main.c

Share Run

```c
#include <stdio.h>

int main() {
    float length, width, area;


    printf("Enter the length of the rectangle: ");
    scanf("%f", &length);

    printf("Enter the width of the rectangle: ");
    scanf("%f", &width);


    area = length * width;


    printf("The area of the rectangle is: %.2f\n", area);

    return 0;
}
```

Output Clear

```
Enter the length of the rectangle: 12
Enter the width of the rectangle: 2
The area of the rectangle is: 24.00


=== Code Execution Successful ===
```

main.c

Share Run

```c
#include <stdio.h>
#define N 3
typedef struct { int id, prio, burst, remain, wait, turn; } Proc;
int main() {
    Proc p[N] = {{1, 3, 4, 4, 0, 0}, {2, 1, 3, 3, 0, 0}, {3, 2, 2, 2, 0, 0}};
    int t = 0, done = 0, min;
    while (done < N) {
        min = -1;
        for (int i = 0; i < N; i++)
            if (p[i].remain > 0 && (min == -1 || p[i].prio < p[min].prio))
                min = i;
        p[min].remain--;
        if (p[min].remain == 0) {
            p[min].turn = ++t;
            p[min].wait = p[min].turn - p[min].burst;
            done++;
        }
    }
    for (int i = 0; i < N; i++)
        printf("ID: %d, Wait: %d, Turnaround: %d\n", p[i].id, p[i].wait, p[i]
            .turn);
    return 0;
}
```

Output Clear

```
ID: 1, Wait: -1, Turnaround: 3
ID: 2, Wait: -2, Turnaround: 1
ID: 3, Wait: 0, Turnaround: 2


=== Code Execution Successful ===
```