

Q 2

```

#include <stdio.h>
int main()
{
    int
    bt[20], wt[20], tat[20]; i, j, h, total = 0, pos, temp;
    float avg wt, avg tat;
    printf("Enter number of process");
    scanf("%d", &h);
    printf("%d. Enter burst time: \n"),
    for(i=0; i<h; i++)
    {
        printf("p %d: ", i+1);
        scanf("%d", &bt[i]);
        p[i] = i+1;
    }
    for(i=0; i<h; i++)
    {
        pos = i;
        for(j=i+1; j<h; j++)
        {
            if(bt[j] < bt[pos])
            {
                pos = j;
            }
            temp = bt[i];
            bt[i] = bt[pos];
            bt[pos] = temp;
            tem = p[i];
        }
    }

```

```
{
    wt[i] = 0
    for(i=0; i<n; i++)
        wt[i] += bt[i];
    total += wt[i];
}
avg wt = (float) total/n; total = 0;
printf("\n process\t Burst time\t waiting time\t Turnover
Time");
for(i=0; i<n; i++)
{
    tat[i] = bt[i] + wt[i];
    total += tat[i];
    printf("\np %d\t %d\t %d\t %d", p[i], bt[i],
    wt[i], tat[i]);
}
avg tat = (float) total/n;
printf("\n\n Average waiting Time %.f", avg-wt);
printf("\n\n Average Turnaround Time = %.f\n",
avg-tat);
}
```



Enter number of processes

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.