## **Bansilal Ramnath Agarwal Charitable Trust's**

# Vishwakarma Institute of Technology, Pune-37

(Anautonomous Institute of Savitribai Phule Pune University)



# **Department of Computer Engineering**

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### **Bankers Algorithm Implementation Using C Program:**

```
#include <stdio.h>
int m, n, i, j, need[10][10], temp, z, y, p, k;
int al[5][3] = \{\{0, 1, 0\}, \{2, 0, 0\}, \{3, 0, 2\}, \{2, 1, 1\}, \{0, 0, 2\}\}\};
int \max[10][10] = \{\{7, 5, 3\}, \{3, 2, 2\}, \{9, 0, 2\}, \{2, 2, 2\}, \{4, 3, 3\}\};
int av[10] = \{3, 3, 2\};
void main() {
 printf("\n Enter no of processes : ");
 scanf("%d", &m);
 printf("\n Enter no of resources : ");
 scanf("%d", &n);
 // Calculate the need matrix
 for (i = 0; i < m; i++)
  for (j = 0; j < n; j++)
   need[i][j] = max[i][j] - al[i][j];
```

```
// Print allocation values
printf("\nAlocation Values :\n");
for (i = 0; i < m; i++) {
 for (j = 0; j < n; j++) {
  printf("\t^{d}", al[i][j]);
 }
 printf("\n");
printf("\n\n");
// Print max values
printf("Max Values :\n");
for (i = 0; i < m; i++) {
 for (j = 0; j < n; j++) {
  printf("\t^0\!\!/d", max[i][j]);
 printf("\n");
printf("\n'");
// Print need values
```

```
printf("Need Values :\n");
for (i = 0; i < m; i++)
 for (j = 0; j < n; j++) {
  printf("\t%d", need[i][j]);
 printf("\n");
printf("\n Available Matrix : \n ");
for (k = 0; k < n; k++) {
 printf("%d ", av[k]);
printf("\n");
p = 1;
y = 0;
while (p != 0) \{
 p = 0; // Resetting p
 for (i = 0; i < m; i++) {
  z = 0;
  for (j = 0; j < n; j++) {
```

```
if (need[i][j] \le av[j]) \{
     z++;
  if (z == n \&\& need[i][0] != -1) {
   printf("-> P%d ", i);
   y++;
   need[i][0] = -1;
   for (k = 0; k < n; k++) {
     av[k] += al[i][k];
     printf("%d ", av[k]);
   printf("\n");
   p = 1; // Set p to 1 to indicate progress
if (y != m) {
 printf("\nSystem is in unsafe state\n");
```

```
printf("\n");
}
```

#### **OUTPUT:-**

```
Enter no of processes : 5
 Enter no of resources: 3
Alocation Values:
    0
        1
             0
    2
        0
             0
    3
        0
             2
    2
            1
        1
    0
             2
Max Values :
            3
    7
        5
2
0
2
            2 2 2
    9
        3
             3
Need Values :
            3
    7
        2
    1
             2
    6
        0
             0
    0
         1
             1
         3
             1
```

```
Available Matrix :
3 3 2
-> P1 5 3 2
-> P3 7 4 3
-> P4 7 4 5
-> P0 7 5 5
-> P2 10 5 7
```