Source code:

```
// Adit Luhadia - 190911112
#include <iostream>
#include <algorithm>
using namespace std;

struct node
{
    char pname;
    int btime;
    int atime;
    int priority;
    int restime = 0;
    int ctime = 0;
    int wtime = 0;
} a[1000], b[1000], c[1000];

void insert(int n)
{
    int i;
    for (i = 0; i < n; i++)
    {
        a[i].pname = (char)(i + 49);
        cin >> a[i].atime;
        cin >> a[i].btime;
        cin >> a[i].priority;
        a[i].wtime = -a[i].atime + 1;
    }
}

bool btimeSort(node a, node b)
{
    return a.btime < b.btime;
}

bool atimeSort(node a, node b)
{
    return a.atime < b.atime;
}

bool prioritySort(node a, node b)
{
    return a.priority < b.priority;
}

int k = 0, f = 0, r = 0;

void disp(int nop, int qt)
```

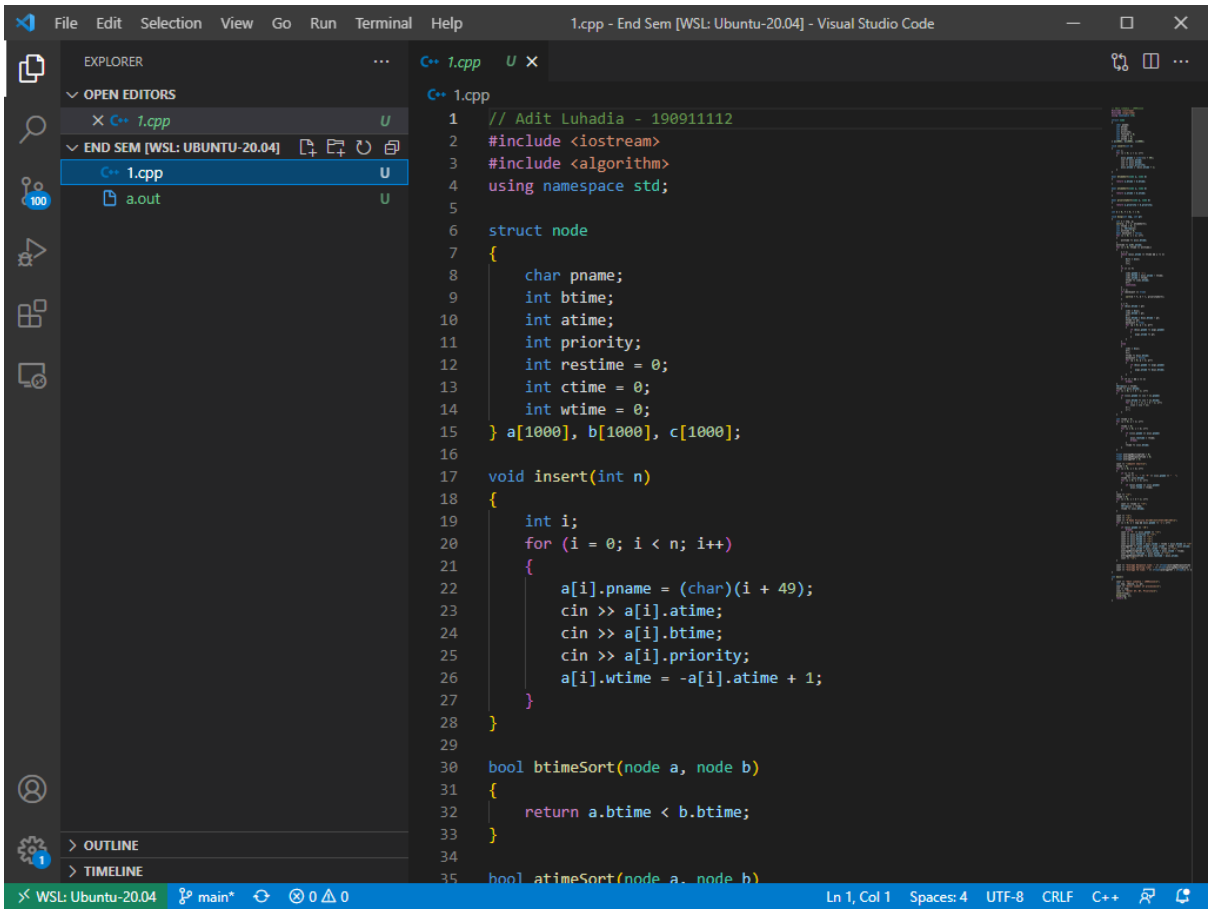
```
{
    int n = nop, q;
    sort(a, a + n, atimeSort);
    int ttime = 0, i;
    int j, tArray[n];
    int alltime = 0;
    bool moveLast = false;
    for (i = 0; i < n; i++)
    {
        alltime += a[i].btime;
    }
    alltime += a[0].atime;
    for (i = 0; ttime <= alltime;)
    {
        j = i;
        while (a[j].atime <= ttime && j != n)
        {
            b[r] = a[j];
            j++;
            r++;
        }
        if (r == f)
        {
