

3. Priority scheduling

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

```
int main () {
```

```
    int x, n, p[10], pp[10], pt[10], w[10], t[10],  
        awt, atat, i;
```

```
    printf("Enter the number of processes");
```

```
    scanf("%d", &n);
```

```
    printf("Enter process no");
```

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

```
{
```

```
    printf("Enter process no %d: ", i+1);
```

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

```
    p[i] = i+1;
```

```
}
```

```
    for (i = 0; i < n-1; i++)
```

```
{
```

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

```
{
```



```
if (pp[i] < pp[j])
```

```
{
```

```
    x = pp[i];
```

```
    pp[i] = pp[j];
```

```
    pp[j] = x;
```

```
    x = pt[i];
```

```
    pt[i] = pt[j];
```

```
    pt[j] = x;
```

```
    x = p[i];
```

```
    p[i] = p[j];
```

```
    p[j] = x;
```

```
}
```

```
}
```

```
{
```

```
    w[0] = 0;
```

```
    awt = 0;
```

```
    t[0] = pt[0];
```

```
    atat = t[0];
```

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

```
{
```

```
        w[i] = t[i-1];
```

```
        awt += w[i];
```

```
        t[i] = w[i] + pt[i];
```

```
        atat += t[i];
```

```
}
```

```
printf("In In: job |t Burst time |t waiting  

Time |t Turn around Time  

Priority |n");
```



```

for (i=0; i<n; i++)
{
    printf("\n %d |t|t %d |t|t %d {t|t %d\n", p[i], pt[i], w[i], t[i],
        ep[i]);

    awt /= n;
    atat /= n;
    printf("\n Average waiting Time : %d\n",
        awt);
    printf("\n Average Turn around Time : %d\n",
        atat);
    return 0;
}

```

output: Enter the number of process: 4

Enter process:

process no 1: 3

1

Process no 2: 4

2

process no 3: 5

3

process no 4: 6

4

Sob	Burst Time	Waiting Time	Turnaround Time	Priority
4	6	0	6	4
3	5	6	11	3
2	4	11	15	2
1	3	15	18	1

Page _____

Date _____

Average waiting Time :- 0

Average Turn around Time: 12