

```

#include<stdio.h>

struct process
{
    int WT,AT,BT,TAT,PT;
};

struct process a[10];

int main()
{
    int n,temp[10],t,count=0,short_p;
    float total_WT=0,total_TAT=0,Avg_WT,Avg_TAT;
    printf("Enter the number of the process\n");
    scanf("%d",&n);
    printf("Enter the arrival time , burst time and priority of the process\n");
    printf("AT BT PT\n");
    for(int i=0;i<n;i++)
    {
        scanf("%d%d%d",&a[i].AT,&a[i].BT,&a[i].PT);

        temp[i]=a[i].BT;
    }

    a[9].PT=10000;

    for(t=0;count!=n;t++)
    {
        short_p=9;
        for(int i=0;i<n;i++)
        {

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        if(a[short_p].PT>a[i].PT && a[i].AT<=t && a[i].BT>0)
        {
            short_p=i;
        }
    }

    a[short_p].BT=a[short_p].BT-1;

    if(a[short_p].BT==0)
    {

        count++;
        a[short_p].WT=t+1-a[short_p].AT-temp[short_p];
        a[short_p].TAT=t+1-a[short_p].AT;

        total_WT=total_WT+a[short_p].WT;
        total_TAT=total_TAT+a[short_p].TAT;

    }
}

Avg_WT=total_WT/n;
Avg_TAT=total_TAT/n;

printf("ID WT TAT\n");
for(int i=0;i<n;i++)
{
    printf("%d %d\t%d\n",i+1,a[i].WT,a[i].TAT);
}

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printf("Avg waiting time of the process is %f\n",Avg_WT);  
printf("Avg turn around time of the process is %f\n",Avg_TAT);  
  
return 0;  
}
```

Output:

```
Enter the number of the process  
3  
Enter the arrival time , burst time and priority of the process  
AT BT PT  
2 3 1  
3 4 2  
4 1 5  
ID WT TAT  
1 0 3  
2 2 6  
3 5 6  
Avg waiting time of the process is 2.333333  
Avg turn around time of the process is 5.000000  
  
-----  
Process exited after 33 seconds with return value 0  
Press any key to continue . . . |
```