```
FCFS
#include<stdio.h>
typedef struct {
  int pID,aT,bT,sT,cT,taT,wT;
} Process;
void calculateTimes(Process p[], int n) {
  int currT = 0;
  for (int i = 0; i < n; i++) {
    p[i].sT = currT;
    p[i].cT = currT + p[i].bT;
    p[i].taT = p[i].cT - p[i].aT;
    p[i].wT = p[i].taT - p[i].bT;
    currT = p[i].cT;
  }
}
void displayp(Process p[], int n) {
  printf("Process\tArrival Time\tCPU Time\tStart Time\tCompletion Time\tTurnaround
Time\tWaiting Time\n");
  for (int i = 0; i < n; i++) {
    p[i].bT, p[i].sT, p[i].cT,
        p[i].taT, p[i].wT);
  }
}
int main() {
  int n;
  double sum;
```

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printf("Enter the number of processes: ");
scanf("%d", &n);
Process p[n];
for (int i = 0; i < n; i++) {
  printf("Enter the arrival time and CPU time for process %d: ", i + 1);
  scanf("%d %d", &p[i].aT, &p[i].bT);
  p[i].pID = i + 1;
}
calculateTimes(p, n);
displayp(p, n);
for (int i = 0; i < n - 1; i++) {
  for (int j = 0; j < n - i - 1; j++) {
     if (p[j].aT > p[j + 1].aT) {
       Process temp = p[j];
       p[j] = p[j+1];
       p[j + 1] = temp;
  }
}
calculateTimes(p, n);
displayp(p, n);
printf("\nAverage waiting time:\n");
for(int i=0;i< n;i++)
{
  sum+=p[i].bT;
}
printf("\n\% f", sum/4);
return 0;
```

}

## **OUTPUT**