## Write a C program to simulate the following CPU scheduling algorithm to find turnaround time and waiting time for First Come First Serve (FCFS).

```
#include <stdio.h>
void sort(int proc_id[], int at[], int bt[], int n) {
  int temp;
  for (int i = 0; i < n - 1; i++) {
     for (int j = i + 1; j < n; j++) {
        if (at[j] < at[i]) {
          temp = at[i];
          at[i] = at[j];
          at[i] = temp;
          temp = bt[i];
          bt[i] = bt[i];
          bt[j] = temp;
          temp = proc_id[i];
          proc_id[i] = proc_id[i];
          proc_id[j] = temp;
       }
     }
  }
}
int main() {
  int n, c = 0;
  printf("Enter number of processes: ");
  scanf("%d", &n);
  int proc_id[n], at[n], bt[n], ct[n], tat[n], wt[n];
  double avg_tat = 0.0, ttat = 0.0, avg_wt = 0.0, twt = 0.0;
  for (int i = 0; i < n; i++)
     proc_id[i] = i + 1;
  printf("Enter arrival times:\n");
  for (int i = 0; i < n; i++)
     scanf("%d", &at[i]);
  printf("Enter burst times:\n");
  for (int i = 0; i < n; i++)
     scanf("%d", &bt[i]);
  sort(proc_id, at, bt, n);
    for (int i = 0; i < n; i++) {
     if (c \ge at[i]) {
        c += bt[i];
     } else {
```

```
c = at[i] + bt[i];
    }
    ct[i] = c;
   for (int i = 0; i < n; i++) {
   tat[i] = ct[i] - at[i];
    wt[i] = tat[i] - bt[i];
   ttat += tat[i];
   twt += wt[i];
  }
 avg_tat = ttat / (double)n;
 avg_wt = twt / (double)n;
 printf("FCFS scheduling:\n");
 printf("PID\tAT\tBT\tCT\tTAT\tWT\n");
 for (int i = 0; i < n; i++) {
    }
 printf("\nAverage turnaround time: %.2lf ms\n", avg_tat);
 printf("Average waiting time: %.2lf ms\n", avg_wt);
 return 0;
}
```

## **OUTPUT:**

```
Enter number of processes: 3
Enter arrival times:
0
4
6
Enter burst times:
5
3
8
FCFS scheduling:
PID
        AT
                BT
                        CT
                                 TAT
                                         WT
1
                5
        0
                         5
                                 5
                                         0
2
        4
                3
                         8
                                 4
                                         1
3
        6
                8
                         16
                                 10
                                         2
Average turnaround time: 6.33 ms
Average waiting time: 1.00 ms
```