```c
//Priority Scheduling
#include <stdio.h>
#include <string.h>

typedef struct process {
    char pname[10];
    int burst;
    int priority;
    int wt;
    int rt;
    int tat;
} p1;

int main() {
    p1 p[10];
    float avg_tat = 0;
    float avg_wt = 0;
    float avg_rt = 0;
    int n;

    printf("\n ENTER THE NUMBER OF PROCESS :");
    scanf("%d", &n);

    for (int i = 0; i < n; i++) {
        p[i].pname[0] = 'p';
        p[i].pname[1] = i;
        p[i].pname[2] = '\0';
        printf("\nENTER THE BURST TIME:");
        scanf("%d", &p[i].burst);
        printf("\nENTER THE PRIORITY:");
        scanf("%d", &p[i].priority);
    }

    for (int i = 0; i < n; i++) {
        for (int j = i + 1; j < n; j++) {
            if (p[i].priority > p[j].priority) {
                p1 swap = p[i];
                p[i] = p[j];
                p[j] = swap;
            }
        }
    }
```

```
    for (int i = 0; i < n; i++) {
        p[i].wt = avg_rt;
        p[i].rt = p[i].wt;
        p[i].tat = p[i].burst + p[i].wt;
        avg_tat = avg_tat + p[i].tat;
        avg_rt = avg_rt + p[i].burst;
    }

    avg_wt = 0;
    for (int i = 0; i < n; i++) {
        avg_wt = p[i].wt + avg_wt;
    }
    avg_wt = avg_wt / n;
    avg_tat = avg_tat / n;

    printf("\nAVERAGE WAITING TIME:%f", avg_wt);
    printf("\nAVERAGE TURN ARROUND TIME :%f", avg_tat);

    return 0;
}
```