**EXPERIMENT: 03** Design a CPU scheduling program with C using First Come First Served technique with the following considerations.

**PROGRAM:**

#include <stdio.h>

int main() {

int n, i;

int bt[20], wt[20], tat[20], ct[20];

float avg\_wt = 0, avg\_tat = 0;

printf("Enter number of processes: ");

scanf("%d", &n);

printf("Enter Burst Times:\n");

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

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

scanf("%d", &bt[i]);

}

// First process completion time = burst time

ct[0] = bt[0];

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

ct[i] = ct[i - 1] + bt[i];

}

// Turnaround Time and Waiting Time

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

tat[i] = ct[i]; // Since AT = 0

wt[i] = tat[i] - bt[i];

avg\_wt += wt[i];

avg\_tat += tat[i];

}

printf("\nProcess\tBT\tCT\tTAT\tWT\n");

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

printf("P%d\t%d\t%d\t%d\t%d\n", i + 1, bt[i], ct[i], tat[i], wt[i]);

}

printf("\nAverage Turnaround Time: %.2f", avg\_tat / n);

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

return 0;

}

**OUTPUT:**

**A screenshot of a computer

AI-generated content may be incorrect.**