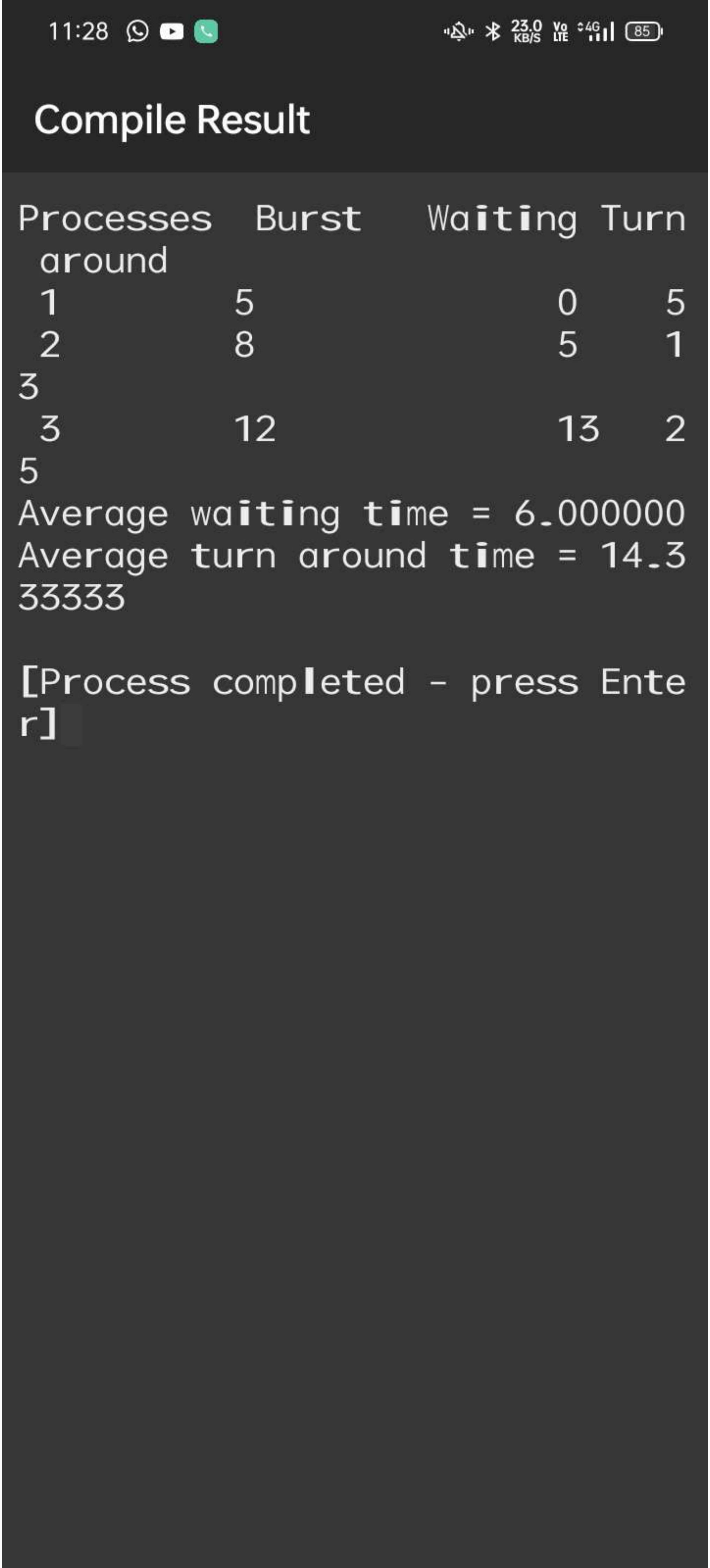
```
① # include < stdio.h>
int  waiting time (int proc[], int n, int burst time[
                    int wait time[])
{
   wait_time[0] = 0;
   for(int i=1; i<n ; i++)
    wait time = burst time [i-1] + wait time[i-1];
    return 0;
}
  int turn around time (int proc[], int n, int burst
    time[], int wait time[i-1]; int  tat[])
{
  int  i;
  for(i = 0 ; i<n ; i++)
 tat[i] = burst time[], int wait-time[i];
 return 0;
}
  int avgtime (intproc[]; int n, bursttime[])
{
  int  wait_time[n], tat[n], total_wt = 0
    total_tat = 0;
  int i;
  waiting time(proc, n, burst time, wait time);
  turn around time (proc, n, burst time, wait time, tat);
  printf("Processes burst waiting Turn around\n");
    for ( i=0; i<n ; i++)
  { total_wt = total wt + wait time[i];
```

~~return 0;~~

```
total tat = total_tat + tat[i];
printf ("%d \t %d\t\t %d\t %d\n", i+1
        burst time[i], wait time[i], tat [i]); }

 printf ("Average waiting time = %f \n", (float)total_w
         /(float)n);
 printf ("Average turn ground time = %f \n",
         (float) total_tat /(float) n);
  return 0;
}
int main ()
int proc[] = {1, 2, 3};
int n = size of proc / size of proc[0];
int burst time[] = {5, 8, 12};
avg time (proc, n, burst time);
return 0;
}
```



Compile Result

```
Processes  Burst   Waiting Turn
 around
 1        5              0    5
 2        8              5    1
3
 3        12             13   2
5
Average waiting time = 6.000000
Average turn around time = 14.3
33333

[Process completed - press Ente
r]
```

Process	A.1	CPU T
	0	
P0	0	6
P1	1	8
P2	2	10
P3	3	11

P0	P1	P2	P3

0 6 14 24 35

Tuen Around time — CA — AT

~~W.A~~

W.T = TAT — B.T

Procus	A.T	CPU.T	TAT	W.T
P0	0	6	6	0
P1	1	8	7	1
P2	2	10	8	2
P3	3	11	8	3