3.Design a CPU scheduling program with C using First Come First Served technique with the following considerations.

A. Code:

```
#include<stdio.h>
int main()
{
int bt[20],p[20],wt[20],tat[20],i,j,n,total=0,pos,temp;float
avg_wt,avg_tat;
printf("Enter number of process:");
scanf("%d",&n);
printf("Enter Burst Time:\n");
for(i=0;i<n;i++)
{
printf("p%d:",i+1);
scanf("%d",&bt[i]);
p[i]=i+1;
}
for(i=0;i<n;i++){
pos=i;
for(j=i+1;j<n;j++)
{
if(bt[j]<bt[pos])
pos=j;
}
temp=bt[i];
bt[i]=bt[pos];
bt[pos]=temp;
temp=p[i];
p[i]=p[pos];
p[pos]=temp;
}
wt[0]=0;
for(i=1;i<n;i++)
{
wt[i]=0;
for(j=0;j<i;j++)
wt[i]+=bt[j];
total+=wt[i];
}
avg_wt=(float)total/n;
total=0;
printf("Processt Burst Time tWaiting TimetTurnaround Time\n");
for(i=0;i<n;i++)
{
tat[i]=bt[i]+wt[i];
total+=tat[i];
printf("p%dtt %dtt %dttt%d\n",p[i],bt[i],wt[i],tat[i]);
```

```
}
avg_tat=(float)total/n;
printf("Average Waiting Time=%f/n",avg_wt);
printf("Average Turnaround Time=%fn",avg_tat);
}
```

Output: