SRTF :

```
#include <stdio.h>

struct process {
    int at, st, ft;
} ready_list[10];

int n;

int dispatcher(int time) {
    int s_bt = 9999, index = -1;
    for (int i = 0; i < n; i++) {
        if (ready_list[i].st > 0 && ready_list[i].at <= time && ready_list[i].st < s_bt) {
            s_bt = ready_list[i].st;
            index = i;
        }
    }
    return index;
}

int main() {
    printf("Enter number of processes: ");
    scanf("%d", &n);

    int original_bt[n];
    for (int i = 0; i < n; i++) {
        printf("Enter Arrival Time and Burst Time for Process %d: ", i + 1);
        scanf("%d %d", &ready_list[i].at, &ready_list[i].st);
        original_bt[i] = ready_list[i].st;
    }

    int cur_time = 0, rem_procs = 0;
    while (rem_procs < n) {
        int pid = dispatcher(cur_time);
        if (pid == -1) {
            cur_time++;
            continue;
        }

        ready_list[pid].st--;
        cur_time++;

        if (ready_list[pid].st == 0) {
            ready_list[pid].ft = cur_time;
            rem_procs++;
        }
    }
    printf("Process\tAT\tBT\tFT\tTT\tWT\n");
    for (int i = 0; i < n; i++) {
        int tt = ready_list[i].ft - ready_list[i].at;
        int wt = tt - original_bt[i];
        printf("%d\t%d\t%d\t%d\t%d\t%d\n", i + 1, ready_list[i].at, original_bt[i], ready_list[i].ft, tt, wt);
    }

    return 0;
}
```