            c[k].pname = 'i';
            c[k].btime = a[j].atime - ttime;
            c[k].atime = ttime;
            ttime += c[k].btime;
            k++;
            continue;
        }
        i = j;
        if (moveLast == true)
        {
            sort(b + f, b + r, prioritySort);
        }

        j = f;
        if (b[j].btime > qt)
        {
            c[k] = b[j];
            c[k].btime = qt;
            k++;
            b[j].btime = b[j].btime - qt;
            ttime += qt;
            moveLast = true;
            for (q = 0; q < n; q++)
            {
                if (b[j].pname != a[q].pname)
```

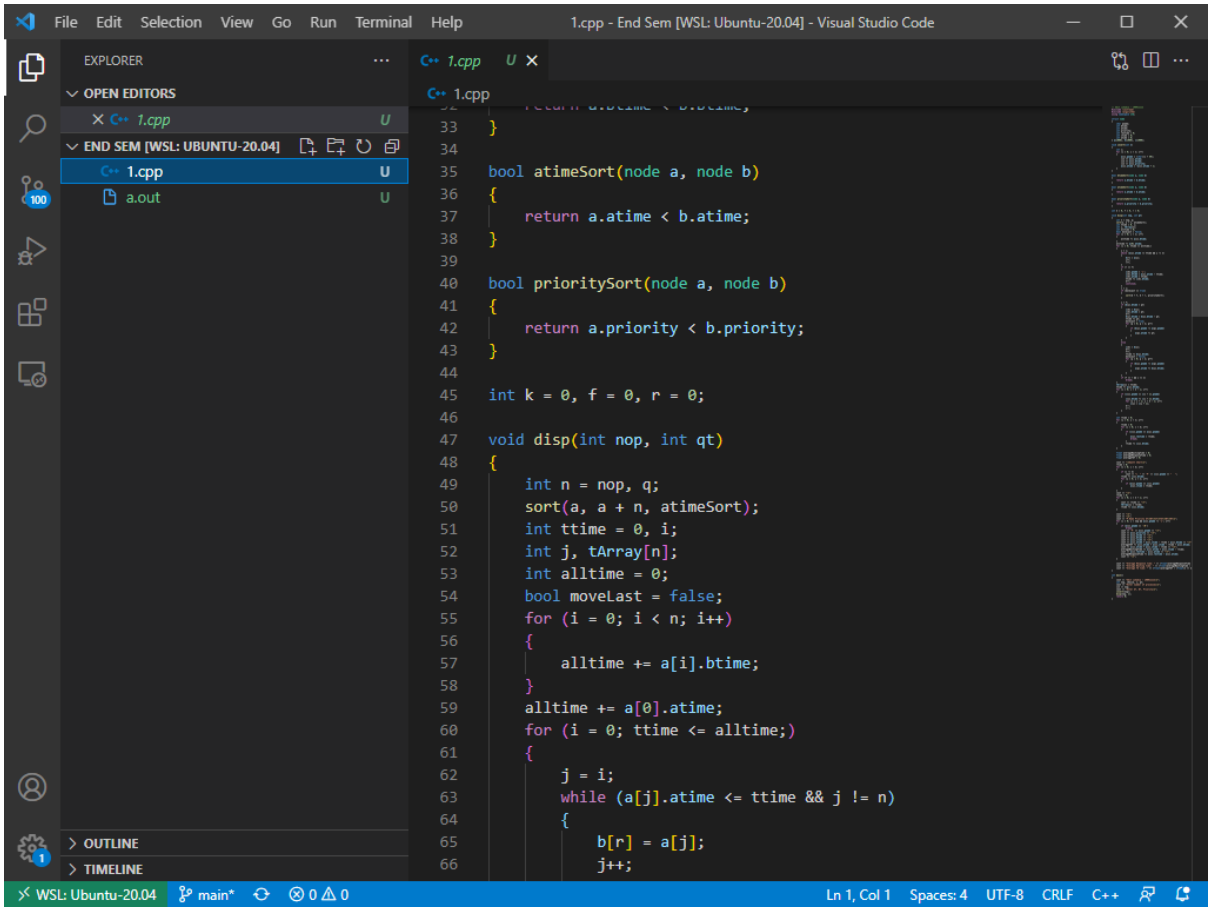
```
                {
                    a[q].wtime += qt;
                }
            }
        }
        else
        {
            c[k] = b[j];
            k++;
            f++;
            ttime += b[j].btime;
            moveLast = false;
            for (q = 0; q < n; q++)
            {
                if (b[j].pname != a[q].pname)
                {
                    a[q].wtime += b[j].btime;
                }
            }
        }
        if (f == r && i >= n)
            break;
    }
    tArray[i] = ttime;
    ttime += a[i].btime;
    for (i = 0; i < k - 1; i++)
    {
        if (c[i].pname == c[i + 1].pname)
