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Design a CPU scheduling program with C using First Come First Served technique with the following considerations. a. All processes are activated at time 0. b. Assume that no process waits on I/O devices.

### ****AIM****

The aim of this program is to implement CPU scheduling using the **First Come First Served (FCFS)** technique, considering that all processes arrive at time 0 and no process waits on I/O devices.

### ****ALGORITHM****

Start the program.

Read the number of processes and their burst times.

Since all processes arrive at time 0, arrange them in the order they were given (arrival order).

Compute:

**Waiting Time (WT):** Time a process waits before execution.

**Turnaround Time (TAT):** Total time spent in the system (WT + Burst Time).

Use the formulae:

WT[0] = 0 (first process waits 0 time)

WT[i] = WT[i-1] + BT[i-1] for i > 0

TAT[i] = WT[i] + BT[i]

Display the process details with Burst Time, Waiting Time, and Turnaround Time.

Compute and display average Waiting Time and Turnaround Time.

End the program.

PROGRAM/OUTPUT:

