```
#include <stdio.h>
int main() {
  int n = 5, m = 4, i, j, k;
  int alloc[5][4] = \{
      \{4, 0, 0, 1\},\
      \{1, 1, 0, 0\},\
      \{1, 2, 5, 4\},\
      \{0, 6, 3, 3\},\
      \{0, 2, 1, 2\}
   };
  int \max[5][4] = \{
      \{6, 0, 1, 2\},\
     \{1, 7, 5, 0\},\
      \{2, 3, 5, 6\},\
      \{1, 6, 5, 3\},\
      \{1, 6, 5, 6\}
  int avail[4] = \{3, 2, 1, 1\};
  int need[5][4];
  int f[5] = \{0\};
  int ans [5], ind = 0;
  for (i = 0; i < n; i++) {
     for (j = 0; j < m; j++)
        need[i][j] = max[i][j] - alloc[i][j];
      }
  int y = 0;
  for (k = 0; k < n; k++)
     for (i = 0; i < n; i++)
        if(f[i] == 0) {
           int flag = 0;
           for (j = 0; j < m; j++) {
              if (need[i][j] > avail[j]) {
                 flag = 1;
                 break;
              }
           if (flag == 0) {
              ans[ind++] = i;
              for (y = 0; y < m; y++) {
                 avail[y] += alloc[i][y];
              f[i] = 1;
           }
     }
  int flag = 1;
  for (i = 0; i < n; i++) {
     if(f[i] == 0) {
        flag = 0;
        break;
```

```
if (flag == 0) {
  printf("The following system is not safe\n");
} else {
  printf("Following is the SAFE Sequence: \n");
  for (i = 0; i < n - 1; i++)
     printf("P\%d \rightarrow ", ans[i]);
  printf("P\%d\n", ans[n - 1]);
  printf("\nSafe Sequence Matrix (Need Matrix):\n");
  printf("Process\t");
  for (i = 0; i < m; i++)
     printf("R%d\t", i+1);
  printf("\n");
  for (i = 0; i < n; i++)
     printf("P%d\t", i);
     for (j = 0; j < m; j++)
       printf("%d\t", need[i][j]);
     printf("\n");
  }
return 0;
```

```
computer@computer: ~/Desktop
File Edit View Search Terminal Help
(base) computer@computer:~$ cd Desktop
(base) computer@computer:~/Desktop$ touch exp7.c
(base) computer@computer:~/Desktop$ gcc exp7.c
(base) computer@computer:~/Desktop$ ./a.out
Following is the SAFE Sequence:
P0 -> P2 -> P3 -> P4 -> P1
Safe Sequence Matrix (Need Matrix):
Process R1
                 R2
                          R3
                                   R4
P0
        2
                 0
                          1
                                   1
                          5
P1
        0
                 б
                                   0
P2
                                   2
                 1
                          0
Р3
                          2
        1
                 0
                                   0
         1
                 4
                                   4
```