```
#include <stdio.h>
int main() {
  int n, i, j, temp;
  int bt[10], pid[10], wt[10], tat[10];
  float avg_wt = 0, avg_tat = 0;
  printf("Enter number of processes: ");
  scanf("%d", &n);
  for(i=0; i<n; i++) {
     pid[i] = i+1;
     printf("Burst time for P%d: ", pid[i]);
     scanf("%d", &bt[i]);
  }
  for(i\!\!=\!\!0;\,i\!\!<\!\!n\!\!-\!\!1;\,i\!\!+\!\!+\!\!)\;\{
     for(j=i+1; j < n; j++) {
        if(bt[i] > bt[j]) {
           temp = bt[i]; bt[i] = bt[j]; bt[j] = temp;
           temp = pid[i]; pid[i] = pid[j]; pid[j] = temp;
  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++) {
     avg_wt += wt[i];
     avg_tat += tat[i];
  }
```

```
avg_wt /= n;
avg_tat /= n;
printf("\nP\tBT\tWT\tTAT\n");
for(i=0; i<n; i++)
    printf("P%d\t%d\t%d\t%d\n", pid[i], bt[i], wt[i], tat[i]);
printf("\nAverage Waiting Time: %.2f", avg_wt);
printf("\nAverage Turnaround Time: %.2f\n", avg_tat);
return 0;
}</pre>
```