CODE : 3 **CREATE CUP SCHEDULING FIRST COME FIRST SERVED(FCFS)**

```
#include <stdio.h>

int main() {
    int n, i;
    float avgWT = 0, avgTAT = 0;

    printf("Enter number of processes: ");
    scanf("%d", &n);

    int burstTime[n], waitingTime[n], turnaroundTime[n];

    printf("Enter burst times for each process:\n");
    for (i = 0; i < n; i++) {
        printf("P%d: ", i + 1);
        scanf("%d", &burstTime[i]);
    }

    // First process waiting time = 0
    waitingTime[0] = 0;

    // Calculate waiting time
    for (i = 1; i < n; i++) {
        waitingTime[i] = waitingTime[i - 1] + burstTime[i - 1];
```

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    }

    // Calculate turnaround time
    for (i = 0; i < n; i++) {
        turnaroundTime[i] = waitingTime[i] + burstTime[i];
    }

    // Calculate averages
    for (i = 0; i < n; i++) {
        avgWT += waitingTime[i];
        avgTAT += turnaroundTime[i];
    }
    avgWT /= n;
    avgTAT /= n;

    // Display results
    printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");
    for (i = 0; i < n; i++) {
        printf("P%d\t%d\t\t%d\t\t%d\n", i + 1, burstTime[i], waitingTime[i], turnaroundTime[i]);
    }

    printf("\nAverage Waiting Time: %.2f", avgWT);
    printf("\nAverage Turnaround Time: %.2f\n", avgTAT);

    return 0;
}
```