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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