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Section - A
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1. WAP to implement FCFS scheduling algorithms.

```
#include <stdio.h>
int main()
{
 int bt[10]={0}, at[10]={0}, tat[10]={0}, wt[10]={0}, ct[10]={0};
 int n, sum=0;
 float totalTAT=0, totalWT=0;
 printf("Enter number of processes: ");
 scanf("%d", &n);
printf("\nEnter arrival time and burst time for each process\n\n");
 for(int i=0; i<n; i++)
 {
   printf("Arrival time of P[%d]: ", i+1);
   scanf("%d", &at[i]);
   printf("Burst time of P[%d]: ", i+1);
   scanf("%d", &bt[i]);
   printf("\n");
 }
 for(int j=0; j<n; j++)
 {
    sum+=bt[j];
    ct[j]+=sum;
 }
 for(int k=0; k<n; k++)
 {
    tat[k]=ct[k]-at[k];
  totalTAT+=tat[k];
 }
```

```
for(int k=0; k<n; k++)
{
    wt[k] = tat[k] - bt[k];
    totalWT += wt[k];
}
printf("Process\t Arrival Time\t Burst Time\t Complete Time\t
      Turnaround Time\t Waiting Time\t\n\n");
for(int i=0; i<n; i++)
{
    printf("P%d\t\t%d\t\t %d\t\t %d\t\t %d\t\t %d\t\t\n", i+1, at[i],
          bt[i], ct[i], tat[i], wt[i]);
}
printf("\n\n Average Turnaround Time = %.2f\n", totalTAT/n);
printf(" Average Waiting Time = %.2f\n", totalWT/n);

return 0;
}
```