```c
#include <stdio.h>
int waitingtime(int proc[], int n,
int burst_time[], int wait_time[]) {
    wait_time[0] = 0;
    for (int i = 1; i < n ; i++ )
    wait_time[i] = burst_time[i-1] + wait_time[i-1] ;
    return 0;
}
int turnaroundtime( int proc[], int n,
int burst_time[], int wait_time[], int tat[]) {
    int i;
    for ( i = 0; i < n ; i++)
    tat[i] = burst_time[i] + wait_time[i];
    return 0;
}
int avgtime( int proc[], int n, int burst_time[]) {
    int wait_time[n], tat[n], total_wt = 0, total_tat = 0;
    int i;
    waitingtime(proc, n, burst_time, wait_time);
    turnaroundtime(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];
        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_wt / (float)n);
    printf("Average turn around time = %f\n", (float)total_tat / (float)n);
    return 0;
}
int main() {
    int proc[] = { 0, 1, 2, 3};
    int n = sizeof proc / sizeof proc[0];
    int burst_time[] = {6, 8, 10, 11};
    avgtime(proc, n, burst_time);
    return 0;
}
```

```
Processes  Burst   Waiting Turn around
 1         6                0       6
 2         8                6       14
 3         10               14      24
 4         11               24      35
Average waiting time = 11.000000
Average turn around time = 19.750000

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Process exited after 0.06297 seconds with return value 0
Press any key to continue . . .
```