```
#include <stdio.h>
int main()
 {
    int n, i,quantum, processes[10], bt[10], remaining_bt[10],total_wt = 0, total_tat = 0;
    int wt[10],tat[10],time = 0;  // Track total time
            int done = 0;  // Count of processes that are done
    // Input number of processes
    printf("Enter number of processes: ");
    scanf("%d", &n);
    // Input process burst times
    printf("Enter burst time for each process:\n");
    for (i = 0; i < n; i++)
                {
       processes[i] = i + 1;  // Process numbers starting from 1
       printf("Process %d: ", i + 1);
       scanf("%d", &bt[i]);
           }
    for (int i = 0; i < n; i++)
       {
       remaining_bt[i] = bt[i];
       }

          // Input time quantum
    printf("Enter time quantum: ");
    scanf("%d", &quantum);
```

```
while (done < n)
{
   for ( i = 0; i < n; i++)
   {

      if (remaining_bt[i] > 0)
            {
         if (remaining_bt[i] > quantum)
                        {
            remaining_bt[i] = remaining_bt[i] -quantum;
            time = time+quantum;
            }
         else
         {
            time=time+remaining_bt[i];
            wt[i] = time - remaining_bt[i]; // Waiting time
            remaining_bt[i] = 0;
            done++;
         }
      }
   }
}

    for (int i = 0; i < n; i++)
```

```
        {
    tat[i] = bt[i] + wt[i];  // Turnaround Time = Burst Time + Waiting Time
        }
    for (int i = 0; i < n; i++)
    {
    total_wt += wt[i];
    total_tat += tat[i];
    }
    float avg_wt = (float)total_wt / n;
    float avg_tat = (float)total_tat / n;
    // Output the results
    printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");
    for ( i = 0; i < n; i++)
    {
    printf("%d\t%d\t\t%d\t\t%d\n", processes[i], bt[i], wt[i], tat[i]);
    }

    printf("\nAverage Waiting Time: %.2f", avg_wt);
    printf("\nAverage Turnaround Time: %.2f", avg_tat);
}
```