        {
            c[i].btime += c[i + 1].btime;
            for (j = i + 1; j < k - 1; j++)
                c[j] = c[j + 1];
            k--;
            i--;
        }
    }

    int rtime = 0;
    for (j = 0; j < n; j++)
    {
        rtime = 0;
        for (i = 0; i < k; i++)
        {
            if (c[i].pname == a[j].pname)
            {
                a[j].restime = rtime;
                break;
            }
```

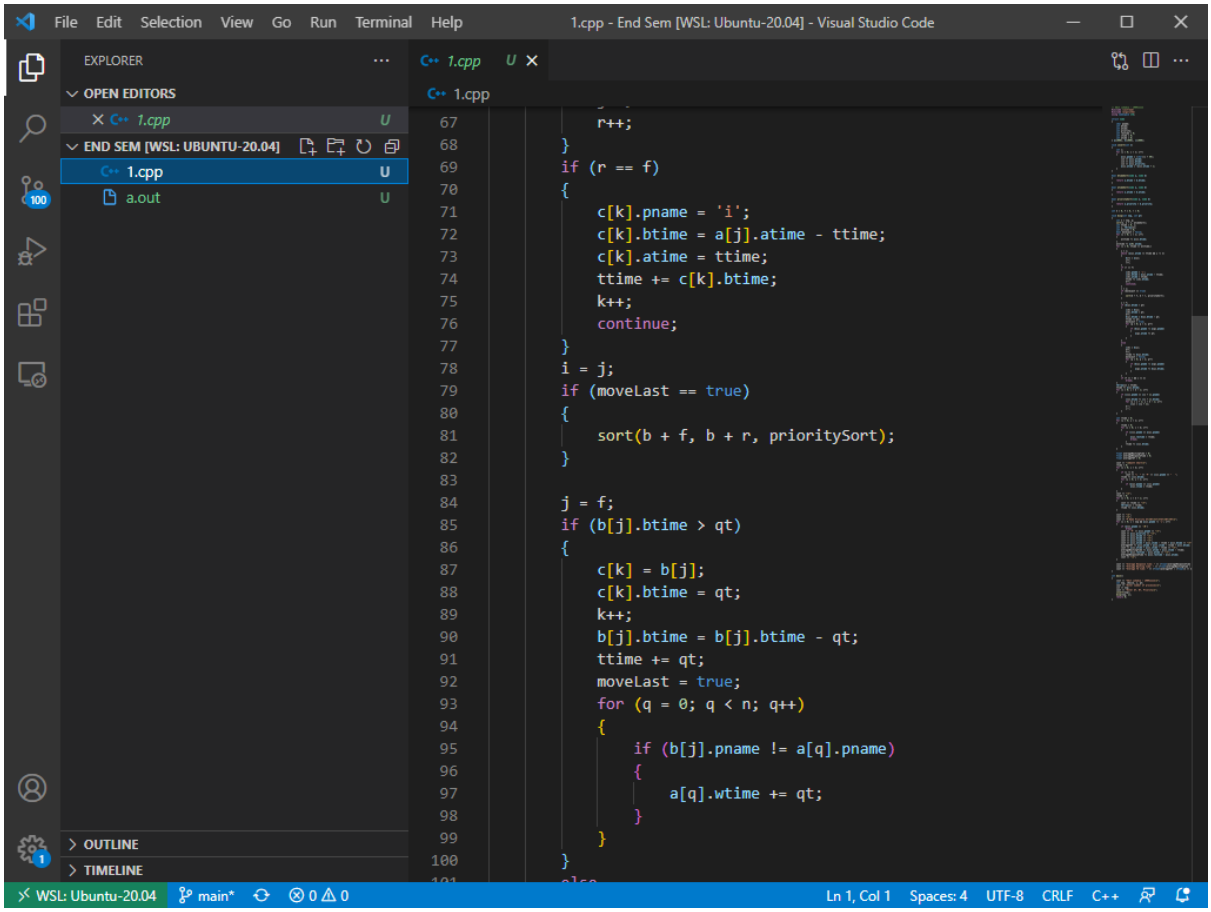
```
            rtime += c[i].btime;
        }
    }

    float averageWaitingTime = 0;
    float averageResponseTime = 0;
    float averageTAT = 0;

    cout << "\nGantt Chart\n";
    rtime = 0;
    for (i = 0; i < k; i++)
    {
        if (i != k)
            cout << "|  " << 'P' << c[i].pname << "   ";
        rtime += c[i].btime;
        for (j = 0; j < n; j++)
        {
            if (a[j].pname == c[i].pname)
                a[j].ctime = rtime;
        }
    }
    cout << "\n";
    rtime = 0;
    for (i = 0; i < k + 1; i++)
    {
        cout << rtime << "\t";
        tArray[i] = rtime;
        rtime += c[i].btime;
    }

    cout << "\n";
    cout << "\n";
    cout << "P.Name Priority AT\tBT\tCT\tTAT\tWT\tRT\n";
    for (i = 0; i < nop && a[i].pname != 'i'; i++)
    {
        if (a[i].pname == '\0')
