```c
#include <stdio.h>

// Have we completed all tasks?
int isCompleted(int *exec, int n){
    for(int i = 0; i < n; i++)
        if(exec[i] > 0)
            return 0;
    return 1;
}

// Print the output neatly
void printAll(int *completion, int n){
    for(int i = 0; i < n; i++){
        printf("%d", completion[i]);
        if(i < n-1) printf("\n");
    }
}

int min(int a, int b){
    return a < b ? a : b;
}

int max(int a, int b){
    return a + b - min(a, b);
}

int main(){
    int n, B;
    scanf("%d %d", &n, &B);
    int exec[n], completion[n], t = 0, i, burst;
    for(i = 0; i < n; i++)
        scanf("%d", &exec[i]);
    // Till we have not completed all tasks
    while(!isCompleted(exec, n)){
        for(i = 0; i < n; i++){
            // If it is a completed task dont bother
            if(!exec[i])
                continue;
            burst = min(exec[i], B); // Allot the task atmost B seconds
            t += burst;
            exec[i] -= burst; //
            if(!exec[i]) // If the task just got completed, record time
                completion[i] = t;
        }
    }
    printAll(completion, n);
    return 0;
}
```