4. Construct a scheduling program with C that selects the waiting process with the smallest execution time to execute next.

## PROGRAM:

```
#include<stdio.h>
int main()
{
  int bt[20],p[20],wt[20],tat[20],i,j,n,total=0,pos,temp;
  float avg_wt,avg_tat;
printf("Enter number of process:");
scanf("%d",&n);
printf("nEnter Burst Time:n");
  for(i=0;i<n;i++)
  {
printf("p%d:",i+1);
scanf("%d",&bt[i]);
    p[i]=i+1;
  }
  for(i=0;i<n;i++)
pos=i;
     for(j=i+1;j< n;j++)
       if(bt[j]<bt[pos])</pre>
pos=j;
     }
     temp=bt[i];
bt[i]=bt[pos];
bt[pos]=temp;
     temp=p[i];
     p[i]=p[pos];
```

```
p[pos]=temp;
  }
wt[0]=0;
  for(i=1;i < n;i++)
wt[i]=0;
    for(j=0;j< i;j++)
wt[i]+=bt[j];
    total+=wt[i];
avg_wt=(float)total/n;
  total=0;
printf("nProcesst Burst Time tWaitingTimetTurnaround Time");
  for(i=0;i< n;i++)
tat[i]=bt[i]+wt[i];
    total+=tat[i];
printf("np%dtt %dtt %dttt%d",p[i],bt[i],wt[i],tat[i]);
  }
avg tat=(float)total/n;
printf("nnAverage Waiting Time=%f",avg_wt);
printf("nAverage Turnaround Time=%fn",avg_tat);
}
```

## OUTPUT: