

main.c

```

9 #include<stdio.h>
10 struct priority_scheduling {
11     char process_name;
12     int burst_time;
13     int waiting_time;
14     int turn_around_time;
15     int priority;
16 };
17 int main() {
18     int number_of_process;
19     int total = 0;
20     struct priority_scheduling temp_process;
21     int ASCII_number = 65;
22     int position;
23     float average_waiting_time;
24     float average_turnaround_time;
25     printf("Enter the total number of Processes: ");
26     scanf("%d", & number_of_process);
27     struct priority_scheduling process[number_of_process];
28     printf("\nPlease Enter the Burst Time and Priority of each process:\n");
29     for (int i = 0; i < number_of_process; i++) {
30         process[i].process_name = (char) ASCII_number;
31         printf("\nEnter the details of the process %c \n", process[i].process_name);
32         printf("Enter the burst time: ");
33         scanf("%d", & process[i].burst_time);
34         printf("Enter the priority: ");
35         scanf("%d", & process[i].priority);
36         ASCII_number++;
37     }
38     for (int i = 0; i < number_of_process; i++) {
39         position = i;
40         for (int j = i + 1; j < number_of_process; j++){
41             if (process[j].priority > process[position].priority)
42                 position = j;
43         }
44     }
45 }

```

input

