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

```
// Structure to represent a process
struct Process {
  int id;
               // Process ID
  int arrivalTime; // Arrival time
  int burstTime; // Burst time
  int completionTime; // Completion time
};
// Function to perform non-preemptive SJF scheduling
void SJF(struct Process processes[], int n) {
  // Sort processes based on arrival time
  for (int i = 0; i < n - 1; i++) {
    for (int j = 0; j < n - i - 1; j++) {
       if (processes[j].arrivalTime > processes[j + 1].arrivalTime) {
         struct Process temp = processes[j];
         processes[j] = processes[j + 1];
         processes[j + 1] = temp;
      }
    }
  }
  int currentTime = 0;
  printf("\nGantt Chart:\n");
  printf("----\n");
  // Process each job in the sorted order
  for (int i = 0; i < n; i++) {
    // Wait until arrival time
    if (currentTime < processes[i].arrivalTime) {</pre>
```

```
currentTime = processes[i].arrivalTime;
    }
    // Execute the process
    printf("| P%d ", processes[i].id);
    currentTime += processes[i].burstTime;
    processes[i].completionTime = currentTime;
    printf("|");
  }
}
int main() {
  int n; // Number of processes
  printf("Enter the number of processes: ");
  scanf("%d", &n);
  struct Process processes[n]; // Array to store processes
  // Input the process details
  for (int i = 0; i < n; i++) {
    printf("Enter arrival time for process %d: ", i + 1);
    scanf("%d", &processes[i].arrivalTime);
    printf("Enter burst time for process %d: ", i + 1);
    scanf("%d", &processes[i].burstTime);
    processes[i].id = i + 1;
  }
  // Perform non-preemptive SJF scheduling
  SJF(processes, n);
  printf("\n\n");
```

```
// Print completion time of each process
printf("Process Completion Times:\n");
printf("-----\n");
printf("Process\tCompletion Time\n");
for (int i = 0; i < n; i++) {
    printf("P%d\t%d\n", processes[i].id, processes[i].completionTime);
}
return 0;
}</pre>
```

