3.FCFS(FIRST COME FIRST SERVED)

```
#include <stdio.h>
int main() {
    int n;
    printf("Enter number of processes: ");
    scanf("%d", &n);
  int burst[n], waiting[n], turnaround[n];
    float avg_wt = 0, avg_tat = 0;
  for (int i = 0; i < n; i++) {
        printf("Enter burst time for P%d: ", i + 1);
        scanf("%d", &burst[i]);
    }
waiting[0] = 0;  // first process has no waiting time
    for (int i = 1; i < n; i++) {
        waiting[i] = waiting[i - 1] + burst[i - 1];
    }
 for (int i = 0; i < n; i++) {
        turnaround[i] = waiting[i] + burst[i];
    }
 for (int i = 0; i < n; i++) {
        avg_wt += waiting[i];
        avg_tat += turnaround[i];
    }
    avg_wt /= n;
    avg_tat /= n;
printf("\nProcess\tBurst\tWaiting\tTurnaround\n");
    for (int i = 0; i < n; i++) {
        printf("P%d\t%d\t%d\t%d\n", i + 1, burst[i], waiting[i], turnaround[i]);
    }
printf("\nAverage Waiting Time: %.2f", avg_wt);
```

```
    printf("\nAverage Turnaround Time: %.2f\n", avg_tat);

    return 0;
}
```