            break;
        cout << 'P' << a[i].pname << "\t";
        cout << a[i].priority << "\t";
        cout << a[i].atime << "\t";
        cout << a[i].btime << "\t";
        cout << a[i].ctime << "\t";
        cout << a[i].wtime + a[i].ctime - rtime + a[i].btime << "\t";
        averageTAT += a[i].wtime + a[i].ctime - rtime + a[i].btime;
        cout << a[i].wtime + a[i].ctime - rtime << "\t";
        averageWaitingTime += a[i].wtime + a[i].ctime - rtime;
        cout << a[i].restime - a[i].atime << "\t";
        averageResponseTime += a[i].restime - a[i].atime;
```

```
        cout << "\n";
    }

    cout << "Average Response time: " << (float)averageResponseTime / (float)n
 << endl;
    cout << "Average Waiting time: " << (float)averageWaitingTime / (float)n <
< endl;
    cout << "Average TA time: " << (float)averageTAT / (float)n << endl;
}

int main()
{
    cout << "Adit Luhadia - 190911112\n";
    int nop, choice, i, qt;
    cout << "Enter number of processes\n";
    cin >> nop;
    cout << "Enter AT, BT, Priority\n";
    insert(nop);
    disp(nop, 1);
    return 0;
}
```

Program screenshots:




File Edit Selection View Go Run Terminal Help
1.cpp - End Sem [WSL: Ubuntu-20.04] - Visual Studio Code
EXPLORER
OPEN EDITORS
1.cpp U
END SEM [WSL: UBUNTU-20.04]
