

```

#include<iostream>

using namespace std;

struct process{
    int pId ;
    int burstTime ;
};

int main(){
    int numberOfProcesses;

    //number of process
    cout << "\nNUMBER OF PROCESS: ";
    cin >> numberOfProcesses;

    struct process p[numberOfProcesses];
    struct process temp;
    int i;
    int j;
    int waitingTime = 0;
    float totalWaitingTime = 0;

    //burst time
    for(i=0; i<numberOfProcesses; i++){
        p[i].pId = i+1 ;
        cout << "===== \n";
        cout << "PROCESS " << i+1 << " \n";
        cout << "\tBURST TIME: ";
        cin >> p[i].burstTime;
        totalWaitingTime += p[i].burstTime;
    }

    //sort
    for(i=0; i<numberOfProcesses; i++){
        for(j=0; j<numberOfProcesses; j++){
            if(p[j].burstTime>p[i].burstTime){
                temp = p[i];
                p[i] = p[j] ;
                p[j] = temp;
            }
        }
    }

    //display
    cout << "\n===== \n";
    cout << "    PROCESS\t    BURST TIME\t    WAITING TIME\n\n";
    for(i=0; i<numberOfProcesses; i++){
        cout << "\tP" << p[i].pId << "\t\t" << p[i].burstTime;
        cout << "\t\t" << waitingTime << " \n";
        waitingTime = waitingTime + p[i].burstTime ;
    }
    cout << "===== \n";

    //average waiting time
    cout << "AVERAGE WAITING TIME = ";
    cout << totalWaitingTime/numberOfProcesses << " \n\n" ;
    return 0;
}

```