

/* Round Robin Scheduling Algorithm*/

```
#include<stdio.h>
int main()
{
    int i,j,n,time,remain,flag=0,ts;
    int sum_wait=0,sum_turnaround=0,at[10],bt[10],rt[10];
    printf("Enter no of Processes : ");
    scanf("%d",&n);
    remain=n;
    for(i=0;i<n;i++)
    {
        printf("Enter arrival time and burst time for Process P%d :",i+1);
        scanf("%d",&at[i]);
        scanf("%d",&bt[i]);
        rt[i]=bt[i];
    }
    printf("Enter time slice");
    scanf("%d",&ts);
    printf("\n\nProcess\t|Turnaround time|waiting time\n\n");
    for(time=0,i=0;remain!=0;)
    {
        if(rt[i]<=ts && rt[i]>0)
        {
            time+=rt[i];
            rt[i]=0;
            flag=1;
        }
        else if(rt[i]>0)
        {
            rt[i]-=ts;
            time+=ts;
        }
        if(rt[i]==0 && flag==1)
        {
            remain--;
            printf("P[%d]\t|\t%d\t|\t%d\n",i+1,time-at[i],time-at[i]-bt[i]);
            sum_wait+=time-at[i]-bt[i];
            sum_turnaround+=time-at[i];
            flag=0;
        }
        if(i==n-1)
            i=0;
        else if(at[i+1]<=time)
            i++;
        else
            i=0;
    }
    printf("\nAvg sum_wait = %f\n",sum_wait*1.0/n);
}
```

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printf("Avg sum_turnaround = %f",sum_turnaround*1.0/n);  
return 0;  
}
```