```
#include<stdio.h>

struct block
{
 int pno;
 int bt,wt,tat;
}p[4];

void main()
{
 int i,n;
 int total_wt=0.0,total_tat=0.0;
 float avg_wt,avg_tat;
 printf("\nEnter the no of process : ");
 scanf("%d",&n);
 for(i=0;i<n;i++)
  {
   p[i].pno=i+1;
   printf("\nProcess : %d",i+1);
   printf("\nEnter the Burst time : ");
   scanf("%d",&p[i].bt);
  }
  p[0].wt=0;
  p[0].tat=p[0].bt;
  total_wt=total_wt+p[0].wt;
  total_tat=total_tat+p[0].tat;
```

```
for(i=1;i<n;i++)
   {
    p[i].wt=p[i-1].wt+p[i-1].bt;
    p[i].tat=p[i].wt+p[i].bt;
    total_wt=total_wt+p[i].wt;
    total_tat=total_tat+p[i].tat;
   }
  printf("\nProcess\tBurst Time\tWaiting Time\tTurn Around Time\n");
  for(i=0;i<n;i++)
   {
    printf("\n%d\t%d\t\t%d\t\t%d",p[i].pno,p[i].bt,p[i].wt,p[i].tat);
   }
  avg_wt=(float)total_wt/n;
  avg_tat=(float)total_tat/n;
  printf("\nAverage Waiting Time : %f",avg_wt);
  printf("\nAverage Turn Around Time : %f",avg_tat);
  return;
 }
```

1

```
Enter the no of process : 4

Process : 1
Enter the Burst time : 10

Process : 2
Enter the Burst time : 6

Process : 3
Enter the Burst time : 2

Process : 4
Enter the Burst time : 4

Process Burst Time      Waiting Time    Turn Around Time

1       10              0               10
2       6               10              16
3       2               16              18
4       4               18              22
Average Waiting Time : 11.000000
Average Turn Around Time : 16.500000_
```

2

```
Enter the no of process : 4

Process : 1
Enter the Burst time : 10

Process : 2
Enter the Burst time : 6

Process : 3
Enter the Burst time : 2

Process : 4
Enter the Burst time : 4

Process Burst Time      Waiting Time    Turn Around Time

3       2               0               2
4       4               2               6
2       6               6               12
1       10              12              22
Average Waiting Time : 5.000000
Average Turn Around Time : 10.500000_
```

```
#include<stdio.h>

struct block
{
 int pno;
 int bt,wt,tat;
}p[4];

void main()
{
 int total_wt=0.0,total_tat=0.0;
 float avg_wt,avg_tat;
 int i,n,j,temp;
 printf("\nEnter the no of process : ");
 scanf("%d",&n);
 for(i=0;i<n;i++)
  {
   p[i].pno=i+1;
   printf("\nProcess : %d",i+1);
   printf("\nEnter the Burst time : ");
   scanf("%d",&p[i].bt);
  }
  for(i=0;i<n;i++)
   {
    for(j=0;j<n-1;j++)
     {
      if(p[j].bt>p[j+1].bt)
       {
        temp=p[j].bt;
        p[j].bt=p[j+1].bt;
        p[j+1].bt=temp;
        temp=p[j].pno;
        p[j].pno=p[j+1].pno;
        p[j+1].pno=temp;
       }
     }
   }
```

```
 p[0].wt=0;
 p[0].tat=p[0].bt;
 total_wt=total_wt+p[0].wt;
 total_tat=total_tat+p[0].tat;
 for(i=1;i<n;i++)
  {
   p[i].wt=p[i-1].wt+p[i-1].bt;
   p[i].tat=p[i].wt+p[i].bt;
   total_wt=total_wt+p[i].wt;
   total_tat=total_tat+p[i].tat;
  }
    printf("\nProcess\tBurst Time\tWaiting Time\tTurn Around Time\n");
 for(i=0;i<n;i++)
  {
   printf("\n%d\t%d\t\t\t%d\t\t\t%d",p[i].pno,p[i].bt,p[i].wt,p[i].tat);
  }
 avg_wt=(float)total_wt/n;
 avg_tat=(float)total_tat/n;
 printf("\nAverage Waiting Time : %f",avg_wt);
 printf("\nAverage Turn Around Time : %f",avg_tat);
 printf("\nProcess\tBurst Time\n");
 return;
}
```