WEEK 7

Write a C program to simulate deadlock detection.

CODE:

```
#include <stdio.h>

int main() {

    int n, m, all[10][10], req[10][10], ava[10], need[10][10];
    int i, j, k, flag[10], prev[10], c, count = 0;

    printf("Enter number of processes and number of resources
required \n");

    scanf("%d %d", &n, &m);


    printf("Enter total number of required resources %d for each
process\n", n);

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

        for (j = 0; j < m; j++)

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


    printf("Enter number of allocated resources %d for each process\n",
    n); for (i = 0; i < n; i++)

        for (j = 0; j < m; j++)

            scanf("%d", &all[i][j]);
```

```
printf("Enter number of available resources
\n"); for (i = 0; i < m; i++)

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


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

    for (j = 0; j < m; j++)

        need[i][j] = req[i][j] - all[i][j];

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

    flag[i] = 1;


k = 1;


while (k) {

    k = 0;


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

        if (flag[i]) {

            c = 0;

            for (j = 0; j < m; j++) {

                if (need[i][j] <= ava[j]) {

                    c++;

                }

            }

            if (c == m) {

                for (j = 0; j < m; j++) {

                }
```

```
                for (j = 0; j < m; j++) {
                    ava[j] += all[i][j];
                    all[i][j] = 0;
                }

                flag[i] = 0;
                count++;
            }
        }
    }

    for (i = 0; i < n; i++) {
        if (flag[i] != prev[i]) {
            k = 1;
            break;
        }
    }

    for (i = 0; i < n; i++) {
        prev[i] = flag[i];
    }
}

if (count == n) {
    printf("\nNo deadlock");
} else {
    printf("\nDeadlock occurred \n");
```

```
    }
    return 0;
}
```

OUTPUT: