#include<stdio.h>

int main()

{

int i, n = 3;

int burst\_time[3] = {10, 15, 25};

int waiting\_time[n], turnaround\_time[n], completion\_time[n];

waiting\_time[0] = 0;

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

completion\_time[i] = completion\_time[i-1] + burst\_time[i-1];

waiting\_time[i] = completion\_time[i-1] - 0;

turnaround\_time[i] = completion\_time[i] - 0;

}

completion\_time[n-1] = completion\_time[n-2] + burst\_time[n-2] + burst\_time[n-1];

int total\_waiting\_time = 0, total\_turnaround\_time = 0;

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

total\_waiting\_time += waiting\_time[i];

total\_turnaround\_time += turnaround\_time[i];

}

float avg\_waiting\_time = (float) total\_waiting\_time / n;

float avg\_turnaround\_time = (float) total\_turnaround\_time / n;

printf("Average waiting time: %.2f\n", avg\_waiting\_time);

printf("Average turnaround time: %.2f\n", avg\_turnaround\_time);

return 0;

}

OUTPUT

Average waiting time: 4.00

Average turnaround time: 13.33

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Process exited after 0.05005 seconds with return value 0

Press any key to continue . . .