PRIORITY

#include<stdio.h>

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#include<stdlib.h>

typedef struct

{

int pno;

int pri;

//int pri;

int btime;

int wtime;

}sp;

int main()

{

int i,j,n;

int tbm=0,totwtime=0,totttime=0;

sp \*p,t;

printf("\n PRIORITY SCHEDULING.\n");

printf("\n enter the no of process....\n");

scanf("%d",&n);

p=(sp\*)malloc(sizeof(sp));

printf("enter the burst time and priority:\n");

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

{

printf("process%d:”,i+1);

scanf("%d%d",&p[i].btime,&p[i].pri);

p[i].pno=i+1;

p[i].wtime=0;

}

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

for(j=i+1;j<n;j++)

{

if(p[i].pri>p[j].pri)

{

t=p[i];

p[i]=p[j];

p[j]=t;

}

}

printf("\n process\tbursttime\twaiting time\tturnaround time\n");

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

{

totwtime+=p[i].wtime=tbm;

tbm+=p[i].btime;

printf("\n%d\t\t%d",p[i].pno,p[i].btime);

printf("\t\t%d\t\t%d",p[i].wtime,p[i].wtime+p[i].btime);

}

totttime=tbm+totwtime;

printf("\n total waiting time:%d",totwtime);

printf("\n average waiting time:%f",(float)totwtime/n);

printf("\n total turnaround time:%d",totttime);

printf("\n avg turnaround time:%f",(float)totttime/n);

}

OUTPUT:

