

5 .Construct a scheduling program with C that selects the waiting process with the highest priority to execute next.

A. Code:

```
#include <stdio.h>

struct priority_scheduling {
    char process_name;
    int burst_time;
    int waiting_time;
    int turn_around_time;
    int priority;
};

int main() {
    int number_of_process;
    int total_waiting_time = 0, total_turnaround_time = 0;
    struct priority_scheduling temp_process;
    int ASCII_number = 65; // Start with 'A'
    int position;
    float average_waiting_time, average_turnaround_time;

    // Input the number of processes
    printf("Enter the total number of processes: ");
    scanf("%d", &number_of_process);

    struct priority_scheduling process[number_of_process];

    // Input burst time and priority for each process
    printf("\nPlease Enter the Burst Time and Priority of each process:\n");
    for (int i = 0; i < number_of_process; i++) {
        process[i].process_name = (char)ASCII_number;
        printf("\nEnter the details of process %c\n", process[i].process_name);
        printf("Enter the burst time: ");
        scanf("%d", &process[i].burst_time);
        printf("Enter the priority: ");
        scanf("%d", &process[i].priority);
        ASCII_number++;
    }

    // Sort processes based on priority (higher priority comes first)
    for (int i = 0; i < number_of_process; i++) {
        position = i;
        for (int j = i + 1; j < number_of_process; j++) {
            if (process[j].priority > process[position].priority) {
                position = j;
            }
        }
    }
}
```

```

    temp_process = process[i];
    process[i] = process[position];
    process[position] = temp_process;
}

// Calculate waiting times
process[0].waiting_time = 0; // First process has no waiting time
for (int i = 1; i < number_of_process; i++) {
    process[i].waiting_time = process[i - 1].waiting_time + process[i - 1].burst_time;
    total_waiting_time += process[i].waiting_time;
}

// Calculate turnaround times
for (int i = 0; i < number_of_process; i++) {
    process[i].turn_around_time = process[i].burst_time + process[i].waiting_time;
    total_turnaround_time += process[i].turn_around_time;
}

// Calculate averages
average_waiting_time = (float)total_waiting_time / number_of_process;
average_turnaround_time = (float)total_turnaround_time / number_of_process;

// Display the results
printf("\n\nProcess Name\tBurst Time\tWaiting Time\tTurnaround Time\n");
printf("-----\n");
for (int i = 0; i < number_of_process; i++) {
    printf("\t%c\t\t%d\t\t%d\t\t%d\n",
        process[i].process_name, process[i].burst_time, process[i].waiting_time,
        process[i].turn_around_time);
}

// Print averages
printf("\n\nAverage Waiting Time: %.2f", average_waiting_time);
printf("\n\nAverage Turnaround Time: %.2f\n", average_turnaround_time);

return 0;
}

```

Output:

Please Enter the Burst Time and Priority of each process:

Enter the details of process A

Enter the burst time: 10

Enter the priority: 2

Enter the details of process B

Enter the burst time: 4

Enter the priority: 3

Enter the details of process C

Enter the burst time: 5

Enter the priority: 1

Enter the details of process D

Enter the burst time: 3

Enter the priority: 4

Process Name	Burst Time	Waiting Time	Turnaround Time
D	3	0	3
B	4	3	7
A	10	7	17
C	5	17	22

Average Waiting Time: 6.75

Average Turnaround Time: 12.25

Enter number of process:5

Enter Burst Time:

p1:12

p2:4

p3:5

p4:6

p5:8

Process Burst Time tWaiting Time tTurnaround Time

p2 4 0 4

p3 5 4 9

p4 6 9 15

p5 8 15 23

p1 12 23 35

Average Waiting Time=10.200000Average Turnaround Time=17.200001n

Process exited after 21.49 seconds with return value 0

Press any key to continue . . . |