

7.NON-PREEMPTIVE SJF

```
#include <stdio.h>

struct P {int id,bt,ct,tat,wt;}p[10];

int main(){
    int n,i,j,time=0; float avgT=0,avgW=0;
    printf("Enter no. of processes: "); scanf("%d",&n);
    for(i=0;i<n;i++){p[i].id=i+1;
        printf("Burst time for P%d: ",i+1); scanf("%d",&p[i].bt);}
    for(i=0;i<n-1;i++) for(j=i+1;j<n;j++)
        if(p[j].bt<p[i].bt){struct P t=p[i];p[i]=p[j];p[j]=t;}
    for(i=0;i<n;i++){
        time+=p[i].bt; p[i].ct=time;
        p[i].tat=p[i].ct; p[i].wt=p[i].tat-p[i].bt;
        avgT+=p[i].tat; avgW+=p[i].wt;
    }
    printf("\nP BT CT TAT WT\n");
    for(i=0;i<n;i++) printf("P%d %d %d %d %d\n",
        p[i].id,p[i].bt,p[i].ct,p[i].tat,p[i].wt);
    printf("Avg TAT=%.2f Avg WT=%.2f\n",avgT/n,avgW/n);
    return 0;
}
```