EXP-7 :-

```
#include <stdio.h>
typedef struct {
    int id, burst_time, waiting_time, turnaround_time;
} Process;
void calculateTimes(Process proc[], int n) {
    int total_wait = 0, total_turnaround = 0;
    proc[0].waiting_time = 0;
    for (int i = 0; i < n; i++) {
        if (i > 0)
            proc[i].waiting_time = proc[i - 1].waiting_time + proc[i - 1].burst_time;
        proc[i].turnaround_time = proc[i].waiting_time + proc[i].burst_time;
        total_wait += proc[i].waiting_time;
        total_turnaround += proc[i].turnaround_time;
    }
    printf("Average waiting time: %.2f\n", (float)total_wait / n);
    printf("Average turnaround time: %.2f\n", (float)total_turnaround / n);
}
void sortProcesses(Process proc[], int n) {
    for (int i = 0; i < n - 1; i++)
        for (int j = i + 1; j < n; j++)
            if (proc[i].burst_time > proc[j].burst_time) {
                Process temp = proc[i];
                proc[i] = proc[j];
                proc[j] = temp;
            }
}
int main() {
    Process proc[] = { {1, 6}, {2, 8}, {3, 7}, {4, 3} };
    int n = sizeof(proc) / sizeof(proc[0]);
    sortProcesses(proc, n);
```

```
    calculateTimes(proc, n);
    return 0;
}
```

OUTPUT :-

```
Average waiting time: 7.00
Average turnaround time: 13.00


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