

```

#include<stdio.h>
#include<limits.h> // for INT_MAX

int i, j, n, flag, totalWT = 0, totalTAT = 0, proarr[20], noarr[20], ptr = -1;
int currentTime = 0, completed = 0, shortest = 0, minRemTime = INT_MAX;

struct process
{ int num, TR;
  int AT, BT, CT, TAT, WT;} pro[10], temp;

int main()
{ printf("Enter the Number of Processes: ");
  scanf("%d", &n);
  for (i = 0; i < n; i++)
  { printf("Enter Process %d - Arrival Time & Burst Time: ", (i + 1));
    pro[i].num = (i + 1);
    scanf("%d", &pro[i].AT);
    scanf("%d", &pro[i].BT);
    pro[i].TR = pro[i].BT; }

  while (completed != n)
  { for (i = 0; i < n; i++)
    { if ((pro[i].AT <= currentTime) && (pro[i].TR < minRemTime) && (pro[i].TR > 0))
      { shortest = i;
        minRemTime = pro[i].TR; } }

    pro[shortest].TR--;
    minRemTime = pro[shortest].TR;

    if (ptr == -1 || proarr[ptr] != shortest)
    { ptr++;
      proarr[ptr] = shortest;
      noarr[ptr] = currentTime; }
    else
      noarr[ptr]++;
    if (minRemTime == 0)
      minRemTime = INT_MAX;
    if (pro[shortest].TR == 0)
    {
      completed++;
      pro[shortest].CT = currentTime + 1;
      pro[shortest].TAT = pro[shortest].CT - pro[shortest].AT;
      pro[shortest].WT = pro[shortest].TAT - pro[shortest].BT;
      totalWT += pro[shortest].WT;
      totalTAT += pro[shortest].TAT; }
    currentTime++; }

  printf("\n\nGANTT CHART \n-----\n");
  for (i = 0; i <= ptr; i++)
    printf("| P%d\t", proarr[i] + 1);
  printf("\n-----\n0\t");
  for (i = 0; i <= ptr; i++)
    printf("%d\t", noarr[i] + 1);
  printf("\n %15s %15s %15s %15s %15s %15s", "Process", "Arrival", "Burst", "Completion",
"TurnAround", "Waiting");
  printf("\n-----");
  for (i = 0; i < n; i++)
    printf("\n      P%d %13d %15d %15d %15d %15d",
      pro[i].num, pro[i].AT, pro[i].BT, pro[i].CT, pro[i].TAT, pro[i].WT);

  printf("\n\n Average Waiting Time   : %.2f ms", (float) totalWT / n);
  printf("\n Average TurnAround Time   : %.2f ms", (float) totalTAT / n);
  return 0; }

```