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```
#include <stdio.h>
Unsigned int Heap[100001], Index[100001], position
[100001], Size = 0;
Unsigned int Temp[100001], Temp1[100001];
Unsigned int Arr-Time[100001]; Cook-Time[100
001], Num;
Void merge (int low, int Mid, int High)
{
    int i = Low, j = Mid + 1, K = 0;
    while (i <= Mid && j <= High)
    {
        if (Arr-Time[i] <= Arr-Time[j])
        {
            Temp[K] = Arr-Time[j];
            Temp1[K] = Cook-Time[i];
            i++;
            K++;
        }
        else
        {
            Temp[K] = Arr-Time[j];

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    Temp1[K] = Cook_Time[j];
    j++;
    K++;
}
}
if (i <= Mid)
{
    int l;
    for (l = i; l <= Mid; l++)
    {
        Temp[K] = Arr_Time[l];
        Temp1[K] = Cook_Time[l]; K++;
    }
}
else if (j <= High)
{
    int l;
    for (l = i; l <= Mid; l++)
    {
        Temp[K] = Arr_Time[l];
        Temp1[K] = Cook_Time[l]; K++;
    }
    K = 0;
    for (i = low; i <= High; i++)
    {
        Arr_Time[i] = Temp[K];
        Cook_Time[i] = Temp1[K];
    }
}

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    K++;
}
}
void divide(int low, int High)
{
    if (low < High)
    {
        int Mid = (low + High) / 2;
        divide(low, Mid);
        divide(Mid + 1, High);
        merge(low, Mid, High);
    }
}
void Insert(int Node, unsigned int Value)
{
    int S;
    if (Position[Node] == 0)
    {
        Heap[++Size] = Value;
        Index[Size] = Node;
        Position[Node] = Size;
        S = Size;
    }
}

```

else

$\leftarrow \text{Heap}[\text{Position}[\text{Node}]] = \text{value};$

$S = \text{Positional}[\text{Node}];$

}

while($S \neq 1$)

\leftarrow if($\text{Heap}[S/2] > \text{Heap}[S]$)

\leftarrow

~~int t~~

 int $t = \text{Heap}[S/2];$

$\text{Heap}[S/2] = \text{Heap}[S];$

$\text{Heap}[S] = t;$

$t = \text{Index}[S/2];$

$\text{Index}[S/2] = \text{Index}[S];$

$\text{Index}[S] = t;$

$\text{Position}[\text{Index}[S/2]] = S/2;$

$\text{Position}[\text{Index}[S]] = S;$

 }

else

break;

$S = S/2;$

}

}

int Extract_Min()


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<
    int N = Index[1];
    int S = 1;
    // printf("%d\n", Heap[1]);
    Position[N] = -1;
    Index[1] = Index[Size];
    Position[Index[Size]] = 1;
    Heap[1] = Heap[Size--];
    while(1)
    <
        int T;
        if (Heap[S*2] < Heap[S] && S*2 <= Size
    // Heap[S*2+1] < Heap[S] && S*2+1 <= Size)
    <
        if (Heap[S*2] < Heap[S*2+1])
            T = S*2;
        else
            T = S*2+1;
        int t = Heap[T];
        Heap[T] = Heap[S];
        Heap[S] = t;
        t = Index[T];
        Index[T] = Index[S];
        Index[S] = t;
        Position[Index[T]] = T;
        Position[Index[S]] = S;

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    }
    else
        break;
    S = T;
}
return N;
}
void Init(int N)
{
    int i;
    for(i = 1; i <= N; i++)
    {
        Position[i] = 0;
        Index[i] = 0;
        Heap[i] = 1000000000001;
    }
    Size = N;
}
int main()
{
    int A-T, C-T, i = 1;
    long long Wait-Time = 0, Time = 0;
    scanf("%d", &Num);
    // init(N);
    for(i = 0; i < Num; i++)
        scanf("%u %u", &Arr-Time[i], &Cook-Time[i]);
}

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Code

(7)

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divide (0, Num - 1);  
for (i = Num; i >= 1; i--)
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```
    Arr_Time[i] = Arr_Time[i-1];  
    Cook_Time[i] = Cook_Time[i-1];  
    // printf("%d %d\n", Arr_Time[i],  
    Cook_Time[i]);  
}
```

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Insert (1 Cook_Time[1]);
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i = 2;
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while (i <= Num && Arr_Time[i] == Arr_  
Time [1])
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```
    Insert (i, Cook_Time[i]);  
    i++;
```

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}
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while (Size != 0)
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    int l = Extract_Min();  
    if (Time > Arr_Time[l])
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        Wait_Time += Time - Arr_Time[l] +  
        Cook_Time[l];
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```
        Time += Cook_Time[l];
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```
        // printf("%d %d %d\n", Time, Wait_  
        Time, Cook_Time[l]);
```

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1 = i;
while (i <= Num & Arr-Time[i] <= Time)
{
    Insert(i, cook-Time[i]);
    i++;
}
if (1 = i & i <= Num) // No job is before
    cur-time
{
    Insert(i, cook-Time[i]);
    i++;
    while (i <= Num & Arr-Time[i] == Arr-Time
        [i])
    {
        Insert(i, cook-Time[i]);
        i++;
    }
}
Wait-Time = Wait-Time/Num;
Printf("%d", Wait-Time);
// system("pause");
return 0;
}

```