/* fcfs scheduling using at(array)*/

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#include <stdio.h>
#include <stdlib.h>
int main() {
  int i, n;
  int totwtime = 0, totttime = 0;
  printf("\n FCFS Scheduling\n");
  printf("Enter the number of processes: ");
  scanf("%d", &n);
  int pid[n], btime[n], wtime[n], ttime[n], atime[n];
  for (i = 0; i < n; i++) {
    pid[i] = i + 1;
     printf("\nEnter burst time of process %d: ", pid[i]);
     scanf("%d", &btime[i]);
     printf("Enter arrival time of process %d: ", pid[i]);
    scanf("%d", &atime[i]);
  }
  // Sort the processes by their arrival times
  for (i = 0; i < n; i++) {
    for (int j = i + 1; j < n; j++) {
       if (atime[i] > atime[j]) {
         int temp = atime[i];
         atime[i] = atime[j];
         atime[j] = temp;
         temp = btime[i];
         btime[i] = btime[j];
```

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btime[j] = temp;
        temp = pid[i];
        pid[i] = pid[j];
        pid[j] = temp;
      }
    }
  }
  // Calculate waiting time and turnaround time
  for (i = 0; i < n; i++) {
    if (i > 0) {
      wtime[i] = wtime[i - 1] + btime[i - 1] - atime[i];
      if (wtime[i] < 0) {
        wtime[i] = 0; // If the previous waiting time is negative, set it to 0 as waiting time can't be
negative
      }
    } else {
      wtime[i] = 0; // For the first process
    }
    ttime[i] = wtime[i] + btime[i];
    totwtime += wtime[i];
    totttime += ttime[i];
  }
  printf("\nProcesses\tBurst\tWaiting\tTurnaround\tArrival\n");
  for (i = 0; i < n; i++) {
    }
```

```
printf("\nAverage Waiting time = \%f", (float)totwtime / n); \\ printf("\nAverage Turnaround time = \%f\n", (float)totttime / n); \\ return 0; \\
```

}