#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;

}

``