



Department of Computer Technology

Vision of the Department

To be a well-known centre for pursuing computer education through innovative pedagogy, value-based education and industry collaboration.

Mission of the Department

To establish learning ambience for ushering in computer engineering professionals in core and multidisciplinary area by developing Problem-solving skills through emerging technologies.

Session 2025-2026

Vision: Dream of where you want.**Mission:** Means to achieve Vision

Program Educational Objectives of the program (PEO): (broad statements that describe the professional and career accomplishments)

PEO1	Preparation	P: Preparation	Pep-CL abbreviation pronounce as Pep-si-IL easy to recall
PEO2	Core Competence	E: Environment (Learning Environment)	
PEO3	Breadth	P: Professionalism	
PEO4	Professionalism	C: Core Competence	
PEO5	Learning Environment	L: Breadth (Learning in diverse areas)	

Program Outcomes (PO): (statements that describe what a student should be able to do and know by the end of a program)

Keywords of POs:

Engineering knowledge, Problem analysis, Design/development of solutions, Conduct Investigations of Complex Problems, Engineering Tool Usage, The Engineer and The World, Ethics, Individual and Collaborative Team work, Communication, Project Management and Finance, Life-Long Learning

PSO Keywords: Cutting edge technologies, Research

“I am an engineer, and I know how to apply engineering knowledge to investigate, analyse and design solutions to complex problems using tools for entire world following all ethics in a collaborative way with proper management skills throughout my life.” *to contribute to the development of cutting-edge technologies and Research.*

Integrity: I will adhere to the Laboratory Code of Conduct and ethics in its entirety.

Name and Signature of Student and Date

(Signature and Date in Handwritten)



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Session	2025-26 (ODD)	Course Name	Operating System Lab
Semester	5	Course Code	23IOT1504
Roll No	12	Name of Student	Maitreyi Gaidhane
Practical Number	09		
Course Outcome	<ol style="list-style-type: none">1. Understand Computer System Configuration and Simulate system resources efficiently using Linux Commands (CO1)2. Analyse operating system functionalities utilizing system calls, thread programming and process scheduling algorithms (CO2)3. Apply Synchronization primitives to implement a Deadlock-free solution(CO3)4. Simulate Disk scheduling, Memory allocation, File allocation, page replacement algorithms (CO4)		
Aim	Simulate All File Allocation Strategies- A. Sequential B. Indexed C. Linked		
Problem Definition			
Theory (100 words)	<p>File allocation refers to the method by which operating systems allocate disk space to files. Different strategies offer trade-offs between efficiency, fragmentation, and access speed.</p> <p>Three Main Allocation Strategies:</p> <ol style="list-style-type: none">1. Sequential Allocation<ul style="list-style-type: none">○ Files are stored in contiguous disk blocks○ Requires pre-allocation of space○ Fast sequential access but suffers from external fragmentation2. Indexed Allocation<ul style="list-style-type: none">○ Uses an index block containing pointers to all file blocks○ Supports both sequential and direct access○ Eliminates external fragmentation but has index block overhead3. Linked Allocation<ul style="list-style-type: none">○ Each block contains a pointer to the next block○ No external fragmentation○ Sequential access only, with pointer storage overhead		

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Procedure and Execution (100 Words)	<p>Step for Implementation:</p> <p>Sequential Allocation Implementation</p> <p>Algorithm:</p> <ol style="list-style-type: none">1. Search for contiguous free blocks of required size2. If found, allocate all blocks to the file3. Mark blocks with file ID <p>Indexed Allocation Implementation</p> <p>Algorithm:</p> <ol style="list-style-type: none">1. Find free block for index table2. Find scattered free blocks for file data3. Store file ID in index block and data blocks <p>Linked Allocation Implementation</p> <p>Algorithm:</p> <ol style="list-style-type: none">1. Find any free blocks (need not be contiguous)2. Allocate blocks and mark with file ID3. Maintain logical linking through data structure <p>Code:</p> <pre>#include <stdio.h> #include <stdlib.h> #include <string.h> #define DISK_SIZE 50 #define MAX_FILES 5 int disk[DISK_SIZE]; int file_count = 0; void init_disk() { for(int i = 0; i < DISK_SIZE; i++) { disk[i] = -1; } } void show_disk() { printf("\nDisk: "); for(int i = 0; i < DISK_SIZE; i++) { if(disk[i] == -1) printf(". "); else printf("%d ", disk[i]); } }</pre>
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```
printf("\n");
}

