#include <stdio.h>

#define NUM\_PROCESSES 3

int main() {

int burst\_times[NUM\_PROCESSES] = {10, 15, 25};

int waiting\_times[NUM\_PROCESSES] = {0};

int turnaround\_times[NUM\_PROCESSES] = {0};

int total\_waiting\_time = 0;

int total\_turnaround\_time = 0;

// calculate waiting time for each process

for (int i = 1; i < NUM\_PROCESSES; i++) {

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

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

}

// calculate turnaround time for each process

for (int i = 0; i < NUM\_PROCESSES; i++) {

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

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

}

// print out results

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

for (int i = 0; i < NUM\_PROCESSES; i++) {

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

}

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

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

return 0;

}