

OS LAB MANUAL (CS23431)

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EX.NO:10(B)

FIRST FIT

Aim: To write a C program for implementation memory allocation methods for fixed partition using first fit.

Program:

```
#include <stdio.h>
```

```
#define MAX 25
```

```
int main() {
```

```
    int frag[MAX], b[MAX], f[MAX], i, j, nb, nf;
```

```
    static int bf[MAX], ff[MAX];
```

```
    printf("Enter the number of blocks: ");
```

```
    scanf("%d", &nb);
```

```
    printf("Enter the number of files: ");
```

```
    scanf("%d", &nf);
```

```
    for (i = 0; i < nb; i++) {
```

```
        printf("Block %d: ", i + 1);
```

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

```
        bf[i] = 0; // mark block as free
```

```
    }
```

```
    for (i = 0; i < nf; i++) {
```

```
        printf("File %d: ", i + 1);
```

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

```
    }
```

```
    for (i = 0; i < nf; i++) {
```

```

    for (j = 0; j < nb; j++) {
        if (bf[j] == 0 && b[j] >= f[i]) {
            ff[i] = j;
            frag[i] = b[j] - f[i];
            bf[j] = 1; // mark block as allocated
            break;
        }
    }
}

printf("\nFile_no\tFile_size\tBlock_no\tBlock_size\tFragment\n");
for (i = 0; i < nf; i++) {
    printf("%d\t%d\t\t", i + 1, f[i]);
    if (ff[i] != 0 || (ff[i] == 0 && b[0] >= f[i])) {
        printf("%d\t%d\t\t%d", ff[i] + 1, b[ff[i]], frag[i]);
    } else {
        printf("Not Allocated\t\t");
    }
    printf("\n");
}

return 0;
}

```

Input:

```

pranav@Pranav:~$ vi tenb.c
pranav@Pranav:~$ vi tenb.c
pranav@Pranav:~$ vi TENB.c
pranav@Pranav:~$ gcc TENB.c
pranav@Pranav:~$ ./a.out
Enter the number of blocks: 4
Enter the number of files: 4
Block 1: 2
Block 2: 6
Block 3: 4
Block 4: 5
File 1: 9
File 2: 5
File 3: 5
File 4: 4

```

Output:

```
File_no File_size      Block_no      Block_size      Fragment
1        9           Not Allocated  -               -
2        5            2             6              1
3        5            4             5              0
4        4            3             4              0
pranav@Pranav:~$ |
```