```
#include<stdio.h>
void main()
{
int i, NOP, sum=0,count=0, y, quant, wt=0, tat=0, at[10], bt[10], temp[10];
float avg_wt, avg_tat;
printf(" Total number of process in the system: ");
scanf("%d", &NOP);
y = NOP;
for(i=0; i<NOP; i++)
{
printf("\n Enter the Arrival and Burst time of the Process[%d]\n",i+1);
printf(" Arrival time is: \t");
scanf("%d", &at[i]);
printf("\nBurst time is: \t");
scanf("%d", &bt[i]);
temp[i] = bt[i];
}
printf("Enter the Time Quantum for the process: \t");
scanf("%d", &quant);
printf("\n Process No \t\t Burst Time \t\t TAT \t\t Waiting Time ");
for(sum=0, i = 0; y!=0; )
{
if(temp[i] <= quant && temp[i] > 0)
{
sum = sum + temp[i];
temp[i] = 0;
count=1;
}
else if(temp[i] > 0)
{
temp[i] = temp[i] - quant;
sum = sum + quant;
}
if(temp[i]==0 && count==1)
{
y--;
printf("\nProcess No[%d] \t\t %d\t\t\t\t %d\t\t\t %d", i+1, bt[i], sum-at[i], sum-at[i]-bt[i]);
tat = tat+sum-at[i];
wt=wt+tat-bt[i];
count =0;
}
if(i==NOP-1)
{
i=0;}
else if(at[i+1]<=sum)
{
i++;
}
else
{
i=0;
}
}
avg_wt = wt/NOP; avg_tat = tat/NOP;
 printf("\nAverage Turn Around Time: \t%f", avg_wt);
```