```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
typedef struct process_info
        char pname[20];
        int at, bt, ct, bt1, p; // diff
        struct process_info *next;
} NODE;
struct gantt_chart
{
        int start, end;
        char pname[30];
} s[100], s1[100];
int n, k, time;
NODE *first, *last;
void accept_info()
        NODE *p;
        printf("Enter no of process : ");
        scanf("%d", &n);
        printf("\nPNAME\tATIME\tCPUB\n");
        for (int i = 0; i < n; i++)
                p = (NODE *)malloc(sizeof(NODE));
                scanf("%s%d%d", p->pname, &p->at, &p->bt);
                p->p = p->at; // extra
                p->bt1 = p->bt;
                p->next = NULL;
                if (first == NULL)
                         first = p;
                else
                         last->next = p;
                last = p;
        }
}
void print_output()
{
        NODE *p = first;
```

```
float avg_tat = 0, avg_wt = 0;
        printf("\npname\tat\tbt\tct\ttat\twt\n");
        while (p != NULL)
                int tat = p->ct - p->at;
                int wt = tat - p->bt;
                avg_tat += tat;
                avg_wt += wt;
                printf("%s\t%d\t%d\t%d\t%d\t%d\n", p->pname, p->at, p->bt, p->ct,
tat, wt);
                p = p->next;
        }
        printf("\nAvg TAT=%.2f\nAvg WT=%.2f\n\n", (avg_tat / n), (avg_wt / n));
}
NODE *get_p()
{
        NODE *p = first, *min_p = NULL;
        int min = 9999;
        while (p != NULL)
        {
                if (p->at <= time && p->bt1 != 0 && p->p < min) // diff
                         min = p - p; // diff
                         min_p = p;
                }
                p = p->next;
        }
        return min_p;
}
void pnp()
{
        int prev = 0, n1 = 0;
        NODE *p;
        while (n1 != n)
        {
                p = get_p();
                if (p == NULL)
```

```
time++;
                         s[k].start = prev;
                         strcpy(s[k].pname, "*");
                         s[k].end = time;
                         prev = time;
                         k++;
                 }
                else
                 {
                         time += p->bt1;
                         s[k].start = prev;
                         strcpy(s[k].pname, p->pname);
                         s[k].end = time;
                         prev = time;
                         k++;
                         p->ct = time;
                         p \rightarrow bt1 = 0;
                         n1++;
                 }
        }
}
void print_gantt_chart()
{
        int i, j, m;
        s1[0] = s[0];
        for (i = 1, j = 0; i < k; i++)
                 if (strcmp(s1[j].pname, s[i].pname) == 0)
                         s1[j].end = s[i].end;
                 else
                         s1[++j] = s[i];
        }
        printf("%d", s1[0].start);
        for (i = 0; i <= j; i++)
                m = (s1[i].end - s1[i].start);
                 for (k = 0; k < m / 2; k++)
                         printf("-");
                 printf("%s", s1[i].pname);
```