```
#include <stdio.h>
int main()
{
   // Matrix for storing Process Id, Burst
   // Time, Average Waiting Time & Average
   // Turn Around Time.
   int A[100][4];
   int i, j, n, total = 0, index, temp;
   float avg_wt, avg_tat;
   printf("Enter number of process: ");
   scanf("%d", &n);
   printf("Enter Burst Time:\n");
   // User Input Burst Time and alloting Process Id.
   for (i = 0; i < n; i++) {
      printf("P%d: ", i + 1);
      scanf("%d", &A[i][1]);
      A[i][0] = i + 1;
   }
   // Sorting process according to their Burst Time.
   for (i = 0; i < n; i++) {
      index = i;
      for (j = i + 1; j < n; j++)
         if (A[j][1] < A[index][1])
            index = j;
      temp = A[i][1];
      A[i][1] = A[index][1];
      A[index][1] = temp;

      temp = A[i][0];
      A[i][0] = A[index][0];
      A[index][0] = temp;
```

```
    }
    A[0][2] = 0;
    // Calculation of Waiting Times
    for (i = 1; i < n; i++) {
        A[i][2] = 0;
        for (j = 0; j < i; j++)
            A[i][2] += A[j][1];
        total += A[i][2];
    }
    avg_wt = (float)total / n;
    total = 0;
    printf("P     BT     WT     TAT\n");
    // Calculation of Turn Around Time and printing the
    // data.
    for (i = 0; i < n; i++) {
        A[i][3] = A[i][1] + A[i][2];
        total += A[i][3];
        printf("P%d     %d     %d      %d\n", A[i][0],
               A[i][1], A[i][2], A[i][3]);
    }
    avg_tat = (float)total / n;
    printf("Average Waiting Time= %f", avg_wt);
    printf("\nAverage Turnaround Time= %f", avg_tat);
}
```

OUTput-

```
Enter number of process: 5
Enter Burst Time:
P1: 6
P2: 2
P3: 8
P4: 3
P5: 4
P      BT      WT      TAT
P2      2      0       2
P4      3      2       5
P5      4      5       9
P1      6      9       15
P3      8      15       23
Average Waiting Time= 6.200000
Average Turnaround Time= 10.800000
```