```
2 = int main() {
 3
         int at[10], bt[10], pr[10];
         int n, i, j, temp, time = 0, count, over = 0;
 4
         int sum wait = 0, sum turnaround = 0, start;
 6
         float avgwait, avgturn;
         printf("Enter the number of processes: ");
 8
         scanf("%d", &n);
 9
         for (i = 0; i < n; i++) {
10
             printf("Enter the arrival time and burst time for process %d: ", i + 1);
11
             scanf("%d%d", &at[i], &bt[i]);
12
             pr[i] = i + 1;
13
14 -
         for (i = 0; i < n - 1; i++) {
15 E
             for (j = i + 1; j < n; j++) {
16 =
                 if (at[i] > at[i]) {
17
                     temp = at[i]; at[i] = at[j]; at[j] = temp;
18
                     temp = bt[i]; bt[i] = bt[j]; bt[j] = temp;
                     temp = pr[i]; pr[i] = pr[j]; pr[j] = temp;
19
20
21
22
         printf("\n\nProcess\t | Arrival\t | Burst\t | Start\t | End\t | Waiting\t | Turnaround\n\n");
23
24 -
         while (over < n) {
25
             count = 0;
26 =
             for (i = over; i < n; i++) {
27
                 if (at[i] <= time)</pre>
28
                     count++;
29
                 else
30
                     break;
31
```

#include <stdio.h>

```
32 🖹
             if (count > 1) {
33 ⊟
                 for (i = over; i < over + count - 1; i++) {
34 -
                     for (j = i + 1; j < over + count; j++) {
35 ⊟
                         if (bt[i] > bt[j]) {
36
                             temp = bt[i]; bt[i] = bt[j]; bt[j] = temp;
37
                             temp = at[i]; at[i] = at[j]; at[j] = temp;
38
                             temp = pr[i]; pr[i] = pr[j]; pr[j] = temp;
39
40
41
42
43
             start = time;
44
             time += bt[over];
             printf("P[%d]\t|\t%d\t|\t%d\t|\t%d\t|\t%d\t|\t%d\t|\t%d\t|\t%d\n",
45
46
                    pr[over], at[over], bt[over], start, time,
                    time - at[over] - bt[over],
47
48
                    time - at[over]);
49
             sum_wait += time - at[over] - bt[over];
50
             sum turnaround += time - at[over];
51
             over++;
52
53
         avgwait = (float) sum_wait / n;
54
         avgturn = (float) sum turnaround / n;
55
         printf("\nAverage Waiting Time = %.2f", avgwait);
56
         printf("\nAverage Turnaround Time= %.2f\n", avgturn);
57
         return 0;
58
```

