#include <stdio.h>

#define SERVER\_COUNT 4

// Function to calculate the average time

int calculateAverageTime(int serverTimes[], int count) {

int sum = 0;

for (int i = 0; i < count; i++) {

sum += serverTimes[i];

}

int average = sum / count;

return average;

}

// Function to adjust the local time

void adjustLocalTime(int \*localTime, int offset) {

\*localTime += offset;

}

int main() {

int localTime = 0;

int serverTimes[SERVER\_COUNT] = {10, 8, 12, 6};

int offsets[SERVER\_COUNT];

// Calculate the offset for each server

for (int i = 0; i < SERVER\_COUNT; i++) {

offsets[i] = serverTimes[i] - localTime;

}

// Calculate the average offset

int averageOffset = calculateAverageTime(offsets, SERVER\_COUNT);

// Adjust the local time using the average offset

adjustLocalTime(&localTime, averageOffset);

// Print the adjusted time

printf("Adjusted Time: %d\n", localTime);

return 0;

}