#include<stdio.h>

void findWaitingTime(int processes[], int n, int bt[], int wt[], int tat[])

{

int i;

wt[0] = 0;

tat[0] = bt[0];

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

{

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

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

}

}

void findAvgTime(int processes[], int n, int bt[])

{

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

float avg\_wt = 0, avg\_tat = 0;

findWaitingTime(processes, n, bt, wt, tat);

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

{

avg\_wt += wt[i];

avg\_tat += tat[i];

}

avg\_wt /= n;

avg\_tat /= n;

printf("\nAverage waiting time: %f", avg\_wt);

printf("\nAverage turnaround time: %f", avg\_tat);

}

int main()

{

int processes[] = {0, 1, 2};

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

int burst\_time[] = {2, 4, 8};

findAvgTime(processes, n, burst\_time);

return 0;

}

OUTPUT

Average waiting time: 2.666667

Average turnaround time: 7.333333

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Process exited after 0.03169 seconds with return value 0

Press any key to continue . . .