## Code:

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// Write a program to implement Round Robin. Calculate waiting time, turnaround
// time for each process. Calculate avg. waiting time, avg turnaround time
#include <iostream>
using namespace std;
int main() {
 float n, quantum, avwt = 0, avtat = 0;
 float pid[50], bt[50], at[50], rem_time[50], comp_time[50];
 float wt[50], tat[50];
 cout << "Enter total number of processes: ";
 cin >> n;
 cout << "Enter time quantum: ";
 cin >> quantum;
 cout << "\nEnter the arrival time and burst time for each process: " << endl;
 for (int i = 0; i < n; i++) {
  cout << "Process " << i + 1 << ":\n";
  pid[i] = i + 1;
  cout << "\tArrival time: ";
  cin >> at[i];
  cout << "\tBurst time: ";</pre>
  cin >> bt[i];
  rem time[i] = bt[i];
  wt[i] = tat[i] = 0;
 int curr time = 0, total rem time = n;
 while (total rem time > 0) {
  for (int i = 0; i < n; i++) {
    if (rem time[i] > 0) {
     if (rem_time[i] <= quantum) {</pre>
      curr_time += rem_time[i];
      rem time[i] = 0;
      total rem time--;
      comp_time[i] = curr_time;
     } else {
      curr time += quantum;
      rem_time[i] -= quantum;
   }
```

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for (int i = 0; i < n; i++) {
  tat[i] = comp_time[i] - at[i];
  wt[i] = tat[i] - bt[i];
  avwt += wt[i];
  avtat += tat[i];
 avwt /= n;
 avtat /= n;
 cout
    << "\nProcess\tArrival Time\tBurst Time\tWaiting Time\tTurnaround Time\n";</p>
 for (int i = 0; i < n; i++) {
  cout << "P" << pid[i] << "\t\t" << at[i] << "\t\t\t" << bt[i] << "\t\t\t"
      << wt[i] << "\t\t\t" << tat[i] << endl;
 }
 cout << "\nAverage Waiting Time: " << avwt;</pre>
 cout << "\nAverage Turnaround Time: " << avtat;</pre>
 return 0;
}
Sample Output:
Enter total number of processes: 5
Enter time quantum: 2
Enter the arrival time and burst time for each process:
Process 1:
       Arrival time: 0
        Burst time: 8
Process 2:
       Arrival time: 1
       Burst time: 1
Process 3:
       Arrival time: 2
       Burst time: 3
Process 4:
       Arrival time: 3
        Burst time: 2
Process 5:
       Arrival time: 4
        Burst time: 6
```

Process	Arrival Time	<b>Burst Time</b>	Waiting Time	<b>Turnaround Time</b>
P1	0	8	12	20
P2	1	1	1	2
P3	2	3	7	10
P4	3	2	2	4
P5	4	6	8	14

Average Waiting Time: 6
Average Turnaround Time: 10