**Experiment:8- Construct a C program to simulate Round Robin scheduling algorithm with C.**

Aim:

The aim of this program is to simulate the Round Robin (RR) CPU scheduling algorithm. In this algorithm, each process is assigned a fixed time slice (quantum) in which it executes. If a process does not complete within this time slice, it is preempted and moved to the back of the ready queue. This process continues until all processes have been completed.

Procedure:

1. Input:
   * Number of processes.
   * Burst time for each process.
   * Time quantum (fixed time slice).
2. Execution:
   * Execute each process in a cyclic order.
   * After each time slice, if a process is not finished, move it to the back of the queue.
   * If a process finishes within the time quantum, remove it from the ready queue.
3. Waiting Time Calculation:
   * Calculate the waiting time for each process. The waiting time is the total time a process spends in the ready queue.
4. Turnaround Time Calculation:
   * Calculate the turnaround time for each process. Turnaround time is the total time from the arrival of the process to its completion.
5. Output:
   * Output the process ID, burst time, waiting time, and turnaround time for each process.
   * Calculate and display the average waiting time and average turnaround time.

Round Robin Scheduling Algorithm:

* Round Robin is a preemptive scheduling algorithm where each process is assigned a fixed time slice or time quantum.
* If a process does not finish within its time quantum, it is put back in the ready queue, and the next process is given the CPU.
* This cycle repeats until all processes are completed.

C Program Implementation:

#include <stdio.h>

struct Process {

int id;

int burst\_time;

int remaining\_time;

int waiting\_time;

int turnaround\_time;

};

void calculateWaitingAndTurnaroundTime(struct Process processes[], int n, int time\_quantum) {

int time = 0;

int completed = 0;

// Initially setting remaining times equal to burst times

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

processes[i].remaining\_time = processes[i].burst\_time;

}

while (completed < n) {

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

if (processes[i].remaining\_time > 0) {

if (processes[i].remaining\_time > time\_quantum) {

// Process will execute for the time quantum

processes[i].remaining\_time -= time\_quantum;

time += time\_quantum;

} else {

// Process finishes execution

time += processes[i].remaining\_time;

processes[i].waiting\_time = time - processes[i].burst\_time;

processes[i].turnaround\_time = time;

processes[i].remaining\_time = 0;

completed++;

}

}

}

}

}

int main() {

int n, time\_quantum;

// Input the number of processes and time quantum

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

scanf("%d", &n);

printf("Enter time quantum: ");

scanf("%d", &time\_quantum);

struct Process processes[n];

// Input burst time for each process

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

processes[i].id = i + 1; // Assign process ID

printf("Enter burst time for process %d: ", i + 1);

scanf("%d", &processes[i].burst\_time);

}

// Calculate waiting time and turnaround time

calculateWaitingAndTurnaroundTime(processes, n, time\_quantum);

// Output the results

printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");

int total\_waiting\_time = 0, total\_turnaround\_time = 0;

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

printf("%d\t%d\t\t%d\t\t%d\n", processes[i].id, processes[i].burst\_time,

processes[i].waiting\_time, processes[i].turnaround\_time);

total\_waiting\_time += processes[i].waiting\_time;

total\_turnaround\_time += processes[i].turnaround\_time;

}

printf("\nAverage Waiting Time: %.2f\n", (float)total\_waiting\_time / n);

printf("Average Turnaround Time: %.2f\n", (float)total\_turnaround\_time / n);

return 0;

}

Output:

