16. FCFS burst time

#include <stdio.h>

int main()

{

int numProcesses = 3;

int burstTime[] = {10, 15, 25};

int waitingTime[numProcesses], turnaroundTime[numProcesses];

waitingTime[0] = 0;

turnaroundTime[0] = burstTime[0];

int i;

for (i = 1; i < numProcesses; i++) {

waitingTime[i] = waitingTime[i-1] + burstTime[i-1];

turnaroundTime[i] = waitingTime[i] + burstTime[i];

}

float totalWaitingTime = 0, totalTurnaroundTime = 0;

for (i = 0; i < numProcesses; i++) {

totalWaitingTime += waitingTime[i];

totalTurnaroundTime += turnaroundTime[i];

}

printf("Average waiting time: %f\n", totalWaitingTime/numProcesses);

printf("Average turnaround time: %f\n", totalTurnaroundTime/numProcesses);

return 0;

}

OUTPUT