1.cpp U
a.out U
OUTLINE
TIMELINE
1.cpp U
1.cpp
}
bool atimeSort(node a, node b)
{
return a.atime < b.atime;
}
bool prioritySort(node a, node b)
{
return a.priority < b.priority;
}
int k = 0, f = 0, r = 0;
void disp(int nop, int qt)
{
int n = nop, q;
sort(a, a + n, atimeSort);
int ttime = 0, i;
int j, tArray[n];
int alltime = 0;
bool moveLast = false;
for (i = 0; i < n; i++)
{
alltime += a[i].btime;
}
alltime += a[0].atime;
for (i = 0; ttime <= alltime;)
{
j = i;
while (a[j].atime <= ttime && j != n)
{
b[r] = a[j];
j++;
WSL: Ubuntu-20.04 main* 0 0 Ln 1, Col 1 Spaces: 4 UTF-8 CRLF C++


File Edit Selection View Go Run Terminal Help
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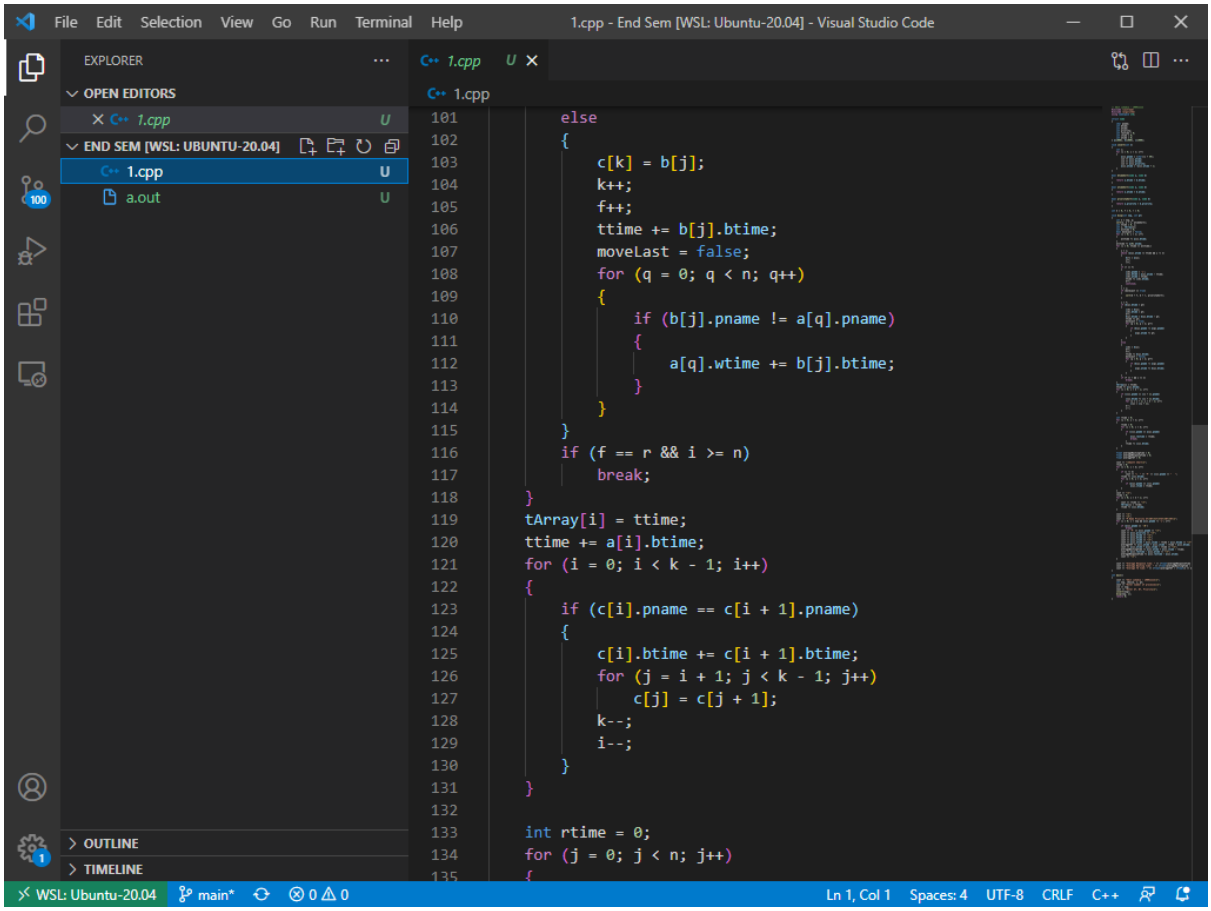
1.cpp
r++;
}
if (r == f)
{
c[k].pname = 'i';
c[k].btime = a[j].atime - ttime;
c[k].atime = ttime;
ttime += c[k].btime;
k++;
continue;
}
i = j;
if (moveLast == true)
{
sort(b + f, b + r, prioritySort);
}
j = f;
if (b[j].btime > qt)
{
c[k] = b[j];
c[k].btime = qt;
k++;
b[j].btime = b[j].btime - qt;
ttime += qt;
moveLast = true;
for (q = 0; q < n; q++)
{
if (b[j].pname != a[q].pname)
{
a[q].wtime += qt;
}
}
}
WSL: Ubuntu-20.04 main* 0 0 Ln 1, Col 1 Spaces: 4 UTF-8 CRLF C++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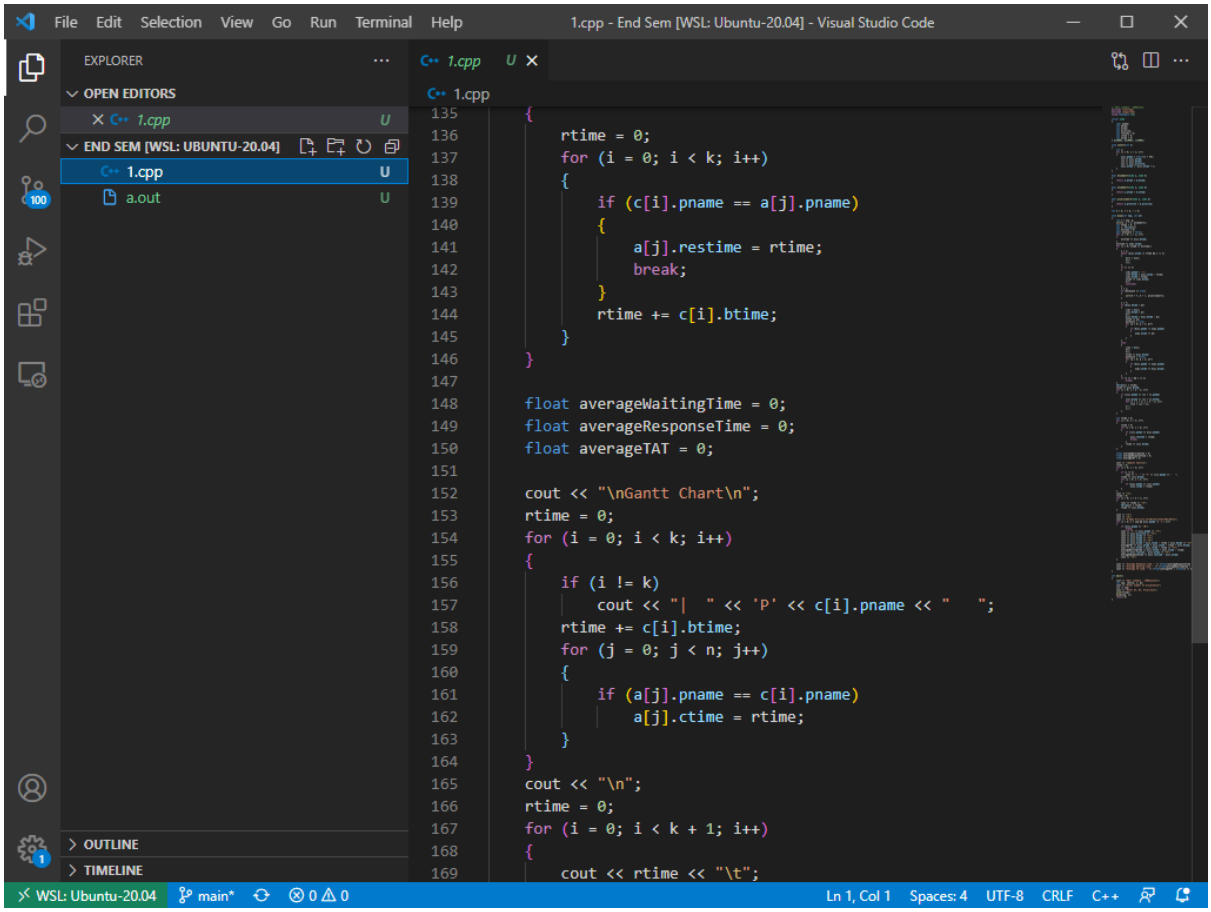
