#include<stdio.h>

#include<stdlib.h>

#include<string.h>

#include<ctype.h>

struct process

{

char proname[10];

int burst\_time;

int wait\_time;

int turna\_time;

};

void main()

{

FILE \*fp;

fp=fopen("/home/etc/Desktop/swap/output.c","w");

struct process p1[20]={0};

int n=0,i,j,k=0,temp=0;

char temp1[10];

float avgw\_time,totalw\_time,totalt\_a\_time,avg\_t\_a\_time;

printf("Enter the number of processes:\n");

scanf("%d",&n);

printf("Enter the details of processes (name,burst time)\n");

for(i=1;i<=n;i++)

{

printf("\n%d",i);

scanf("\t%s\t%d",p1[i].proname,&p1[i].burst\_time);

}

p1[0].wait\_time=0;

p1[0].burst\_time=0;

for(i=1;i<=n;i++)

{

p1[i].wait\_time=p1[i-1].burst\_time+p1[i-1].wait\_time;

totalw\_time=totalw\_time+p1[i].wait\_time;

p1[i].turna\_time=p1[i].burst\_time+p1[i].wait\_time;

totalt\_a\_time=totalt\_a\_time+p1[i].turna\_time;

}

fprintf(fp,"Sr.No\tProcess Name\tBurst Time\tWaiting Time\tTurn around Time\n");

for(i=1;i<=n;i++)

{

fprintf(fp,"\n%d\t\t%s\t\t%d\t\t%d\t\t%d",i,p1[i].proname,p1[i].burst\_time,p1[i].wait\_time,p1[i].turna\_time);

}

avgw\_time=totalw\_time/n;

fprintf(fp,"\nAverage waiting time is: %f\n",avgw\_time);

avg\_t\_a\_time=totalt\_a\_time/n;

fprintf(fp,"\nAverage turn around time is: %f\n",avg\_t\_a\_time);

}