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

```c
        if (temp[i] == 0 && count == 1) {
            y--;
            printf("\nProcess[%d]\t\t%d\t\t%d\t\t%d", i + 1, bt[i], sum - at[i], sum - at[i] - bt[i]);
            wt += sum - at[i] - bt[i];
            tat += sum - at[i];
            count = 0;
        }
        if (i == NOP - 1) {
            i = 0;
        } else if (at[i + 1] <= sum) {
            i++;
        } else {
            i = 0;
        }
    }
    avg_wt = (float)wt / NOP;
    avg_tat = (float)tat / NOP;
    printf("\n\nAverage Waiting Time: %.2f", avg_wt);
    printf("\nAverage Turn Around Time: %.2f\n", avg_tat);
    return 0;
}
```

```
Total number of processes in the system: 3

Enter the Arrival and Burst time of Process[1]
Arrival time: 5
Burst time: 9

Enter the Arrival and Burst time of Process[2]
Arrival time: 4
Burst time: 6

Enter the Arrival and Burst time of Process[3]
Arrival time: 2
Burst time: 2
Enter the Time Quantum for the process: 2

Process No        Burst Time        TAT             Waiting Time
Process[3]            2              6                   4
Process[2]            6              12                  6
Process[1]            9              12                  3

Average Waiting Time: 4.33
Average Turn Around Time: 10.00
```