1.cpp
101 else
102 {
103 c[k] = b[j];
104 k++;
105 f++;
106 ttime += b[j].btime;
107 moveLast = false;
108 for (q = 0; q < n; q++)
109 {
110 if (b[j].pname != a[q].pname)
111 {
112 a[q].wtime += b[j].btime;
113 }
114 }
115 }
116 if (f == r && i >= n)
117 break;
118 }
119 tArray[i] = ttime;
120 ttime += a[i].btime;
121 for (i = 0; i < k - 1; i++)
122 {
123 if (c[i].pname == c[i + 1].pname)
124 {
125 c[i].btime += c[i + 1].btime;
126 for (j = i + 1; j < k - 1; j++)
127 c[j] = c[j + 1];
128 k--;
129 i--;
130 }
131 }
132
133 int rtime = 0;
134 for (j = 0; j < n; j++)
135 {
WSL: Ubuntu-20.04 main* 0 0 Ln 1, Col 1 Spaces: 4 UTF-8 CRLF C++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OUTLINE
TIMELINE
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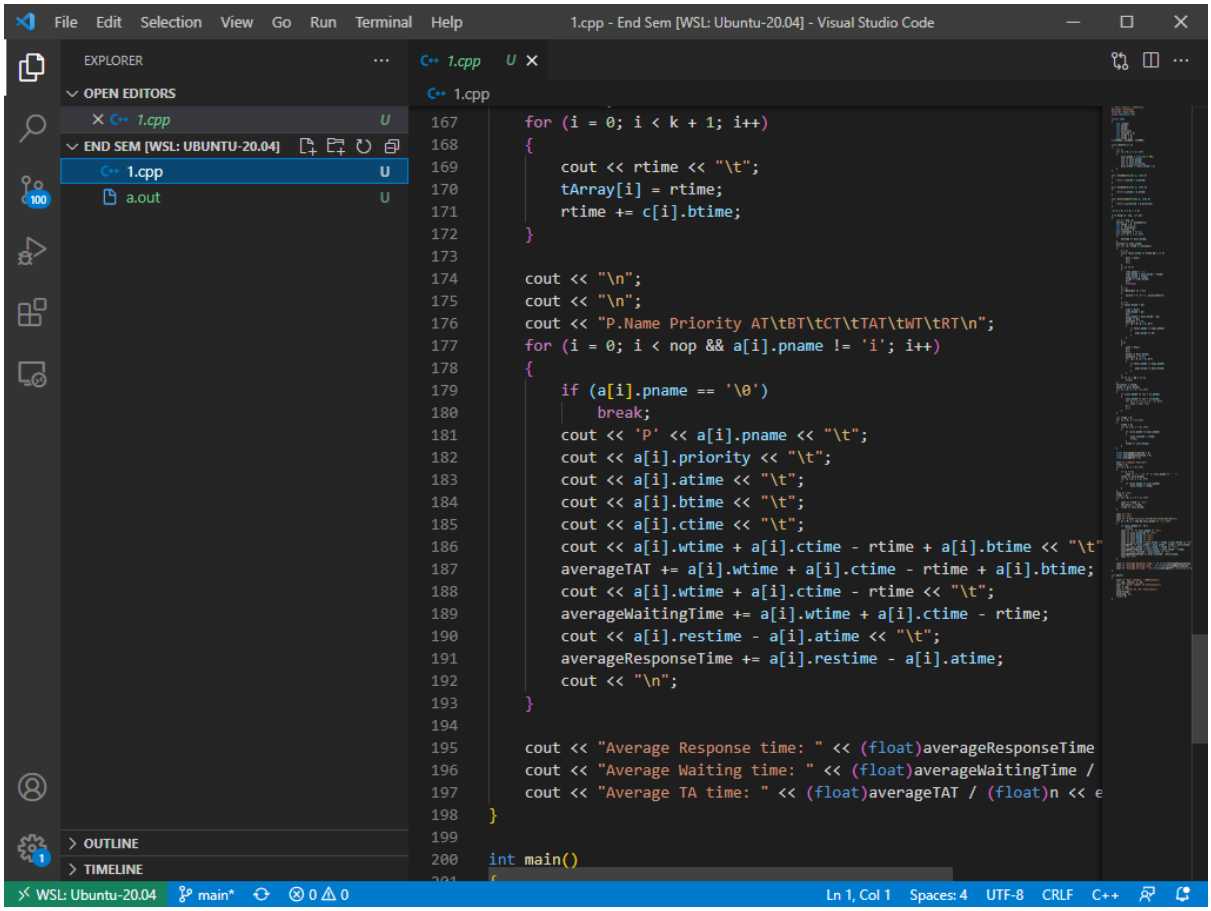
1.cpp
135 {
136 rtime = 0;
137 for (i = 0; i < k; i++)
138 {
139 if (c[i].pname == a[j].pname)
140 {
141 a[j].restime = rtime;
142 break;
143 }
144 rtime += c[i].btime;
145 }
146 }
147
148 float averageWaitingTime = 0;
149 float averageResponseTime = 0;
150 float averageTAT = 0;
151
152 cout << "\nGantt Chart\n";
153 rtime = 0;
154 for (i = 0; i < k; i++)
155 {
156 if (i != k)
157 cout << "| P" << c[i].pname << " ";
158 rtime += c[i].btime;
159 for (j = 0; j < n; j++)
