```
#include<stdio.h>
struct process
{
   int WT,AT,BT,TAT,PT;
};
struct process a[10];
int main()
{
   int n,temp[10],t,count=0,short_p,i;
   float total_WT=0,total_TAT=0,Avg_WT,Avg_TAT;
   printf("Enter the number of the process\n");
   scanf("%d",&n);
   printf("Enter the arrival time , burst time and priority of the process\n");
   printf("AT BT PT\n");
   for(i=0;i<n;i++)
   {
      scanf("%d%d%d",&a[i].AT,&a[i].BT,&a[i].PT);
      temp[i]=a[i].BT;
   }
   a[9].PT=10000;

   for(t=0;count!=n;t++)
   {
      short_p=9;
      for(i=0;i<n;i++)
      {
         if(a[short_p].PT>a[i].PT && a[i].AT<=t && a[i].BT>0)
         {
            short_p=i;
         }
      }
```

```
        a[short_p].BT=a[short_p].BT-1;
        if(a[short_p].BT==0)
        {
            count++;
            a[short_p].WT=t+1-a[short_p].AT-temp[short_p];
            a[short_p].TAT=t+1-a[short_p].AT;
            total_WT=total_WT+a[short_p].WT;
            total_TAT=total_TAT+a[short_p].TAT;
        }
    }
    Avg_WT=total_WT/n;
    Avg_TAT=total_TAT/n;
    printf("ID WT TAT\n");
    for(i=0;i<n;i++)
    {
        printf("%d %d\t%d\n",i+1,a[i].WT,a[i].TAT);
    }
    printf("Avg waiting time of the process  is %f\n",Avg_WT);
    printf("Avg turn around time of the process is %f\n",Avg_TAT);
    return 0;
}
```

Input:

Enter the number of the process 5

Enter the arrival time , burst time and priority of the process

AT BT PT 0 5 2 1 3 1 2 6 3 3 4 4 4 5 5

Output: ID WT TAT 1 1 6 2 0 3 3 1 9 4 2 6 5 0 5

Avg waiting time of the process is 1.400000

```
Avg turn around time of the process is 6.000000
```