# EXPERIMENT 3

# Design a CPU scheduling program with C using First Come First Served technique with the following considerations.

1. **All processes are activated at time 0.**

# Assume that no process waits on I/O devices.

**AIM:** Design a CPU scheduling program with C using First Come First Served technique with the following considerations.

1. All processes are activated at time 0.
2. Assume that no process waits on I/O devices.

## ALGORITHM:

1. Include necessary headers:
2. Include the necessary header files like <stdio.h> for input/output operations.
3. Define the process structure:
4. Define a structure to hold the process information, such as process ID, arrival time, burst time, waiting time, and turnaround time.
5. Input the number of processes and their details:

Input the number of processes and their arrival time and burst time.

1. Sort processes by arrival time (if not given):

If the processes are not already sorted by arrival time, sort.

them based.

7. Calculate waiting time and turnaround time.

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Description automatically generated