160 {
161 if (a[j].pname == c[i].pname)
162 a[j].ctime = rtime;
163 }
164 }
165 cout << "\n";
166 rtime = 0;
167 for (i = 0; i < k + 1; i++)
168 {
169 cout << rtime << "\t";
WSL: Ubuntu-20.04 main* 0 0 Ln 1, Col 1 Spaces: 4 UTF-8 CRLF C++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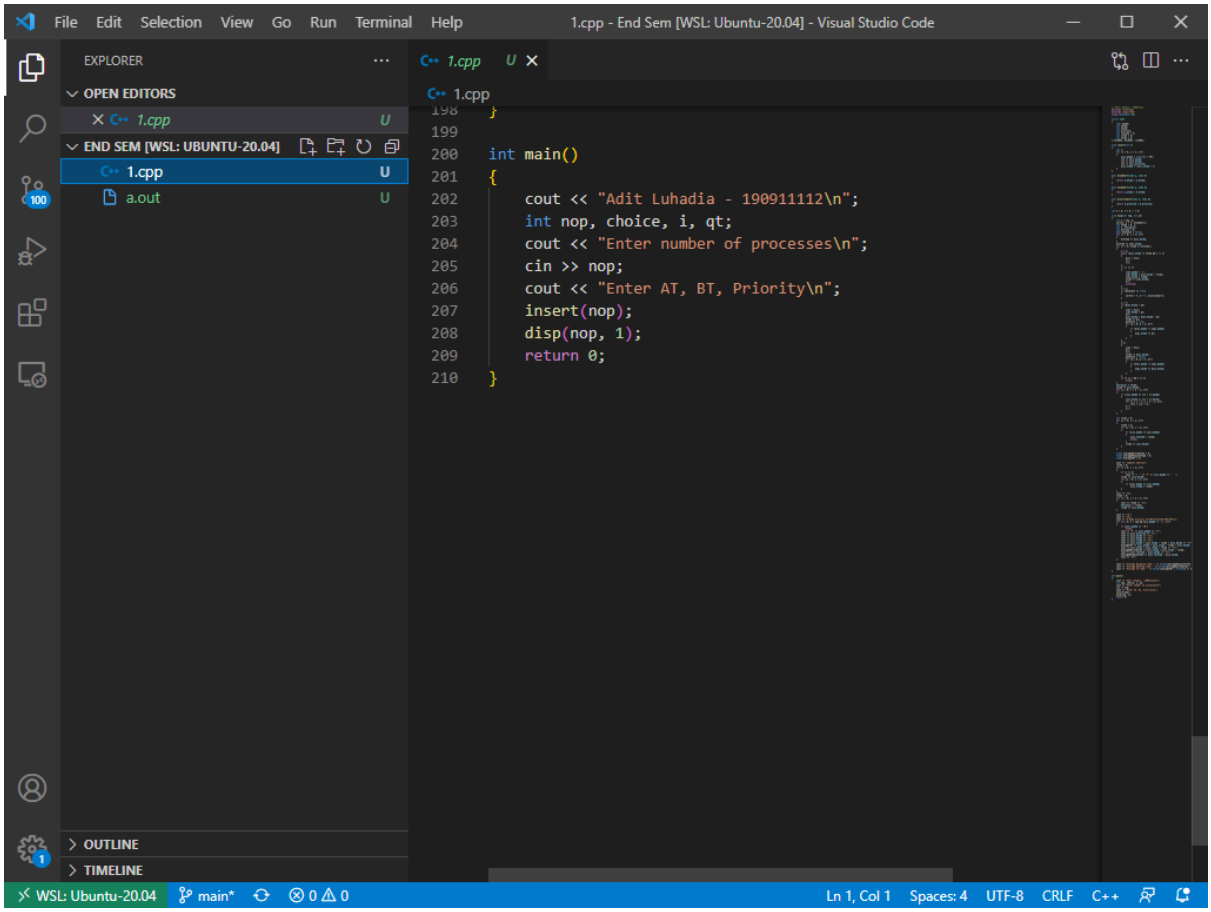
a.out U
OUTLINE
TIMELINE
1.cpp U
1.cpp
for (i = 0; i < k + 1; i++)
{
cout << rtime << "\t";
tArray[i] = rtime;
rtime += c[i].btime;
}
cout << "\n";
cout << "\n";
cout << "P.Name Priority AT\tBT\tCT\tTAT\tWT\tRT\n";
for (i = 0; i < nop && a[i].pname != 'i'; i++)
{
if (a[i].pname == '\0')
break;
cout << 'P' << a[i].pname << "\t";
cout << a[i].priority << "\t";
cout << a[i].atime << "\t";
cout << a[i].btime << "\t";
cout << a[i].ctime << "\t";
cout << a[i].wtime + a[i].ctime - rtime + a[i].btime << "\t"
averageTAT += a[i].wtime + a[i].ctime - rtime + a[i].btime;
cout << a[i].wtime + a[i].ctime - rtime << "\t";
averageWaitingTime += a[i].wtime + a[i].ctime - rtime;
cout << a[i].restime - a[i].atime << "\t";
averageResponseTime += a[i].restime - a[i].atime;
cout << "\n";
}
cout << "Average Response time: " << (float)averageResponseTime
cout << "Average Waiting time: " << (float)averageWaitingTime /
cout << "Average TA time: " << (float)averageTAT / (float)n << e
