#include<stdio.h>

#include<string.h>

typedef struct process

{

char pname[10];

int burst;

int priority;

int wt;

int rt;

int tat;

}p1;

int main()

{

p1 p[10];

float avg\_tat=0;

float avg\_wt=0;

float avg\_rt=0;

int n;

int i;

int j;

p1 swap;

printf("\n ENTER THE NUMBER OF PROCESS :");

scanf("%d",&n);

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

{

p[i].pname[0]='p';

p[i].pname[1]=i;

p[i].pname[2]='\0';

printf("\nENTER THE BURST TIME :");

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

printf("\nENTER THE PRIORITY :");

scanf("%d",&p[i].priority);

}

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

{

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

{

if(p[i].priority>p[j].priority)

{

swap=p[i];

p[i]=p[j];

p[j]=swap;

}

}

}

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

{

p[i].wt=avg\_rt;

p[i].rt=p[i].wt;

p[i].tat=p[i].burst+p[i].wt;

avg\_tat=avg\_tat+p[i].tat;

avg\_rt=avg\_rt+p[i].burst;

}

avg\_wt=0;

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

{

avg\_wt=p[i].wt+avg\_wt;

}

avg\_wt=avg\_wt/n;

avg\_tat=avg\_tat/n;

printf("\nAVERAGE WAITING TIME : %f",avg\_wt);

printf("\nAVERAGE TURN ARROUND TIME :%f",avg\_tat);

return 0;

}