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```
#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;
        }
        temp = bt[i];
        bt[i] = bt[pos];
    }
}
```

```

bt[prev] = temp;
temp = p[i];
p[i] = p[prev];
p[prev] = temp;

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$$W_H(0) = 0;$$

```
for(i=1; i<n; i++)
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$$wt[0] = 0;$$

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

$$wt[i] + = ht[j];$$

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total += wt[i];
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$$\text{avg-wt} = (\text{float}) \text{total} / n;$$
$$\text{total} = 0;$$

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

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for (i=0; i<n; i++)
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$$tat[i] = bt[i] + wt[i];$$

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

```
Point f(char inp[], d[][], t[][], w[][], k[][],  
d, p[i], b[i], w[i], t[i]);
```

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

```
printf("%d\n", nAverageWaitingTime = 1. f,
avg-wt);
```

```
Printf("In Average Turnaround Time =  $\frac{1}{3} \cdot f(n)$ ",  
avg_tat);  
}
```

Enter Number of process:-

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.

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