



```

{
if((reference[j] == buffer[k]) && (index_flag[k] == false))
{
index[k] = j;
index_flag[k] = true;
break;
}
}
}
int max = index[0];
pointer = 0;
if(max == 0)
max = 200;
for(int j = 0; j < frames; j++)
{
if(index[j] == 0)
index[j] = 200;
if(index[j] > max)
{
max = index[j];
pointer = j;
}
}
buffer[pointer] = reference[i];
fault++;
if(!isFull)
{
pointer++;
if(pointer == frames)
{
pointer = 0;
isFull = true;
}
}
}
for(int j = 0; j < frames; j++)
mem_layout[i][j] = buffer[j];
}

for(int i = 0; i < frames; i++)
{
for(int j = 0; j < ref_len; j++)
System.out.printf("%3d ",mem_layout[j][i]);
System.out.println();
}

System.out.println("The number of Hits: " + hit);
System.out.println("Hit Ratio: " + (float)((float)hit/ref_len));
System.out.println("The number of Faults: " + fault);
}
}

```