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//20BCS042 Mohd Adil
//program 6: Non-premetive priority scheduling
#include<iostream>
#include<vector>
using namespace std;
struct Process{
    char Pname[3];
    int arvlTime;
    int brstTime;
    int priority;
    int cmplTime;
    int wtngTime;
    int tartTime;
    int respTime;
};
struct priorityQ{
    Process pr;
    priorityQ *next;
};
priorityQ *push(priorityQ *front, Process process, char c){
    priorityQ *node = new priorityQ;
    node->pr = process;
    node->next=NULL;
//push according to priority
    if(c=='p'){
        if(front==NULL){
            front=node;
        }
        else if(front->pr.priority > process.priority){
            node->next=front;
            front=node;
        }
        else{
            priorityQ *tmp=front;
            while (tmp->next!=NULL && tmp->next->pr.priority <</pre>
process.priority){
                tmp=tmp->next;
            }
            node->next=tmp->next;
            tmp->next=node;
        }
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}
//push according to arrival time
    else{
        if(front==NULL){
            front=node;
        else if(front->pr.arvlTime > process.arvlTime){
            node->next=front;
            front=node;
        }
        else{
            priorityQ *tmp=front;
            while (tmp->next!=NULL && tmp->next->pr.arvlTime <</pre>
process.arvlTime){
                tmp=tmp->next;
            }
            node->next=tmp->next;
            tmp->next=node;
        }
    }
    return front;
}
priorityQ *pop(priorityQ *front){
    front=front->next;
    return front;
}
Process front(priorityQ *front){
    return front->pr;
}
bool empty(priorityQ *front){
    return (front==NULL);
}
//ans vector
vector<Process> v;
int n;
float avgc, avgw, avgt;
void PriorityScheduling(priorityQ *pq1){
    int cmpt = front(pq1).brstTime;
    v.push_back(front(pq1));
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pq1 = pop(pq1);
    priorityQ *pq2=NULL;
    while(!empty(pq1)){
        while(!empty(pq1) && front(pq1).arvlTime < cmpt){</pre>
            pq2 = push(pq2, front(pq1), 'p');
            pq1 = pop(pq1);
        }
        cmpt += front(pq2).brstTime;
        v.push back(front(pq2));
        pq2 = pop(pq2);
    }
    while(!empty(pq2)){
        v.push_back(front(pq2));
        pq2 = pop(pq2);
    }
}
void calculateTimes(){
    v.front().wtngTime=0;
    v.front().cmplTime = v.front().brstTime;
    float sumc=0, sumw=0, sumt=0;
    //calculating completion time
    int prv = v.front().cmplTime;
    sumc += prv;
    for(int i=1; i<n; i++){</pre>
        v[i].cmplTime = prv + v[i].brstTime;
        prv = v[i].cmplTime;
        sumc += v[i].cmplTime;
    }
    //calculating waiting time
    prv = v.front().cmplTime;
    for(int i=1; i<n; i++){</pre>
        v[i].wtngTime = prv - v[i].arvlTime;
        prv = v[i].cmplTime;
        sumw += v[i].wtngTime;
    }
    //calculating turn around time
    for(int i=0; i<n; i++){</pre>
        v[i].tartTime = v[i].brstTime + v[i].wtngTime;
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sumt += v[i].tartTime;
   }
   //calculating avg(s) time
   avgc = sumc/n;
   avgw = sumw/n;
   avgt = sumt/n;
}
void display(){
   cout<<"\n\nDisplaying the table :- ";</pre>
   cout<<"\n\n+-----+-----
cout<<"\n| Process name | Burst Time | Arrival Time | Completion Time |</pre>
Waiting Time | TurnAround Time | Response Time | ";
   cout<<"\n+-----+-----+-
-----+";
   for(auto i:v){
      printf("\n|
                   %s
                              %2d
                                          %2d
                                                         %2d
                       %2d
                                      %2d
           ,i.Pname, i.brstTime, i.arvlTime, i.cmplTime, i.wtngTime,
i.tartTime, i.wtngTime);
   cout<<"\n+-----+-----+-
-----+":
   }
   cout<<"\n\n";</pre>
   printf("\nAverage Completion time : %.2fns", avgc);
   printf("\nAverage Waiting time : %.2fns", avgw);
   printf("\nAverage TurnAround time : %.2fns", avgt);
   printf("\nAverage Response time : %.2fns", avgw);
}
void printGantt(){
   cout<<"\n\nGantt Chart : ";</pre>
   cout<<"\n\n+";
   for(auto p:v){
      for(int i=0; i<2*p.brstTime; i++){</pre>
         cout<<"-";
      cout<<"+";
   }
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cout<<"\n|";
    for(auto p:v){
        for(int i=0; i<p.brstTime-1; i++){</pre>
             cout<<" ";
         }
        cout<<p.Pname;</pre>
        for(int i=0; i<p.brstTime-1; i++){</pre>
             cout<<" ";
         }
        cout<<" | ";
    }
    cout<<"\n+";
    for(auto p:v){
        for(int i=0; i<2*p.brstTime; i++){</pre>
             cout<<"-";
        cout<<"+";
    }
    cout<<"\n0";</pre>
    for(auto p:v){
        for(int i=0; i<2*p.brstTime-1; i++){</pre>
             cout<<" ";
         }
        printf("%2d", p.cmplTime);
    }
    cout<<"\n\n";</pre>
}
int main(){
    priorityQ *pq1=NULL;
    cout<<"Enter the no of the Processes : ";</pre>
    cin>>n;
    for(int i=0; i<n; i++){</pre>
         struct Process p;
        cout<<"Enter Process "<<i+1<<" name, its priority, burst Time and</pre>
Arrival Time : ";
        cin>>p.Pname>>p.priority>>p.brstTime>>p.arvlTime;
        pq1 = push(pq1, p, 'a');//initially pushed according to arrival time
    PriorityScheduling(pq1);
    calculateTimes();
```

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display();
  printGantt();
  return 0;
}

//sample input:-
// 7 p1 2 3 0 p2 6 5 2 p3 3 4 1 p4 5 2 4 p5 7 9 6 p6 4 4 5 p7 10 10 7
```

OUTPUT

