

```

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[i] = burst_time[i-1] + wait_time[i-1];
    return 0;
}

int turn_around_time (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 avg_time (int proc[], int n, burst_time[])
{
    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];
    }
}

```

```
total_tat = total_tat + tat[i];  
printf("%d\t.%d\t\t%d\t\t%d\n", i+1,  
burst_time[i], wait_time[i], tat[i]);
```

Compile Result

Processes around	Burst	Waiting	Turn
1	5	0	5
2	8	5	1
3			
3	12	13	2
5			

Average waiting time = 6.000000
Average turn around time = 14.333333

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