

```

#include <stdio.h>

int main ()
{
    int
    bt[20], p[20], wt[20], tat[20], i, j, n, total = 0, pos, temp;
    float avg_wt, avg_tat;
    printf ("Enter number of process:");
    scanf ("%d", &n);

    printf ("\nEnter Burst Time: \n");
    for (i = 0; i < n; i++)
    {
        printf ("p %d: ", i+1);
        scanf ("%d", &bt[i]);
        p[i] = i+1;
    }

    // sorting of burst times
    for (i = 0; i < n; i++)
    {
        pos = i;
        for (j = i+1; j < n; j++)
        {
            if (bt[j] < bt[pos])
                pos = j;
        }
        temp = bt[i];
        bt[i] = bt[pos];
        bt[pos] = temp;
    }

    wt[0] = 0;

```



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

```
    wt[i] = 0;
```

```
    for (j=0; j<i; j++)  
        wt[i] += bt[j];
```

```
    total += wt[i];  
}
```

```
avg_wt = ((float) total / n);  
total = 0;
```

```
printf("\n Process\t Burst Time\t waiting Time  
Turnaround time");
```

```
{ for (i=0; i<u; i++)  
{
```

```
    tat[i] = bt[i] + wt[i];
```

```
    total += tat[i];
```

```
    printf("\n p\t\t %d\t\t %d\t\t %d\t\t %d", p[i], bt[i],  
        wt[i], tat[i]);
```

```
}
```

```
avg_tat = ((float) total / n);
```

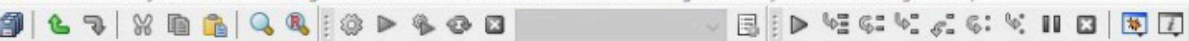
```
printf("\n\n Average Waiting time = %.f", avg_wt);
```

```
printf("\n Average Turnaround time = %.f", avg_tat);
```

```
}
```


c - Code::Blocks 20.03

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main() : int

```
"D:\bsc.it\c program\timpass 3.exe"
Enter number of process:4
Enter Burst Time:
p1:10
p2:2
p3:1
p4:4

Process      Burst Time      Waiting Time      Turnaround Time
p3           1              0                1
p2           2              1                3
p4           4              3                7
p1          10              7               17

Average Waiting Time=2.750000
Average Turnaround Time=7.000000

Process returned 0 (0x0)   execution time : 19.949 s
Press any key to continue.
_
```

```
printf("\n\nAverage Waiting Time=%f", avg_wt);
```