EXP-3 :-

PROGRAM :-

```
#include <stdio.h>
struct Process {
    int burst_time;
};
void findAvgTime(struct Process proc[], int n) {
    int wait_time = 0, turn_around_time = 0, total_wait = 0, total_turn_around = 0;
    for (int i = 0; i < n; i++) {
        turn_around_time = wait_time + proc[i].burst_time;
        total_wait += wait_time;
        total_turn_around += turn_around_time;
        wait_time += proc[i].burst_time;
    }
    printf("Average waiting time: %.2f\n", (float)total_wait / n);
    printf("Average turn around time: %.2f\n", (float)total_turn_around / n);
}
int main() {
    struct Process proc[] = { {5}, {3}, {8} };
    int n = sizeof(proc) / sizeof(proc[0]);
    findAvgTime(proc, n);
    return 0;
}
```

OUTPUT :-

```
Average waiting time: 4.33
Average turn around time: 9.67


=== Code Execution Successful ===
```