#include <stdio.h>

int main() {

int n, i;

printf("Enter the number of processes: ");

scanf("%d", &n);

int burst\_time[n], waiting\_time[n], turnaround\_time[n];

float total\_waiting = 0, total\_turnaround = 0;

printf("Enter burst times for each process:\n");

for (i = 0; i < n; i++) {

printf("P%d: ", i + 1);

scanf("%d", &burst\_time[i]);

}

waiting\_time[0] = 0;

for (i = 1; i < n; i++) {

waiting\_time[i] = waiting\_time[i - 1] + burst\_time[i - 1];

total\_waiting += waiting\_time[i];

}

for (i = 0; i < n; i++) {

turnaround\_time[i] = waiting\_time[i] + burst\_time[i];

total\_turnaround += turnaround\_time[i];

}

printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");

for (i = 0; i < n; i++) {

printf("P%d\t%d\t\t%d\t\t%d\n", i + 1, burst\_time[i], waiting\_time[i], turnaround\_time[i]);

}

printf("\nAverage Waiting Time: %.2f\n", total\_waiting / n);

printf("Average Turnaround Time: %.2f\n", total\_turnaround / n);

return 0;

}

