Os Practical 4 os

```
#include <iostream>
#include <iomanip>
using namespace std;
int main() {
  int total process;
  int burst time[30], waiting time[30], turnaround time[30];
    float average waiting time = 0.0, average turnaround time =
0.0;
  // Input the number of processes
  cout << "Enter the Number of Processes to Execute: ":
  cin >> total process;
  // Input the burst times of the processes
  cout << "Enter the Burst Time of Processes:\n":
  for (int count = 0; count < total process; count++) {
     cout << "Process [" << count + 1 << "]: ";
     cin >> burst time[count];
  }
  // Initialize waiting time for the first process
  waiting time[0] = 0;
  // Calculate waiting times
  for (int count = 1; count < total process; count++) {
     waiting time[count] = 0;
     for (int j = 0; j < count; j++) {
       waiting time[count] += burst time[j];
     }
  }
```

```
// Calculate turnaround times and averages
     cout << "\nProcess\tBurst Time\tWaiting Time\tTurnaround
Time\n":
  for (int count = 0; count < total process; count++) {
                 turnaround time[count] = burst time[count] +
waiting time[count];
    average waiting time += waiting time[count];
    average turnaround time += turnaround time[count];
    cout << "Process [" << count + 1 << "]\t"
       << burst time[count] << "\t\t"
       << waiting time[count] << "\t\t"
       << turnaround time[count] << endl;
  }
  // Calculate and print averages
  average waiting time /= total process;
  average turnaround time /= total process;
   cout << "\nAverage Waiting Time = " << fixed << setprecision(2)</pre>
<< average waiting time << endl;
       cout << "Average Turnaround Time = " << fixed <<
setprecision(2) << average turnaround time << endl;
  return 0;
}
```

OutPut:

