

## CODE SCREENSHOTS:

\*function used to calculate need of a process.

```
1  #include<stdio.h>
2  #include <iostream>
3  #include <queue>
4  #include <conio.h>
5  using namespace std;
6
7  // p[0],p[1],p[2] = allocation
8  // p[3],p[4],p[5] = max
9  // p[6],p[7],p[8] = need
10 // p[second_last] is for Process Number.
11 // p[last] is for identifying if process has done completion ?
12
13 int p1[]={0,1,0,    7,5,3,    0,0,0    ,1 ,0};
14 int p2[]={2,0,0,    3,2,2,    0,0,0    ,2 ,0};
15 int p3[]={3,0,2,    9,0,2,    0,0,0    ,3 ,0};
16 int p4[]={2,1,1,    2,2,2,    0,0,0    ,4 ,0};
17 int p5[]={0,0,2,    4,3,3,    0,0,0    ,5 ,0};
18
19 int availableResources[]={3,3,2};
20
21 queue<int> safeSequence;
22
23 void needCalculator(int array[]){
24     int j = 3 ;
25     int k = 0;
26     // calculating need for all the processes
27     for(int i=6;i<9;i++){
28         {
29             array[i]=array[j]-array[k];
30             j++;
31             k++;
32         }
33     }
34 }
```

**\*function used to print the process allocation, max, need and the available resources.**

```

35 void printer()
36 {
37     int *ptr;
38     ptr=p1;
39     int checker=9;
40     int loopLocker=0; // Lock open
41     cout<<" Allocation      Max      Need      Process Num.      Available"<<endl;
42     cout <<"=====|=====|=====|=====|=====|<<endl;
43     int j=0;
44     for(int i=0;i<5;i++)
45     {
46         for(j=0;j<10;j++)
47         {
48             cout <<*(ptr + j)<< " ";
49         }
50         if(loopLocker==0)
51         {
52             for(int i=0;i<3;i++)
53             {
54                 cout <<" "<<availableResources[i];
55             }
56             loopLocker=1;
57         }
58
59         if(j = checker)
60         {
61             if(*(ptr + 9) == 1)
62                 ptr = p2;
63             else if(*(ptr + 9) == 2)
64                 ptr = p3;
65             else if(*(ptr + 9) == 3)
66                 ptr = p4;
67             else if(*(ptr + 9) == 4)
68                 ptr = p5;
69         }
70         cout<<endl;
71     }
72 }
73

