//first come first out disk scheduling

#include<stdio.h>

int main(){

int processID[10],bt[10],n,i,wt[10],tat[78];

int twt,ttat;

float awt,atat;

printf("\nenter the num of process:");

scanf("%d",&n);

printf("\nenter the process id:");

for(i=0;i<n;i++)

{

scanf("%d",&processID[i]);

}

printf("\nenter the burst time:");

for(i=0;i<n;i++)

{

scanf("%d",&bt[i]);

}

//int wt[n];

wt[0]=0;

for(i=1;i<n;i++)

{

wt[i]=bt[i-1]+wt[i-1];

twt+=wt[i];

}

for(i=0;i<n;i++)

{

tat[i]=bt[i]+wt[i];

ttat+=tat[i];

}

awt=twt/n;

atat=ttat/n;

printf("\nProcess ID burst time waiting time turn around time");

for(i=0;i<n;i++)

{

printf("\n%d\t\t",processID[i]);

printf("%d\t\t",bt[i]);

printf("%d\t\t",wt[i]);

printf("%d\t\t",tat[i]);

printf("\n");

}

printf("\naverage waiting time:%.3f",awt);

printf("\naverage turn around time:%.3f",atat);

}

Output:

