class Program

{

struct process

{

public string pname;

public int ppriority;

public int pburste;

public int parival;

public int pwait;

public string pstate;

}

static process Readpro(process proces)

{

Console.Write("input name: ");

proces.pname = Console.ReadLine();

Console.Write("input arival: ");

proces.parival = Int32.Parse(Console.ReadLine());

Console.Write("input priority: ");

proces.ppriority = Int32.Parse(Console.ReadLine());

//Console.Write("input burste:");

//proces.pburste = Int32.Parse(Console.ReadLine());

Console.Write("input wait: ");

proces.pwait = Int32.Parse(Console.ReadLine());

//Console.Write("input state:");

//proces.pstate = Console.ReadLine();

return (proces);

}

static void writepro(process proces)

{

Console.WriteLine("process1 pname:{0} ", proces.pname);

Console.WriteLine("process1 parival:{0} ", proces.parival);

Console.WriteLine("process1 waite:{0} ", proces.pwait);

Console.WriteLine("process1 priority:{0} ", proces.ppriority);

}

static void sjf(process[] process1,int np)

{

Console.WriteLine("running by short time ");

for (int i = 0; i < np; i++)

{

for (int j = i + 1; j < np; j++)

if (process1[i].pwait > process1[j].pwait)

{

process tt;

tt = process1[i];

process1[i] = process1[j];

process1[j] = tt;

}

writepro(process1[i]);

}

}

static void fcfs(process[] process1,int np)

{

Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\* ");

Console.WriteLine("running by first in first out ");

for (int i = 0; i < np; i++)

{

for (int j = i + 1; j < np; j++)

if (process1[i].parival > process1[j].parival)

{

process tt;

tt = process1[i];

process1[i] = process1[j];

process1[j] = tt;

}

writepro(process1[i]);

}

}

static void priority\_m(process[] process1,int np)

{

Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\* ");

Console.WriteLine("running by priority ");

for (int i = 0; i < np; i++)

{

for (int j = i + 1; j < np; j++)

if (process1[i].ppriority > process1[j].ppriority)

{

process tt;

tt = process1[i];

process1[i] = process1[j];

process1[j] = tt;

}

writepro(process1[i]);

}

}

static void Main(string[] args)

{

Console.Write("nmber of process");

int np = int.Parse(Console.ReadLine());

Console.Write("1-Read" + "\n"+ "2-Write" + "\n"+

"3-FCFS" + "\n" + "4-SJF" + "\n" + "5-Priorty" + "\n" + "6-exit" + "\n" + "Choose oprtion");

int x = int.Parse(Console.ReadLine());

process[] process1 = new process[np];

process tt;

while (x != 6)

{

if (x == 1)

for (int y = 0; y < np; y++)

process1[y] = Readpro(process1[y]);

else if (x == 2)

for (int y = 0; y < np; y++)

writepro(process1[y]);

else if (x == 3)

fcfs(process1, np);

else if (x == 4)

sjf(process1, np);

else if (x == 5)

priority\_m(process1, np);

Console.Write("Choose oprtion");

x = int.Parse(Console.ReadLine());

}

Console.Write("The process end");

Console.ReadKey();

}

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