}
int main()
WSL: Ubuntu-20.04 main* 0 0 Ln 1, Col 1 Spaces: 4 UTF-8 CRLF C++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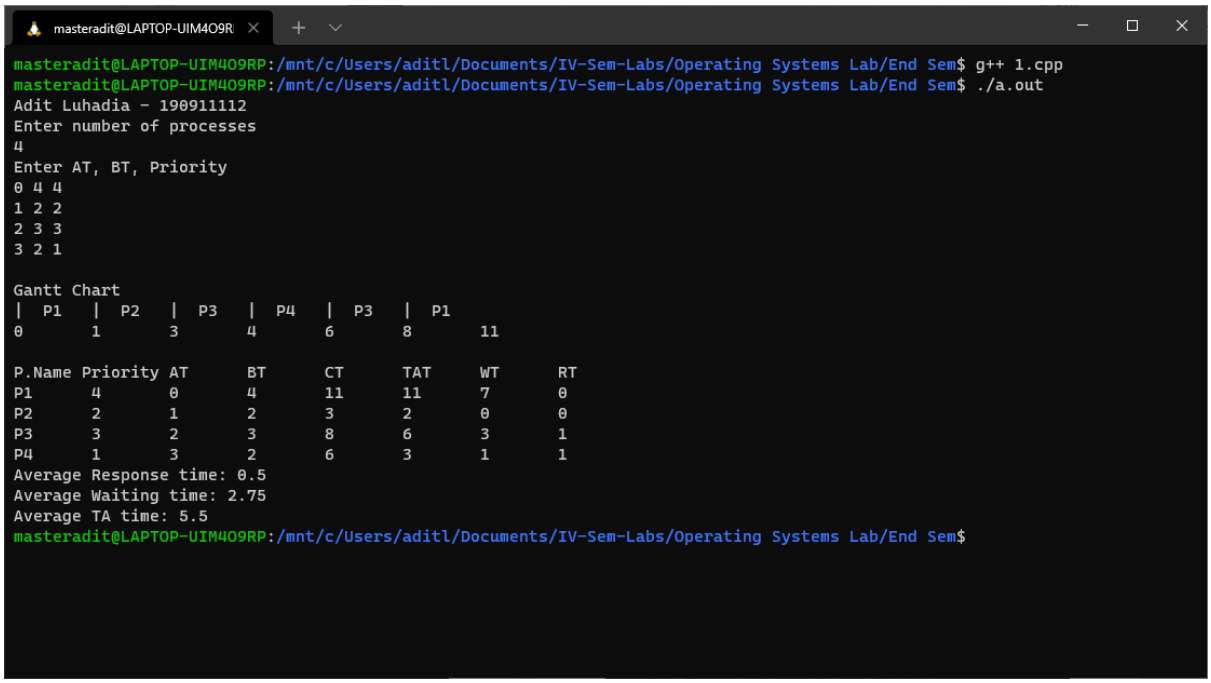
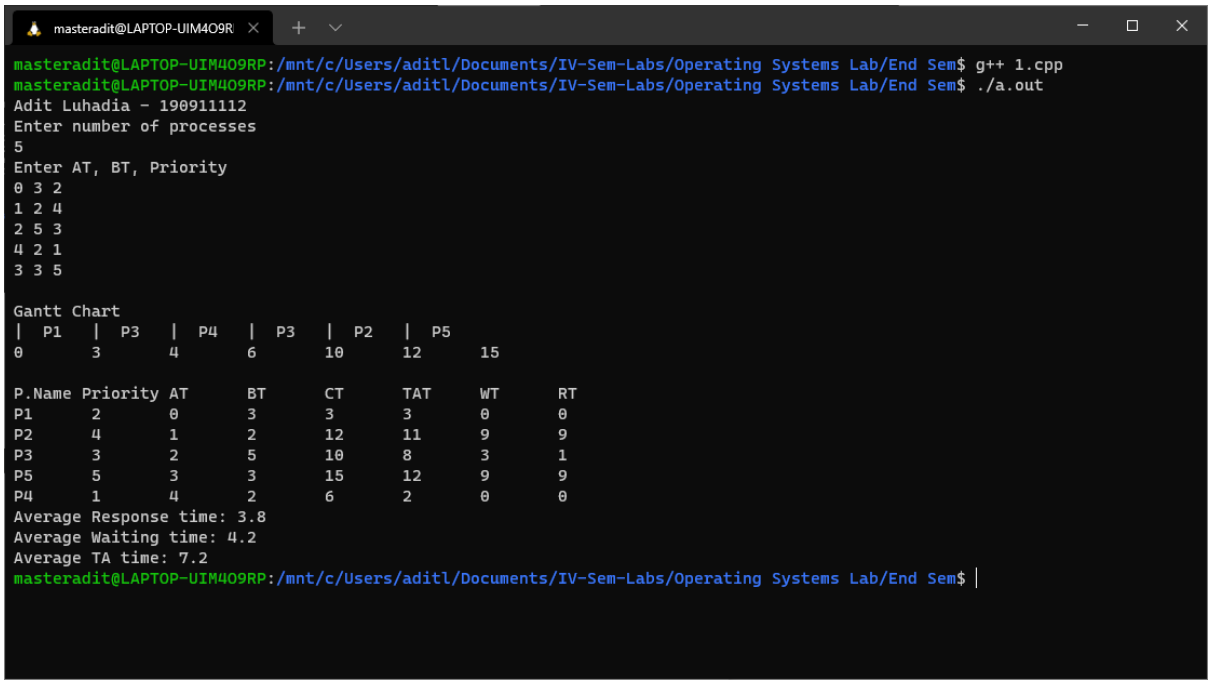
1.cpp U
END SEM [WSL: UBUNTU-20.04]
1.cpp U
a.out U
OUTLINE
TIMELINE
1.cpp U
1.cpp
}
int main()
{
cout << "Adit Luhadia - 190911112\n";
int nop, choice, i, qt;
cout << "Enter number of processes\n";
cin >> nop;
cout << "Enter AT, BT, Priority\n";
insert(nop);
disp(nop, 1);
return 0;
}
WSL: Ubuntu-20.04 main* 0 0 Ln 1, Col 1 Spaces: 4 UTF-8 CRLF C++

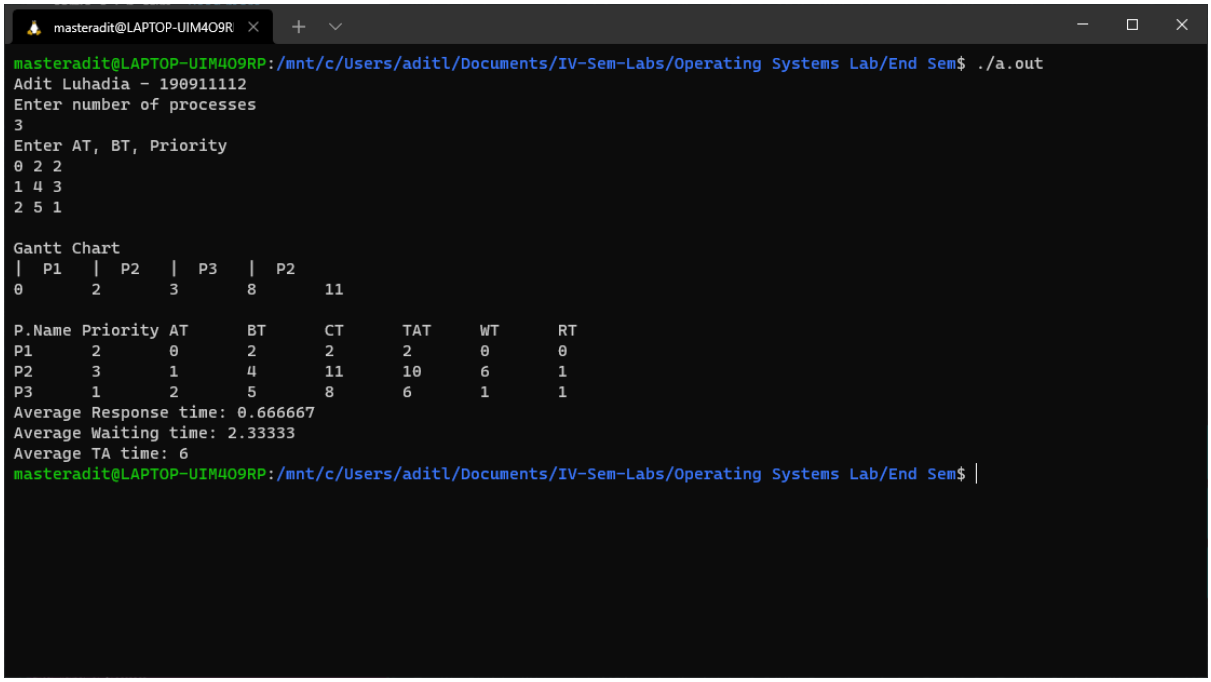
Output screenshots:

Sample run given in the question:



I tried a few more sample runs to test the program:




masteradit@LAPTOP-UIM4O9R
masteradit@LAPTOP-UIM4O9RP:/mnt/c/Users/aditl/Documents/IV-Sem-Labs/Operating Systems Lab/End Sem$ ./a.out
Adit Luhadia - 190911112
Enter number of processes
3
Enter AT, BT, Priority
0 2 2
1 4 3
2 5 1
Gantt Chart
| P1 | P2 | P3 | P2
0 2 3 8 11
P.Name Priority AT BT CT TAT WT RT
P1 2 0 2 2 2 0 0
P2 3 1 4 11 10 6 1
P3 1 2 5 8 6 1 1
Average Response time: 0.666667
Average Waiting time: 2.33333
Average TA time: 6
masteradit@LAPTOP-UIM4O9RP:/mnt/c/Users/aditl/Documents/IV-Sem-Labs/Operating Systems Lab/End Sem$