**FCFS CPU SCHEDULING ALGORITHM:**

#include<stdio.h>

#include<unistd.h>

int main()

{

int bt[20], wt[20], tat[20], i, n;

float wtavg, tatavg;

printf("\nEnter the number of processes -- ");

scanf("%d", &n);

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

{

printf("\nEnter Burst Time for Process %d -- ", i);

scanf("%d", &bt[i]);

}

wt[0] = wtavg = 0;

tat[0] = tatavg = bt[0];

for(i=1;i<n;i++)

{

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

tat[i] = tat[i-1] + bt[i];

wtavg = wtavg + wt[i];

tatavg = tatavg + tat[i];

}

printf("\tPROCESS \tBURST TIME \t WAITING TIME \t TURNAROUND TIME\n");

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

printf("\n\t P%d \t\t%d \t\t\t%d \t\t%d", i, bt[i], wt[i], tat[i]);

printf("\nAverage Waiting Time -- %f", wtavg/n);

printf("\nAverage Turnaround Time -- %f", tatavg/n);

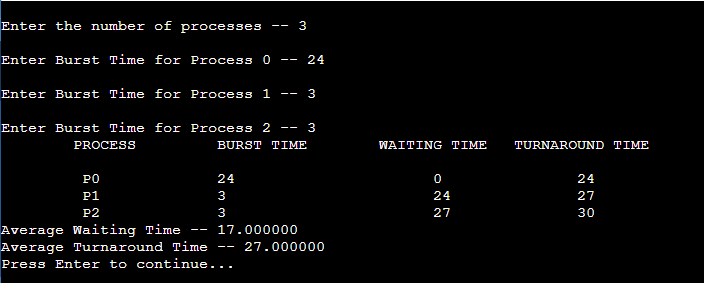
printf("\nPress Enter to continue...");

getchar(); // equivalent to getch()

return 0;

}

**OUTPUT:**

****