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Q-1

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```

#include <stdio.h>
unsigned int
Heap[10000], Index[10000], Position[10000]
, size = 0;
unsigned int
Temp[10000], Temp1[10000];
unsigned int
Arr_Time[10000], Cool_Time[10000]
Num;
void mergeC(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[i];
            Temp1[k] = Cool_Time[i];
            i++;
            k++;
        }
    }
  
```

else

{

Temp[K] = Arr - Time [j];

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 (i <= high)

{

int l;

for (l = i; l <= high; 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];

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 [4 + Size] = value;
```

```
        Index [Size] = Node;
```

```
        Position [Node] = Size;
```

```
        S = Size;
```

}

```
    else
```

{

```
        Heap [Position [Node]] = value;
```

```

{
    while (S != 1)
    {
        if (Heap[S/2] > Heap[S])
        {
            int t = Heap[S/2];
            Heap[S/2] = Heap[S];
            Heap[S] = t;

            t = Index[S/2];
            Index[S/2] = Index[S];
            Index[S] = t;

            Position[Index[S/2]] = S/2;
            Position[Index[Index[S]]] = S;
        }
        else
            break;
        S = S/2;
    }
}

```

```

}

int Extract_Min()
{
    int N = Index[1];
    int S = 1;
}

```

```
// Print F ("%d\n", heap[i]);
```

```
Position[N] = -1;
```

```
Index[i] = Index[size];
```

```
Position[Index[size]] = i;
```

```
heap[i] = 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;
```



```

    }
    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] = 1000000000;
    }
    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 = Num; i >= 1; i--)
    {

```



```
Arr_Time[i] = Arr_Time[i-1];  
Cook_Time[i] = Cook_Time[i-1];  
// Print F("%o %o\n", Arr_Time[i], Cook_Time[i]);  
}  
Insert(1, Cook_Time[1]);  
i = 2;
```

```
while (i <= Num && Arr_Time[i] = Arr_Time[1])  
{  
    Insert(i, Cook_Time[i]);  
    i++;  
}
```

```
while (size != 0)
```

```
{  
    int l = Extract_Min();  
    if (Time > Arr_Time[l])  
    {
```

```
        Wait_Time += Time - Arr_Time[l] +  
        Cook_Time[l];  
        Time += Cook_Time[l];
```

```
        // Print F("%o %o %o\n", l, Time,  
        Wait_Time);
```

```
    }
```

```
else
```

```
{
```

Time = Arr\_Time [i]

+1000 - Time [i];

Wait - Time t = Cook - Time [i];

3

// Print f ("%d %d %d\n", Time  
wait - Time);

l = i;

while (i <= Num && Arr\_Time [i] <= Time)

{

Insert (i, Cook - Time [i]);

i++;

}

if (l == 1 && i <= Num) // No job is  
before cum - time

{

Insert (i, Cook - Time [i]);

i++;

while (i <= Num && Arr\_Time [i] <= Arr\_Time  
[i])

{

Insert (i, Cook - Time [i]);

i++;

}

}

}



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classmate

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```
wait_time = wait_time / Num;  
printf("%ld", wait_time);  
// system("Pause");  
return 0;  
}
```

C:\Users\shoagana\Documents\Untitled1.exe

3  
0 3  
1 9  
2 6  
0

.....  
Process exited after 32.2 seconds with return value 0  
Press any key to continue . . .