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```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int arrival_time[10], burst_time[10], temp[10];
```

```
    int i, smallest, count = 0, time, limit;
```

```
    double wait_time = 0
```

```
    turnaround_time = 0, end;
```

```
    float average_waiting_time, average_turnaround_time;
```

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

```
    scanf ("%d", &limit);
```

```
    printf ("Enter Details of %d processes\n", limit);
```

```
    for (i = 0; i < limit; i++)
```

```
{
```

```
    printf ("Enter Arrival time ");
```

```
    scanf ("%d", &arrival_time[i]);
```

```
    printf ("Enter Burst time : ");
```

```
    scanf ("%d", &burst_time[i]);
```

```
    temp[i] = burst_time[i];
```

```
}
```

```
    burst_time[9] = 9999;
```

```
    for (time = 0; count != limit; time++)
```

{
Smallest = q;

for (j = 0; j < limit; j++)

{
if (arrival_time[i] <= time && burst_time[i]
< burst_time[smallest] && burst_time[i] > 0)

{

smallest = i;

}

}

burst_time[smallest] = ;

if (burst_time[smallest] == 0)

{
Count++;

end = time + 1;

wait_time = wait_time + end - arrival_time -

[smallest] - temp[smallest];

turnaround_time = turnaround_time + end -
arrival_time[smallest];

}

}

Average_waiting_time = wait_time / limit;

Average_turnaround_time = turnaround_time / limit;

pointf ("Init Average waiting time; \t%lf\n", average -
waiting_time);

pointf ("Average turnaround time; \t%lf\n",
average_turnaround_time);

return 0;

}

Sohil
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