Priority Scheduling

#include<stdio.h>

int main()

{

int i,j,bt[10],p[10],compt[10],temp1,temp2,n;

float wt[10],tat[10],sumtat=0,sumwt=0;

printf("enter the number of processes:");

scanf("%d",&n);

printf("entr the burst time:");

for(i=0;i<n;i++)

{

scanf("%d",&bt[i]);

}

printf("enter the priorities of the processes:");

for(i=0;i<n;i++)

{

scanf("%d",&p[i]);

}

for(i=0;i<n;i++)

{

for(j=i+1;j<n;j++)

{

if(p[i]>p[j])

{

temp1=bt[i];

bt[i]=bt[j];

bt[j]=temp1;

temp2=p[i];

p[i]=p[j];

p[j]=temp2;

}

}

}

compt[0]=bt[0];

wt[0]=0;

for(i=1;i<n;i++)

{

compt[i]=bt[i]+compt[i-1];

}

for(i=0;i<n;i++)

{

tat[i]=compt[i];

wt[i]=tat[i]-bt[i];

sumtat+=tat[i];

sumwt+=wt[i];

}

printf("Total waiting time=%f",sumwt);

printf("\nAverage waiting time=%f",sumwt/n);

printf("\n Total turn around time=%f",sumtat);

printf("\n Average turn around time=%f",sumtat/n);

return 0;

}

OUTPUT:

