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#include <iostream>
using namespace std;
void findwaitingtime (int processes[],
int n, int bt[], int wt[], int at[])
{
    int service_time[n];
    service_time[0] = at[0];
    wt[0] = 0;
    for (int i = 1; i < n; i++)
    {
        service_time[i] = service_time[i-1] +
            bt[i-1];
        wt[i] = service_time[i] - at[i];
        if (wt[i] < 0)
            wt[i] = 0;
    }
}

void findturnaroundtime (int processes[],
int n, int bt[], int wt[], int tat[])
{
    for (int i = 0; i < n; i++)
        tat[i] = bt[i] + wt[i];
}

void findavagetime (int processes[], int n,
int bt[], int at[])
{
    int wt[n], tat[n];
    findwaitingtime (processes, n, bt, wt, at);
    findturnaroundtime (processes, n, bt, wt, tat);
}

```

```

cout << "Processes" << "Burst time" << "Arrival  

time" << "Waiting time" << "Turn-around  

time" << "Completion time\n";
int total_wt = 0, total_tat = 0;
for (int i = 0; i < n; i++)
{
    total_wt = total_wt + wt[i];
    total_tat = total_tat + tat[i];
    int compl_time = tat[i] + at[i];
    cout << " " << i+1 << "\t\t" << bt[i]
    << "\t\t" << at[i] << "\t\t" <<
    wt[i] << "\t\t" << tat[i] << "\t\t"
    << compl_time << endl;
}

cout << "Average waiting time = " <<
(float) total_wt / (float) n;
cout << "\n Average turn around  

time = " << (float) total_tat / (float) n;
}

int main()
{
    int processes[] = {1, 2, 3};
    int n = size of processes / size of processes[0];
    int burst_time[] = {5, 9, 6};
    int arrival_time[] = {0, 3, 6};
    find average time (processes, n, burst_time,
    arrival_time);
    return 0;
}

```