```c
#include <stdio.h>

#include <stdlib.h>

#include <math.h>


int main() {

    int n, head, i, j, min, pos, seek = 0;

    int request[100], diff[100], visited[100] = {0};


    printf("Enter the number of disk requests: ");

    scanf("%d", &n);


    printf("Enter the request sequence: ");

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

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


    printf("Enter the initial head position: ");

    scanf("%d", &head);


    printf("\nInitial head position: %d\n", head);

    printf("\nOrder of service (SSTF, moving away from spindle):\n");


    int direction = 1;  // 1 means moving towards higher track numbers


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

        min = 9999;

        pos = -1;

        for (j = 0; j < n; j++) {

            if (!visited[j]) {

                diff[j] = abs(request[j] - head);

                if (diff[j] < min)

                    min = diff[j], pos = j;
            }
        }

        // If moving away from spindle, prefer higher track when equidistant
        for (j = 0; j < n; j++) {
            if (!visited[j] && abs(request[j] - head) == min) {
                if (direction == 1 && request[j] > head)
                    pos = j;
            }
        }

        visited[pos] = 1;
        seek += abs(request[pos] - head);
        head = request[pos];
        printf("%d ", head);
    }

    printf("\n\nTotal Seek Time = %d\n", seek);
    printf("Average Seek Time = %.2f\n", (float)seek / n);

    return 0;
}
```