FCFS

#include<stdio.h>

#include<stdlib.h>

struct fcfs {

int pid;

int btime;

int wtime;

int ttime;

} p[10];

int main() {

int i, n;

int totwtime = 0, totttime = 0;

printf("\nFCFS Scheduling...\n");

printf("Enter the number of processes: ");

scanf("%d", &n);

for(i = 0; i < n; i++) {

p[i].pid = i + 1;

printf("\nEnter burst time of process %d: ", p[i].pid);

scanf("%d", &p[i].btime);

}

p[0].wtime = 0;

p[0].ttime = p[0].btime;

totttime += p[0].ttime;

for(i = 1; i < n; i++) {

p[i].wtime = p[i-1].wtime + p[i-1].btime;

p[i].ttime = p[i].wtime + p[i].btime;

totttime += p[i].ttime;

totwtime += p[i].wtime;

}

printf("\nProcess\tWaiting Time\tTurnaround Time\n");

for(i = 0; i < n; i++) {

printf("%d\t%d\t\t%d\n", p[i].pid, p[i].wtime, p[i].ttime);

}

printf("\nTotal Waiting Time: %d", totwtime);

printf("\nAverage Waiting Time: %.2f", (float)totwtime / n);

printf("\nTotal Turnaround Time: %d", totttime);

printf("\nAverage Turnaround Time: %.2f\n", (float)totttime / n);

return 0;

}

OUTPUT:

