

```
#include<stdio.h>
```

```
struct block
```

```
{  
    int pno;  
    int bt,wt,tat,rem_bt;  
}p[4];
```

```
void main()
```

```
{  
    int i,qt,n,count=0,sq=0,temp;  
    int total_wt=0,total_tat=0;  
    float avg_wt,avg_tat;  
    printf("\nEnter the no of Process : ");  
    scanf("%d",&n);  
    for(i=0;i<n;i++)  
    {  
        printf("\nProcess : %d",i+1);  
        printf("\nEnter the Burst Time : ");  
        scanf("%d",&p[i].bt);  
        p[i].rem_bt=p[i].bt;  
        p[i].pno=i+1;  
    }  
    printf("\nEnter the Quantum Time : ");  
    scanf("%d",&qt);  
    printf("\nProcess\tBurst Time\n");  
    for(i=0;i<n;i++)  
    {  
        printf("\n%d\t%d",p[i].pno,p[i].bt);  
    }  
    while(1)  
    {  
        for(i=0,count=0;i<n;i++)  
        {  
            temp=qt;  
            if(p[i].rem_bt==0)  
            {  
                count++;  
                continue;  
            }  
        }  
    }  
}
```

```

if(p[i].rem_bt>qt)
{
    p[i].rem_bt=p[i].rem_bt-qt;
}
else if(p[i].rem_bt>=0)
{
    temp=p[i].rem_bt;
    p[i].rem_bt=0;
}
sq=sq+temp;
p[i].tat=sq;
}
if(count==n)
{
    break;
}
}

printf("\nProcess\tBurst time\tWaiting Time\tTurn Around Time\n");

for(i=0;i<n;i++)
{
    p[i].wt=p[i].tat-p[i].bt;
    total_wt=total_wt+p[i].wt;
    total_tat=total_tat+p[i].tat;
    printf("\n%d\t%d\t%d\t%d\t%d",p[i].pno,p[i].bt,p[i].wt,p[i].tat);
}
avg_wt=(float)total_wt/n;
avg_tat=(float)total_tat/n;
printf("\nAverage Waiting Time : %f",avg_wt);
printf("\nAverage Turn Around Time : %f",avg_tat);
return;
}

```

```
#include<stdio.h>
```

```
struct block
```

```
{  
    int pno;  
    int bt,pr,wt,tat;  
}p[4];
```

```
void main()
```

```
{  
    int total_wt=0.0,total_tat=0.0;  
    float avg_wt,avg_tat;  
    int n,i,j,temp;  
    printf("\nEnter the no of process : ");  
    scanf("%d",&n);  
    for(i=0;i<n;i++)  
    {  
        p[i].pno=i+1;  
        printf("\nProcess : %d",i+1);  
        printf("\nEnter the Burst time : ");  
        scanf("%d",&p[i].bt);  
        printf("Enter the Priority : ");  
        scanf("%d",&p[i].pr);  
    }  
    printf("\nProcess\tBurst Time\tPriority\n");  
    for(i=0;i<n;i++)  
    {  
        printf("\n%d\t%d\t%d",p[i].pno,p[i].bt,p[i].pr);  
    }  
    for(i=0;i<n;i++)  
    {  
        for(j=0;j<n-1;j++)  
        {  
            if(p[j].pr>p[j+1].pr)  
            {  
                temp=p[j].pr;  
                p[j].pr=p[j+1].pr;  
                p[j+1].pr=temp;  
            }  
        }  
    }  
}
```

```
temp=p[j].bt;  
p[j].bt=p[j+1].bt;  
p[j+1].bt=temp;
```

```
temp=p[j].pno;
p[j].pno=p[j+1].pno;
p[j+1].pno=temp;
}
}
}
```

```
p[0].wt=0;
p[0].tat=p[0].bt;
total_wt=total_wt+p[0].wt;
total_tat=total_tat+p[0].tat;
for(i=1;i<n;i++)
{
    p[i].wt=p[i-1].wt+p[i-1].bt;
    p[i].tat=p[i].wt+p[i].bt;
    total_wt=total_wt+p[i].wt;
    total_tat=total_tat+p[i].tat;
}
avg_wt=(float)total_wt/n;
avg_tat=(float)total_tat/n;
```

```
printf("\nProcess\tBurst Time\tPriority\tWaiting Time\tTurn Around Time\n");
for(i=0;i<n;i++)
{
    printf("\n%d\t%d\t%d\t%d\t%d\t%d",p[i].pno,p[i].bt,p[i].pr,p[i].wt,p[i].tat);
}
printf("\nAverage Waiting time : %f",avg_wt);
printf("\nAverage Turn Around time : %f",avg_tat);
return;
}
```

Enter the no of Process : 4

Process : 1

Enter the Burst Time : 10

Process : 2

Enter the Burst Time : 6

Process : 3

Enter the Burst Time : 2

Process : 4

Enter the Burst Time : 4

Enter the Quantum Time : 4

Process Burst Time

1 10

2 6

3 2

4 4

Process	Burst Time	Waiting Time	Turn Around Time
---------	------------	--------------	------------------

1	10	12	22
---	----	----	----

2	6	14	20
---	---	----	----

3	2	8	10
---	---	---	----

4	4	10	14
---	---	----	----

Average Waiting Time : 11.000000

Average Turn Around Time : 16.500000

Enter the no of process : 4

Process : 1

Enter the Burst time : 10

Enter the Priority : 3

Process : 2

Enter the Burst time : 6

Enter the Priority : 2

Process : 3

Enter the Burst time : 2

Enter the Priority : 1

Process : 4

Enter the Burst time : 4

Enter the Priority : 4

Process	Burst Time	Priority
---------	------------	----------

1	10	3
---	----	---

2	6	2
---	---	---

3	2	1
---	---	---

4	4	4
---	---	---

Process	Burst Time	Priority	Waiting Time	Turn Around Time
---------	------------	----------	--------------	------------------

3	2	1	0	2
---	---	---	---	---

2	6	2	2	8
---	---	---	---	---

1	10	3	8	18
---	----	---	---	----

4	4	4	18	22
---	---	---	----	----

Average Waiting time : 7.000000

Average Turn Around time : 12.500000