

Q.2→

```
#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])

pos = j;

}

tmp = bt[i];

bt[i] = bt[pos];

bt[pos] = tmp;

tmp = p[i];

p[i] = p[pos];

p[pos] = tmp;

}

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("n Process Burst Time

(Waiting Time Turnaround Time)");

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

{



```

    totat[i] = bt[i] + wt[i];
    totat += totat[i];
    printf("np %d\t\t %d\t\t %d\t\t %d",
           p[i], bt[i], wt[i], totat[i]);

```

```
avg-wt = (float) total / n;  
printf("n Average Waiting Time = %f", avg-wt);  
printf("n Average Turnaround Time = %f", avg-wt);
```

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"D:\bsc.it\c program\timepass 3.exe"

Enter number of process:4

Enter Burst Time:

p1:10

p2:2

p3:1

p4:4

Process	Burst Time	Waiting Time	Turnaround Time
p3	1	0	1
p2	2	1	3
p4	4	3	7
p1	10	7	17

Average Waiting Time=2.750000

Average Turnaround Time=7.000000

Process returned 0 (0x0) execution time : 19.949 s

Press any key to continue.

```
printf("\n\nAverage Waiting Time=%f", avg_wt);  
printf("\n\nAverage Turnaround Time=%f\n", avg_tat);
```