CT, p[i].TAT, p[i].WT,
        p[i].RT);
    j
    double avg_wt = (double) tot_wt / n;
    double avg_tat = (double) tot_tat / n;
    double avg_rt = (double) tot_rt / n;

    printf("\n the avg WT : %.f\n", avg_wt);
    printf("\n the avg TAT: %.f\n", avg_tat);
    printf("\n the avg Response: %.f\n", avg_rt);
    return 0;
}

```

output

Enter no. of process: 5

Enter time quantum: 2

Enter arrival time & burst time: 0 5 1 3 2 1

Pid	at	bt	ct	tat	wt	rt
1	0	5	13	13	8	0
2	1	3	12	11	8	1
3	2	1	5	3	2	2
4	3	2	9	6	4	4
5	4	3	14	10	7	5

Average turn around time: 8.6

Average waiting time: 5.8