```
#include<stdio.h>
void findWaitingTime(int processes[], int n,

                     int bt[], int wt[])
{
   wt[0] = 0;
   for (int  i = 1; i < n ; i++ )

      wt[i] =  bt[i-1] + wt[i-1] ;
}

void findTurnAroundTime( int processes[], int n,

               int bt[], int wt[], int tat[])
{

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

      tat[i] = bt[i] + wt[i];
}

void findavgTime( int processes[], int n, int bt[])
{

   int wt[n], tat[n], total_wt = 0, total_tat = 0;

   findWaitingTime(processes, n, bt, wt);
   findTurnAroundTime(processes, n, bt, wt, tat);
   printf("Processes   Burst time   Waiting time   Turn around time\n");
```

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

    {

        total_wt = total_wt + wt[i];

        total_tat = total_tat + tat[i];

        printf("   %d ",(i+1));

        printf("       %d ", bt[i] );

        printf("       %d",wt[i] );

        printf("       %d\n",tat[i] );

    }

    int s=(float)total_wt / (float)n;

    int t=(float)total_tat / (float)n;

    printf("Average waiting time = %d",s);

    printf("\n");

    printf("Average turn around time = %d ",t);
}
```

```
int main()
{

   int processes[] = { 1, 2, 3};

   int n = sizeof processes / sizeof processes[0];



   int  burst_time[] = {10, 5, 8};




   findavgTime(processes, n,  burst_time);

   return 0;
}
```