3. **Design a CPU scheduling program with C using First Come First Served technique with the following considerations.**
   a. All processes are activated at time 0.
   b. Assume that no process waits on I/O devices.

```
#include <stdio.h>
int main()
   int n, bt[20], wt[20], tat[20];
   int i, total_wt = 0, total_tat = 0;
   printf("Enter number of processes: ");
   scanf("%d", &n);
   printf("Enter burst time of each process:\n");
   for (i = 0; i < n; i++) {
      printf("P%d: ", i + 1);
      scanf("%d", &bt[i]);
   }
   wt[0] = 0;
   for (i = 1; i < n; i++)
      wt[i] = wt[i - 1] + bt[i - 1];
   for (i = 0; i < n; i++)
      tat[i] = wt[i] + bt[i];
   for (i = 0; i < n; i++) {
      total_wt += wt[i];
      total_tat += tat[i];
   }
   printf("\nProcess\tBurst\tWaiting\tTurnaround\n");
   for (i = 0; i < n; i++)
   printf("P%d\t%d\t%d\t%d\n", i + 1, bt[i], wt[i], tat[i]);
   printf("\nAverage Waiting Time = %.2f", (float)total_wt / n);
   printf("\nAverage Turnaround Time = %.2f\n", (float)total_tat / n);
   return 0;
}
```

Output