CODE 5: CPU SCHEDULING PRIORITY SCHEDULING

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#include <stdio.h>


int main() {
    int n, i, j;
    float avgWT = 0, avgTAT = 0;

    printf("Enter number of processes: ");
    scanf("%d", &n);

    int burstTime[n], waitingTime[n], turnaroundTime[n], process[n], priority[n];

    // Input burst times and priorities
    printf("Enter burst time and priority for each process:\n");
    for (i = 0; i < n; i++) {
        process[i] = i + 1;
        printf("P%d - Burst Time: ", i + 1);
        scanf("%d", &burstTime[i]);
        printf("P%d - Priority: ", i + 1);
        scanf("%d", &priority[i]);
    }

    // Sort processes by priority (smaller number = higher priority)
    for (i = 0; i < n - 1; i++) {
        for (j = i + 1; j < n; j++) {
            if (priority[i] > priority[j]) {
                // swap priority
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            int temp = priority[i];
            priority[i] = priority[j];
            priority[j] = temp;

            // swap burst time
            temp = burstTime[i];
            burstTime[i] = burstTime[j];
            burstTime[j] = temp;

            // swap process IDs
            temp = process[i];
            process[i] = process[j];
            process[j] = temp;
        }
    }
}

// First process waiting time = 0
waitingTime[0] = 0;

// Calculate waiting times
for (i = 1; i < n; i++) {
    waitingTime[i] = waitingTime[i - 1] + burstTime[i - 1];
}

// Calculate turnaround times
for (i = 0; i < n; i++) {
    turnaroundTime[i] = waitingTime[i] + burstTime[i];
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    }

    // Calculate averages
    for (i = 0; i < n; i++) {
        avgWT += waitingTime[i];
        avgTAT += turnaroundTime[i];
    }
    avgWT /= n;
    avgTAT /= n;

    // Display results
    printf("\nProcess\tPriority\tBurst Time\tWaiting Time\tTurnaround Time\n");
    for (i = 0; i < n; i++) {
        printf("P%d\t%d\t\t%d\t\t%d\t\t%d\n", process[i], priority[i], burstTime[i],
waitingTime[i], turnaroundTime[i]);
    }

    printf("\nAverage Waiting Time: %.2f", avgWT);
    printf("\nAverage Turnaround Time: %.2f\n", avgTAT);

    return 0;
}
```