void schedule(struct process proc[],int num,int sum){

int i,j;

float f,avgWaitingTime=0,avgtat=0;

sort(proc,num);

printf("\nProcess\tBurst Time\tArrival Time\tWaiting Time\tTurn-Around Time\n");

for(f=proc[0].at;f<(float)sum;){

float pr=-9999;

int nxt;

float temp;

for(i=0;i<num;i++){

if(proc[i].at<=f && proc[i].status!=1){

temp=(proc[i].bt + (f - proc[i].at)) / proc[i].bt;

if(pr<temp){

pr=temp;

nxt=i;

}

}

}

f=proc[nxt].bt+f;

proc[nxt].wt=f-(proc[nxt].at)-(proc[nxt].bt);

proc[nxt].tat=f-proc[nxt].at;

avgWaitingTime+=proc[nxt].wt;

avgtat+=proc[nxt].tat;

proc[nxt].status=1;

printf("p%d\t%f\t%f",proc[nxt].name,proc[nxt].bt,proc[nxt].at);

printf("\t%f\t%f\n",proc[nxt].wt,proc[nxt].tat);

}

printf("Average waiting time=%f\n",avgWaitingTime/num);

printf("Average turn-around time=%f\n",avgtat/num);

}