void sequential() {
    char name[20];
    int size, start = -1, count = 0;

    printf("File name: ");
    scanf("%s", name);
    printf("Size (blocks): ");
    scanf("%d", &size);

    for(int i = 0; i < DISK_SIZE; i++) {
        if(disk[i] == -1) {
            if(count == 0) start = i;
            count++;
            if(count == size) break;
        } else {
            count = 0;
        }
    }

    if(count < size) {
        printf("Not enough contiguous space!\n");
        return;
    }

    for(int i = start; i < start + size; i++) {
        disk[i] = file_count;
    }

    printf("File '%s' allocated at block %d (ID: %d)\n", name, start, file_count);
    file_count++;
}

void indexed() {
    char name[20];
    int size, index_block = -1;
    int blocks[10], block_count = 0;

    printf("File name: ");
    scanf("%s", name);
    printf("Size (blocks): ");
```



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

for(int i = 0; i < DISK_SIZE; i++) {
    if(disk[i] == -1) {
        index_block = i;
        break;
    }
}

if(index_block == -1) {
    printf("No space for index block!\n");
    return;
}

for(int i = 0; i < DISK_SIZE && block_count < size; i++) {
    if(disk[i] == -1 && i != index_block) {
        blocks[block_count++] = i;
    }
}

if(block_count < size) {
    printf("Not enough data blocks!\n");
    return;
}

disk[index_block] = file_count;
for(int i = 0; i < size; i++) {
    disk[blocks[i]] = file_count;
}

printf("File '%s' allocated (ID: %d), Index block: %d\n", name, file_count,
index_block);
file_count++;
}

void linked() {
    char name[20];
    int size;
    int blocks[10], block_count = 0;

    printf("File name: ");
    scanf("%s", name);
    printf("Size (blocks): ");
```



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

for(int i = 0; i < DISK_SIZE && block_count < size; i++) {
    if(disk[i] == -1) {
        blocks[block_count++] = i;
    }
}

if(block_count < size) {
    printf("Not enough space!\n");
    return;
}

for(int i = 0; i < size; i++) {
    disk[blocks[i]] = file_count;
}

printf("File '%s' allocated (ID: %d), Blocks: ", name, file_count);
for(int i = 0; i < size; i++) {
    printf("%d", blocks[i]);
    if(i < size-1) printf("->");
}
printf("\n");
file_count++;
}

void delete_file() {
    int id;
    printf("File ID to delete: ");
    scanf("%d", &id);

    int found = 0;
    for(int i = 0; i < DISK_SIZE; i++) {
        if(disk[i] == id) {
            disk[i] = -1;
            found = 1;
        }
    }

    if(found) printf("File %d deleted!\n", id);
    else printf("File not found!\n");
}
```



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```
int main() {
    int choice;
    init_disk();

    printf("=== Simple File Allocation Simulator ===\n");

    while(1) {
        printf("\n1. Sequential\n2. Indexed\n3. Linked\n4. Show Disk\n5. Delete
File\n6. Exit\nChoice: ");
        scanf("%d", &choice);

        switch(choice) {
            case 1: sequential(); break;
            case 2: indexed(); break;
            case 3: linked(); break;
            case 4: show_disk(); break;
            case 5: delete_file(); break;
            case 6: exit(0);
            default: printf("Invalid choice!\n");
        }
    }

    return 0;
}
```



