**main.c**

```c
#include <stdio.h>

struct Process {
    int id;
    int priority;
    int burst_time;
};

void schedule_processes(struct Process processes[], int n) {
    int completed = 0, current_time = 0;

    while (completed < n) {
        int max_priority = -1, selected_index = -1;
        for (int i = 0; i < n; i++) {
            if (processes[i].burst_time > 0 &&
                processes[i].priority >
```

**Output**

```
Executing Process 1 (Priority: 3)
Executing Process 3 (Priority: 2)
Executing Process 2 (Priority: 1)


=== Code Execution Successful ===
```

**main.c** | Run

```c
1   #include <stdio.h>
2   #include <stdlib.h>
3
4   struct Process {
5       int id;
6       int burst_time;
7       int priority;
8   };
9
10  void sortProcesses(struct Process proc[], int n)
    {
11      struct Process temp;
12      for (int i = 0; i < n - 1; i++) {
13          for (int j = i + 1; j < n; j++) {
14              if (proc[i].priority > proc[j]
                    .priority) {
15                  temp = proc[i];
16                  proc[i] = proc[j];
```

**Output** | Clear

```
Process Burst Time  Priority    Waiting Time
        Turnaround Time
2   5       1       0       5
1   10      2       5       15
3   8       3       15      23


=== Code Execution Successful ===
```