#include <stdio.h>

int main() {

int n, i, time, remaining, flag = 0;

int quantum;

int wait\_time = 0, turnaround\_time = 0;

printf("Enter number of processes: ");

scanf("%d", &n);

int burst\_time[n], rem\_bt[n];

for(i = 0; i < n; i++) {

printf("Enter burst time for process P%d: ", i+1);

scanf("%d", &burst\_time[i]);

rem\_bt[i] = burst\_time[i]; // Initialize remaining burst time

}

printf("Enter Time Quantum: ");

scanf("%d", &quantum);

printf("\nProcess\tBurst Time\tWaiting Time\tTurnaround Time\n");

remaining = n; // Number of remaining processes

int t = 0; // Current time

while(remaining > 0) {

for(i = 0; i < n; i++) {

if(rem\_bt[i] > 0) {

if(rem\_bt[i] > quantum) {

t += quantum;

rem\_bt[i] -= quantum;

} else {

t += rem\_bt[i];

int wt = t - burst\_time[i];

int tat = t;

wait\_time += wt;

turnaround\_time += tat;

printf("P%d\t%d\t\t%d\t\t%d\n", i+1, burst\_time[i], wt, tat);

rem\_bt[i] = 0;

remaining--;

}

}

}

}

printf("\nAverage Waiting Time: %.2f", (float)wait\_time / n);

printf("\nAverage Turnaround Time: %.2f\n", (float)turnaround\_time / n);

return 0;

}

