## **EXP 6**: Construct a C program to implement pre-emptive priority scheduling algorithm.

```
#include <stdio.h>
int main() {
  int n, i, time = 0, completed = 0;
  int at[20], bt[20], pr[20], rt[20]; // Arrival, Burst, Priority, Remaining Time
  int wt[20], tat[20];
  float total_wt = 0, total_tat = 0;
  printf("Enter number of processes: ");
  scanf("%d", &n);
  // Input arrival time, burst time, priority
  for (i = 0; i < n; i++) {
    printf("Enter arrival time, burst time and priority for process %d: ", i + 1);
    scanf("%d%d%d", &at[i], &bt[i], &pr[i]);
    rt[i] = bt[i]; // Set remaining time = burst time
  }
  int smallest, minPriority;
  int finish time[20];
  int is completed[20] = {0};
  while (completed != n) {
    smallest = -1;
    minPriority = 9999;
    // Find process with highest priority (lowest number)
    for (i = 0; i < n; i++) {
```

```
if (at[i] <= time && rt[i] > 0 && pr[i] < minPriority) {
      minPriority = pr[i];
      smallest = i;
    }
  }
  if (smallest == -1) {
    time++;
    continue;
  }
  rt[smallest]--; // Run process for 1 unit time
  time++;
  // If process is finished
  if (rt[smallest] == 0) {
    completed++;
    finish time[smallest] = time;
    tat[smallest] = finish time[smallest] - at[smallest];
    wt[smallest] = tat[smallest] - bt[smallest];
    total_wt += wt[smallest];
    total tat += tat[smallest];
  }
// Display results
printf("\nProcess\tAT\tBT\tPR\tWT\tTAT\n");
for (i = 0; i < n; i++) {
```

}

}

```
printf("\nAverage Waiting Time = %.2f", total_wt / n);
printf("\nAverage Turnaround Time = %.2f\n", total_tat / n);
return 0;
}
```

## **Sample Input**

Enter number of processes: 3

Enter arrival time, burst time and priority for process 1: 0 5 1

Enter arrival time, burst time and priority for process 2: 2 3 4

Enter arrival time, burst time and priority for process 3: 2 9 0

## **Sample Output**

```
Process AT BT PR WT TAT
P1 0 5 1 9 14
P2 2 3 4 12 15
P3 2 9 0 0 9

Average Waiting Time = 7.00
Average Turnaround Time = 12.67
```