8. Write a program to implement SJF scheduling algorithm

```
#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++)</pre>
    printf("p%d:",i+1);
    scanf("%d",&bt[i]);
    p[i]=i+1;
 //sorting of burst times
  for(i=0;i<n;i++)</pre>
  {
    pos=i;
    for(j=i+1;j<n;j++)</pre>
      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++)</pre>
    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 \tWaiting Time\tTurnaround Time");
for(i=0;i<n;i++)
{
    tat[i]=bt[i]+wt[i];
    total+=tat[i];
    printf("\np%d\t\t %d\t\t %d\t\t\t%d",p[i],bt[i],wt[i],tat[i]);
}

avg_tat=(float)total/n;
printf("\n\nAverage Waiting Time=%f",avg_wt);
printf("\nAverage Turnaround Time=%f\n",avg_tat);
}</pre>
```

OUTPUT:

```
clang version 7.0.0-3~ubuntu0.18.04.1 (tags/RELEASE_700/final)
🕽 g++ -o main SJF.cpp &&./main
Enter number of process:4
Enter Burst Time:
p1:3
p2:4
p3:7
p4:8
Processt
            Burst Time
                             Waiting Time
                                           Turnaround Time
p1
          3
                                 3
p2
                     3
          4
р3
                     7
                                 14
          8
                     14
                                 22
Average Waiting Time=6.000000
Average Turnaround Time=11.500000
- []
```