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Section - 2B
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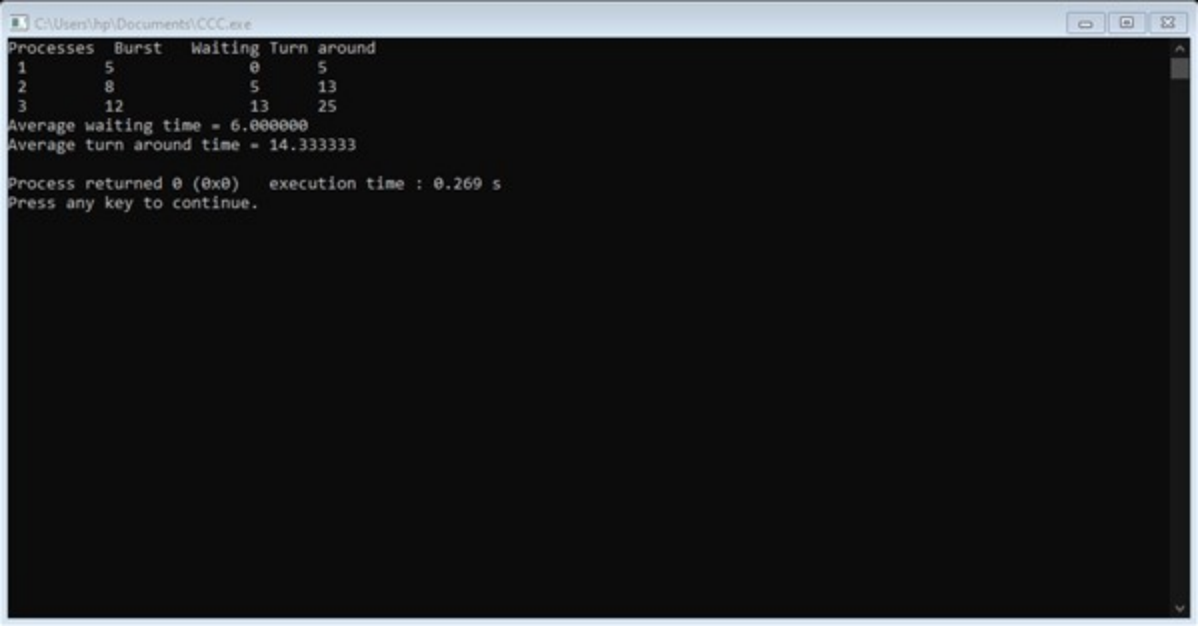
```
# include <studio.h> int
int waitingtime (int proc [], int n, int
burst_time [], int wait_time [] ){
wait_time [0] = 0;
    for (int i = 1; <n; i++) wait_time [i] =
    burst_time [i-1] + wait_time [i-1] ; return 0;
    }
    int turnaroundtime (int proc [], int n, int
    burst_time [], int wait_time [], int tat []) {
      int i;
      for (i=0; i<n; i++) tat [i] = burst_time [] + wait_time [i];
      return 0;
    }
    int avgtime (int proc [], int n, int burst_time []) {
    {
    int wait_time [n], tat [n], total_wt = 0, tatal_tat = 0;
    int i;
    waiting tim (proc, n, burst_time, wait_time);
    turnaroundtime (proc, n, burst_time, wait_time, tat);
    Printf (" Processes Burst Waiting Turn around \n ");
    for (i=0; i<n ; i++)
    {
    Total_wt = total_wt + wait_time [i];
    total_tat = total_tat + tat [i];
    printf ("%d \t %d \t \t %d \t %d \n", i+1, burst time [i],
    wait_time [i], tat [i]; }
```

```
Printf("Average waiting time = %f\n", (float) total_wt / (float) n);
printf ("Average turn around time = %f\n", (float) total_tat /
        (float) n);

    return 0;
}
int main () {
{
int proc [] = {1, 2, 3};
int n = size of proc / size of proc [0];
int burst_time [] = {5, 8, 12};
avgtime (proc, n, burst_time);
return 0;
}
```


C:\Users\hp\Documents\CCC.exe
Processes Burst Waiting Turn around
1 5 0 5
2 8 5 13
3 12 13 25
Average waiting time = 6.000000
Average turn around time = 14.333333
Process returned 0 (0x0) execution time : 0.269 s
Press any key to continue.