# Topic 3: 3. 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.

#include <stdio.h>  
  
int main() {  
 int n, bt[20], wt[20], tat[20];  
 float avg\_wt = 0, avg\_tat = 0;  
 scanf("%d", &n);  
 for (int i = 0; i < n; i++) {  
 scanf("%d", &bt[i]);  
 }  
 wt[0] = 0;  
 for (int i = 1; i < n; i++) {  
 wt[i] = wt[i - 1] + bt[i - 1];  
 }  
 for (int i = 0; i < n; i++) {  
 tat[i] = wt[i] + bt[i];  
 avg\_wt += wt[i];  
 avg\_tat += tat[i];  
 }  
 avg\_wt /= n;  
 avg\_tat /= n;  
 for (int i = 0; i < n; i++) {  
 printf("P%d %d %d %d\n", i+1, bt[i], wt[i], tat[i]);  
 }  
 return 0;  
}