

SOLUTION:5B

```
#include <stdio.h>
```

```
int main() {
```

```
    int n = 9; // We are sorting 9 processes
```

```
    int i, j, temp, time = 0;
```

```
    int arrival[9], burst[9], waiting[9], turnaround[9], completion[9], process[9];
```

```
    float totalWaiting = 0, totalTurnaround = 0;
```

```
    // Input arrival time and burst time for 9 processes
```

```
    printf("Enter the arrival time and burst time for 9 processes:\n");
```

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

```
        printf("Process %d Arrival Time: ", i + 1);
```

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

```
        printf("Process %d Burst Time: ", i + 1);
```

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

```
        process[i] = i + 1; // Process ID
```

```
    }
```

```
    // Sort processes based on burst time (SJF), using a simple bubble sort
```

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

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

```
            if (burst[i] > burst[j]) {
```

```
                // Swap burst time
```

```
                temp = burst[i];
```

```
                burst[i] = burst[j];
```

```
                burst[j] = temp;
```

```
                // Swap arrival time accordingly
```

```
                temp = arrival[i];
```

```

        arrival[i] = arrival[j];
        arrival[j] = temp;

        // Swap process IDs accordingly
        temp = process[i];
        process[i] = process[j];
        process[j] = temp;
    }
}

// Calculate completion time, turnaround time, and waiting time
for (i = 0; i < n; i++) {
    if (time < arrival[i]) {
        time = arrival[i]; // If the CPU is idle, wait for the next process
    }
    time += burst[i]; // Increase the time by burst time of the selected process
    completion[i] = time; // Completion time is when the process finishes
    turnaround[i] = completion[i] - arrival[i]; // Turnaround time = Completion time - Arrival time
    waiting[i] = turnaround[i] - burst[i]; // Waiting time = Turnaround time - Burst time
    totalWaiting += waiting[i]; // Add to total waiting time
    totalTurnaround += turnaround[i]; // Add to total turnaround time
}

// Display the sorted processes and their corresponding times
printf("\nProcess\tArrival\tBurst\tCompletion\tWaiting\tTurnaround\n");
for (i = 0; i < n; i++) {
    printf("P%d\t%d\t%d\t%d\t\t%d\t%d\n", process[i], arrival[i], burst[i], completion[i], waiting[i],
turnaround[i]);
}

```

```
// Display average waiting and turnaround times
printf("\nAverage Waiting Time: %.2f\n", totalWaiting / n);
printf("Average Turnaround Time: %.2f\n", totalTurnaround / n);

return 0;
}
```