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	<p>Output:</p> <pre>gladsy@GladCode:~/maitreyi-c\$./a.out === Simple File Allocation Simulator === 1. Sequential 2. Indexed 3. Linked 4. Show Disk 5. Delete File 6. Exit Choice: 4 Disk: 1. Sequential 2. Indexed 3. Linked 4. Show Disk 5. Delete File 6. Exit Choice: 1 File name: maitreyi.txt Size (blocks): 5 File 'maitreyi.txt' allocated at block 0 (ID: 0) 1. Sequential 2. Indexed 3. Linked 4. Show Disk 5. Delete File 6. Exit Choice: 3 File name: gladcode Size (blocks): 5 File 'gladcode' allocated (ID: 1), Blocks: 5->6->7->8->9 1. Sequential 2. Indexed 3. Linked 4. Show Disk 5. Delete File 6. Exit Choice: 4 Disk: 0 0 0 0 1 1 1 1 1. Sequential 2. Indexed 3. Linked 4. Show Disk 5. Delete File 6. Exit Choice: █</pre>
Output Analysis	<p>Scenario 1: Sequential Allocation</p> <ul style="list-style-type: none">Contiguous blocks 0-4 allocatedShows clean contiguous allocation pattern <p>Scenario 2: Indexed Allocation</p> <ul style="list-style-type: none">Block 5 serves as index blockData blocks scattered but linked through index <p>Scenario 3: Linked Allocation</p> <ul style="list-style-type: none">Blocks linked in sequence 6→7→8→9Visual representation shows scattered allocation <p>Fragmentation Analysis:</p> <p>Sequential:</p> <ul style="list-style-type: none">External fragmentation evident as files are deleted

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	<ul style="list-style-type: none">• Large contiguous spaces become fragmented Indexed/Linked: <ul style="list-style-type: none">• No external fragmentation• Efficient space utilization Performance Characteristics: <table><tr><th>Strategy</th><th>Access Time</th><th>Fragmentation</th><th>Space Overhead</th></tr><tr><td>Sequential</td><td>Fast sequential</td><td>High external</td><td>None</td></tr><tr><td>Indexed</td><td>Direct access</td><td>None</td><td>Index block</td></tr><tr><td>Linked</td><td>Sequential only</td><td>None</td><td>Pointers</td></tr></table>	Strategy	Access Time	Fragmentation	Space Overhead	Sequential	Fast sequential	High external	None	Indexed	Direct access	None	Index block	Linked	Sequential only	None	Pointers
Strategy	Access Time	Fragmentation	Space Overhead														
Sequential	Fast sequential	High external	None														
Indexed	Direct access	None	Index block														
Linked	Sequential only	None	Pointers														
Link of student Github profile where lab assignment has been uploaded																	
Conclusion	<p>This program effectively demonstrates:</p> <ul style="list-style-type: none">• How different allocation strategies manage disk space• The impact of allocation methods on disk fragmentation• The relationship between allocation strategy and file access patterns• Practical implementation of operating system concepts <p>This program serves as an excellent educational tool for understanding fundamental file system concepts and the practical implications of different allocation strategies in operating systems.</p>																



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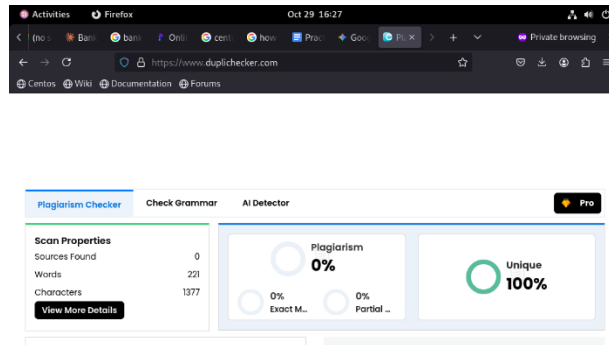
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