

WEEK - 2

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#include<stdio.h>
#include<stdlib.h>
typedef struct {
    int pID,aT,bT,sT,cT,taT,wT;
} Process;
void calculateTimes(Process p[], int n){
    int currT = 0;
    int sum=0;
    double avg;
    for (int i = 0; i < n; i++){
        p[i].sT = currT;
        p[i].cT = currT + p[i].bT;
        p[i].taT = p[i].cT - p[i].aT;
        p[i].wT = p[i].taT - p[i].bT;
        currT = p[i].cT;
        sum=sum+p[i].taT;
    }
    avg=(double)sum/n;
    printf("\naverage turn around time is: %f\n",avg);
}
void display(Process p[], int n){
    printf("Process\tArrival Time\tBurst Time\tStart Time\tCompletion Time\tTurnaround\n");
    printf("Time\tWaiting Time\n");

    for (int i = 0; i < n; i++) {
        printf("%d\t%d\t%d\t%d\t%d\t%d\t%d\t%d\t%d\n", p[i].pID, p[i].aT,
            p[i].bT, p[i].sT, p[i].cT,
            p[i].taT, p[i].wT);
    }
}
int main(){
    int n;
    printf("Enter the number of processes:\n");
    scanf("%d", &n);
    Process p[n];
    for (int i = 0; i < n; i++){
        printf("Enter the arrival time and burst time for process %d:\n", i + 1);
        scanf("%d %d", &p[i].aT, &p[i].bT);
        p[i].pID = i + 1;
    }
    for (int i = 0; i < n - 1; i++){
        for (int j = 0; j < n - i - 1; j++){
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        if (p[j].aT > p[j + 1].aT){
            Process temp = p[j];
            p[j] = p[j + 1];
            p[j + 1] = temp;
        }
    }
}
calculateTimes(p, n);
display(p, n);
return 0;
}

```

Output:

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Enter the number of processes:
4
Enter the arrival time and burst time for process 1:
0
3
Enter the arrival time and burst time for process 2:
1
6
Enter the arrival time and burst time for process 3:
4
4
Enter the arrival time and burst time for process 4:
6
2

average turn around time is: 7.250000

```

Process	Arrival Time	Burst Time	Start Time	Completion Time	Turnaround Time	Waiting Time
1	0	3	0	3	3	0
2	1	6	3	9	8	2
3	4	4	9	13	9	5
4	6	2	13	15	9	7