```c
#include <stdio.h>
struct priority_scheduling {
    char process_name;
    int burst_time;
    int waiting_time;
    int turn_around_time;
    int priority;};
int main() {
    int number_of_process, total = 0;
    struct priority_scheduling temp_process;
    int ASCII_number = 65;
    int position;
    float average_waiting_time, average_turnaround_time;
    printf("Enter the total number of Processes: ");
    scanf("%d", &number_of_process);
    struct priority_scheduling process[number_of_process];
    printf("\nPlease Enter the Burst Time and Priority of each process:\n");
    for (int i = 0; i < number_of_process; i++) {
        process[i].process_name = (char) ASCII_number;
        printf("\nEnter the details of process %c\n", process[i].process_name);
        printf("Enter the burst time: ");
        scanf("%d", &process[i].burst_time);
        printf("Enter the priority: ");
        scanf("%d", &process[i].priority);
        ASCII_number++;}
    for (int i = 0; i < number_of_process; i++) {
        position = i;
        for (int j = i + 1; j < number_of_process; j++) {
            if (process[j].priority > process[position].priority)
                position = j;
        }
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        temp_process = process[i];
        process[i] = process[position];
        process[position] = temp_process;
    }
    process[0].waiting_time = 0;
    for (int i = 1; i < number_of_process; i++) {
        process[i].waiting_time = 0;
        for (int j = 0; j < i; j++) {
            process[i].waiting_time += process[j].burst_time;
        }
        total += process[i].waiting_time;
    }
    average_waiting_time = (float) total / number_of_process;
    total = 0;
    printf("\n\nProcess\tBurst Time\tPriority\tWaiting Time\tTurnaround Time\n");
    for (int i = 0; i < number_of_process; i++) {
        process[i].turn_around_time = process[i].burst_time + process[i].waiting_time;
        total += process[i].turn_around_time;
        printf("  %c\t    %d\t\t    %d\t\t    %d\t\t    %d\n",
                process[i].process_name,
                process[i].burst_time,
                process[i].priority,
                process[i].waiting_time,
                process[i].turn_around_time);
    }
    average_turnaround_time = (float) total / number_of_process;
    printf("\nAverage Waiting Time    : %.2f", average_waiting_time);
    printf("\nAverage Turnaround Time: %.2f\n", average_turnaround_time);
    return 0;
}
```

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Enter the total number of Processes: 4

Please Enter the Burst Time and Priority of each process:

Enter the details of process A
Enter the burst time: 3
Enter the priority: 2

Enter the details of process B
Enter the burst time: 7
Enter the priority: 5

Enter the details of process C
Enter the burst time: 6
Enter the priority: 3

Enter the details of process D
Enter the burst time: 9
Enter the priority: 4
```

Process	Burst Time	Priority	Waiting Time	Turnaround Time
B	7	5	0	7
D	9	4	7	16
C	6	3	16	22
A	3	2	22	25

Average Waiting Time : 11.25
Average Turnaround Time: 17.50