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#include<stdio.h>

void priority_non_preemptive(int processes[], int n, int burst_time[], int priority[])
{
   int waiting_time[n], turnaround_time[n];
   waiting_time[0] = 0;

   for (int i = 1; i < n; i++)
   {
      waiting_time[i] = 0;
      for (int j = 0; j < i; j++)
         waiting_time[i] += burst_time[j];
   }

   for (int i = 0; i < n; i++)
      turnaround_time[i] = burst_time[i] + waiting_time[i];

   printf("Process\tBurst Time\tPriority\tWaiting Time\tTurnaround Time\n");
   for (int i = 0; i < n; i++)
      printf("%d\t%d\t\t%d\t\t%d\t\t%d\n",  processes[i], burst_time[i], priority[i], waiting_time[i],
turnaround_time[i]);
}

int main()
{
   int n;
   printf("Enter the number of processes: ");
   scanf("%d", &n);

   int processes[n];
   int burst_time[n];
   int priority[n];
   printf("Enter the burst time and priority for each process:\n");
   for (int i = 0; i < n; i++)
   {
      printf("Process %d:\n", i + 1);
      printf("Burst Time: ");
      scanf("%d", &burst_time[i]);
      printf("Priority: ");
      scanf("%d", &priority[i]);
      processes[i] = i + 1;
   }

   priority_non_preemptive(processes, n, burst_time, priority);

   return 0;
}
```