#include<stdio.h>

#include<conio.h>

struct p

{

int p;

int bt;

int at;

int wt;

int tt;

};

int main()

{

int i,j;

struct p given[3];

struct p x[3];

struct p y[3];

printf("\n\n\n ^^^^^^^^^^^ Snowflake Entertainment ^^^^^^^^^^^^\n\n");

printf("\n\n\n \*\*\*\*\*\*\*\*\*\*\* enter player details \*\*\*\*\*\*\*\*\*\*\n\n1.Match time\n\n2.arrival time\n\n");

for(i=0;i<3;i++)

{

given[i].p=i;

printf("########### processer %d ############ \n\n",i+1);

printf("Match time\n\n");

scanf("%d",&given[i].bt);

if(given[i].bt<0)

exit(0);

printf("arrival time\n\n");

scanf("%d",&given[i].at);

if(given[i].at<0)

exit(0);

}

for(i=0;i<3-1;i++)

{

for(j=1;j<3;j++)

{

if(given[i].at>given[j].at)

{

x[i]=given[i];

given[i]=given[j];

given[j]=x[i];

}

}

}

given[0].wt=given[2].at;

given[1].wt=given[2].at+given[0].bt;

given[2].wt=given[2].at+given[1].bt+given[0].bt;

for(i=0;i<3;i++)

{

given[i].tt=given[i].wt+given[i].bt;

}

printf("\n============================================================================================\n");

printf("\n=========================== Game starts at %d seconds ==============================================\n",given[2].at);

printf("\n============================================================================================\n");

printf("1.player number\t\t2.match time\t3.arrival time\t4.waiting\t5.turnaroundtime\n");

printf("============================================================================================\n");

for(i=0;i<3;i++)

{

printf("%d\t\t\t",given[i].p);

printf("%d\t\t",given[i].bt);

printf("%d\t\t",given[i].at);

printf("%d\t\t",given[i].wt);

printf("%d\t\t\n",given[i].tt);

}

printf("============================================================================================");

}