

# Program For Optimizing Task Management with Round Robin Scheduling

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

```
// Structure to represent a process
```

```
typedef struct {
```

```
    int pid;    // Process ID
```

```
    int burst_time; // Burst Time of the process
```

```
    int remaining_time; // Remaining Time of the process
```

```
} Process;
```

```
// Function to perform Round Robin scheduling
```

```
void roundRobinScheduling(Process processes[], int n, int time_quantum) {
```

```
    int total_time = 0; // Total time passed
```

```
    int complete = 0;  // Number of processes completed
```

```
// Loop until all processes are completed
```

```
while (complete < n) {
```

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

```
        // If process has remaining time greater than 0
```

```
        if (processes[i].remaining_time > 0) {
```

```
            // Check if remaining time is less than or equal to time quantum
```

```
            if (processes[i].remaining_time <= time_quantum) {
```

```
                total_time += processes[i].remaining_time;
```

```
                printf("Process %d executed for %d units of time.\n", processes[i].pid,  
processes[i].remaining_time);
```

```
                processes[i].remaining_time = 0; // Process is completed
```

```
                complete++; // Increment the number of completed processes
```

```
            } else {
```

```
                // Process runs for the time quantum
```

```
                total_time += time_quantum;
```

```

        processes[i].remaining_time -= time_quantum;

        printf("Process %d executed for %d units of time.\n", processes[i].pid, time_quantum);
    }
}

}

printf("Total time taken for all processes to complete: %d units\n", total_time);
}

int main() {
    int n; // Number of processes
    int time_quantum; // Time Quantum

    // Get the number of processes
    printf("Enter the number of processes: ");
    scanf("%d", &n);

    Process processes[n];

    // Get the burst time of each process
    for (int i = 0; i < n; i++) {
        processes[i].pid = i + 1;
        printf("Enter burst time for process %d: ", i + 1);
        scanf("%d", &processes[i].burst_time);
        processes[i].remaining_time = processes[i].burst_time;
    }

    // Get the time quantum
    printf("Enter the time quantum: ");
    scanf("%d", &time_quantum);

```

```
// Perform Round Robin Scheduling

roundRobinScheduling(processes, n, time_quantum);

return 0;
}
```

## OUTPUT

The screenshot shows the Dev-C++ IDE with the following components:

- Compiler:** TDM-GCC 4.9.2 64-bit Release
- Project:** Exp-8.exe
- Source Code (Exp-8.cpp):**

```
1 #include <stdio.h>
2
```
- Console Output:**

```
Enter the number of processes: 3
Enter burst time for process 1: 1
Enter burst time for process 2: 6
Enter burst time for process 3: 7
Enter the time quantum: 2
Process 1 executed for 1 units of time.
Process 2 executed for 2 units of time.
Process 3 executed for 2 units of time.
Process 2 executed for 2 units of time.
Process 3 executed for 2 units of time.
Process 2 executed for 2 units of time.
Process 3 executed for 2 units of time.
Process 3 executed for 1 units of time.
Total time taken for all processes to complete: 14 units

-----
Process exited after 7.278 seconds with return value 0
Press any key to continue . . .
```
- IDE Status Bar:** Line: 34, Col: 6, Sel: 0, Lines: 66, Length: 2383, Insert, Done parsing in 0.047 seconds.
- Taskbar:** Windows Start button, Search bar, Taskbar icons (PROGRAM..., ChatGPT..., ConsolePa..., Google Chr...), System tray (32°C, 8:41 PM, 6/25/2024).