

2.) #include <stdio.h>

int main()

{

int bt[20], p[20], rot[20], tat[20], i, j, n, total=0,
pos, temp;

float avg = rot, 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;

}

// sorting of burst times

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

{

pos = i

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

{

if (bt[j] < bt[pos])

pos = j;

}

temp = bt[i];

bt[i] = bt[pos];

bt[pos] = temp;

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```
temp = p[i];  
p[i] = p[pos];  
p[pos] = temp;
```

3

$$\text{not}[0] = 0;$$

for ($i=1; i \leq n; i++$)

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$$\text{ret}[i] = 0;$$

```
for (j=0; j<i; j++)
```

$$\text{net}[i] + = \text{bt}[j];$$

```
total += wt[i];
```

3

$$\text{avg \& wt} = (\text{float}) \text{total} / n;$$

total = 0;

```
printf ("n Process Burst Time + Waiting Time + Turnaround  
Time");
```

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

3

$$\text{tot}[i] = \text{det}[i] + \text{net}[i];$$

```
total += tat[i];
```

```
printf("np %d\t\t %d\t\t %d\t\t %d", p[i],  
bt[i], wt[i], tat[i]);
```

3

$$\text{avg_tat} = (\text{float}) \text{ total} / n;$$

```
printf("nn Average Waiting Time = %.2f",
```

```
printf("Average Turnaround Time =  $T.f n$ , avg tat);
```

3

F:\ppr.c - [Executing] - Dev-C++ 5.11

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F:\ppr.exe

Project

```
Enter number of process:4
Enter Burst Time:np1:10
p2:2
p3:1
p4:4
nProcesst   Burst Time   tWaiting TimeTurnaround Timenp3tt   0ttt1np2tt   2tt   1ttt3np4tt   4tt   3ttt7np1tt
10tt   7ttt17nnAverage Waiting Time=2.750000nAverage Turnaround Time=7.000000n
-----
Process exited after 33.58 seconds with return value 34
Press any key to continue . . .
```

```
61     printf("nAverage Turnaround Time=%fn",avg_tat);
62
```