using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

struct process

{

 public string pname;

 public int ppriority;

 public int pburst;

 public int parival;

 public int pwait;

 public string pstat;

 public void getValues(string n, int pr, int pu, int ar,int w,string st)

 {

 pname= n;

 ppriority = pr;

 pburst = pu;

 parival = ar;

 pwait = w;

 pstat = st;

 }

 public void display()

 {

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

 Console.WriteLine("prioriy : {0}", ppriority);

 Console.WriteLine("burst : {0}", pburst);

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

 Console.WriteLine("wait :{0}", pwait);

 Console.WriteLine("stat:{0}", pstat);

 }

};

public class testStructure

{

 public static void Main(string[] args)

 {

 process p1 = new process(); /\* Declare p1 of type process \*/

 process p2 = new process(); /\* Declare p2 of type process \*/

 /\* p 1 specification \*/

 p1.getValues("aaa", 2, 33, 6,1,"running");

 /\* p 2 specification \*/

 p2.getValues("Tt",1,22,4,55,"wait");

 /\* print p1 info \*/

 p1.display();

 /\* print p2 info \*/

 p2.display();

 Console.ReadKey();

 }

}

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