```

## \*Banker's Algorithm

```
int algoRunCounter=0;
void BankersAlgorithm()
{
    int numberOfProcessLeft=5;
    int checker=9;
    int totalProcessCount=5;
    int ProcessExecutedCounter=1;
    bool printOriginalSequence = true;

    while(ProcessExecutedCounter <= totalProcessCount)
    {
        bool SystemSafeCheck = false;
        int *ptr = p1;
        int trueCheck=3;
        for(int i=0;i<5;i++)
        {
            int a =0;
            int allocatorCheck=0; // false
            int j=6;

            // first checking if the process has done completion or not.
            // 0 means it has not done completion.
            if(*(ptr+10) == 0)
            {
                // check if current process need is less or equal to available resources.
                for(j=6;j<9;j++)
                {
                    if(*(ptr + j) <= availableResources[a] )
                        allocatorCheck++;

                    else
                        allocatorCheck--;

                    a++;
                }
                // if the current process is allocate-able than
                if(allocatorCheck == trueCheck && j == checker)
```

```

}
// if the current process is allocate-able than
if(allocatorCheck == trueCheck && j == checker)
{
    SystemSafeCheck = true;
    if(printOriginalSequence==true)
    {
        cout<<"\n----- ORIGINAL SEQUENCE AS PROCESSES ARE ARRANGED -----"<<endl<<endl;
        printOriginalSequence=false;
    }
    printer();
    cout<<endl;
    cout<<"-----"<<endl;
    cout<<"\nProcess "<<*(ptr+9)<< " Got Executed and set its ALLOCATION FREE."<<endl;
    if(SystemSafeCheck==true)
        cout<<"\n ---> SYSTEM IN IS IN SAFE CONDITION. <-----"<<endl;

    // the process is allocated.
    // now its allocation is set free
    for(int i=0;i<3;i++)
        availableResources[i] =availableResources[i] + *(ptr + i);

    safeSequence.push(*(ptr+9));
    *(ptr + 10)=1; // process has exited(done processing)
    ProcessExecutedCounter++;
    numberOfProcessLeft--;
    cout<<"\nNumber of Processes Left -- > | "<<numberOfProcessLeft<<" | "<<endl<<endl;

    // after allocation move to next process
    if(*(ptr + 9) == 1)
        ptr = p2;

    else if(*(ptr + 9) == 2 )
        ptr = p3;

    else if(*(ptr + 9) == 3 )
        ptr = p4;

    else if(*(ptr + 9) == 4)

        case 1: (ptr + 9) == 4 ,
            ptr = p3;

        else if(*(ptr + 9) == 3 )
            ptr = p4;

        else if(*(ptr + 9) == 4)
            ptr = p5;

    }
    // if the current process is not allocate-able than
    // than move to next process
    else if (allocatorCheck != trueCheck && j == checker)
    {
        if(*(ptr + 9) == 1)
            ptr = p2;

        else if(*(ptr + 9) == 2 )
            ptr = p3;

        else if(*(ptr + 9) == 3 )
            ptr = p4;

        else if(*(ptr + 9) == 4)
            ptr = p5;

    }
}

```

```

        // if process has done completion then move to the next process.
        else
        {
            if(*(ptr + 9) == 1)
                ptr = p2;

            else if(*(ptr + 9) == 2)
                ptr = p3;

            else if(*(ptr + 9) == 3)
                ptr = p4;

            else if(*(ptr + 9) == 4)
                ptr = p5;
        }
    }

    // if no process is allocatable then exit.
    if(SystemSafeCheck == false)
    {
        cout<<"\nSystem is in Deadlocked State."<<endl;
        cout<<"\nALGORITHM TERMINATED."<<endl;
        exit(0);
    }

    algoRunCounter++;
}

```

## \*MAIN

```

int main()
{
    //calculating need for every process
    needCalculator(p1);
    needCalculator(p2);
    needCalculator(p3);
    needCalculator(p4);
    needCalculator(p5);

    BankersAlgorithm();

    cout <<endl<<"Safe Sequence Is : ";
    while(!safeSequence.empty())
    {
        cout << "\t --> " << safeSequence.front();
        safeSequence.pop();
    }
    cout <<endl;

    cout <<"\nNumber of Time's the Banker Algorithm has run : "<< algoRunCounter<<endl;

    cout<<"\nPress Any to Exit.."<<endl;
    getch();
    return 0;
}

```

## CODE OUTPUT SCREENSHOTS:

----- ORIGINAL SEQUENCE AS PROCESSES ARE ARRANGED -----

Allocation			Max			Need			Process Num.	Available		
0	1	0	7	5	3	7	4	3	1	3	3	2
2	0	0	3	2	2	1	2	2	2			
3	0	2	9	0	2	6	0	0	3			
2	1	1	2	2	2	0	1	1	4			
0	0	2	4	3	3	4	3	1	5			

-----  
Process 2 Got Executed and set its ALLOCATION FREE.

---> SYSTEM IN IS IN SAFE CONDITION. <-----

Number of Processes Left -- > | 4 |

Allocation			Max			Need			Process Num.	Available		
0	1	0	7	5	3	7	4	3	1	5	3	2
2	0	0	3	2	2	1	2	2	2			
3	0	2	9	0	2	6	0	0	3			
2	1	1	2	2	2	0	1	1	4			
0	0	2	4	3	3	4	3	1	5			

-----  
Process 4 Got Executed and set its ALLOCATION FREE.

---> SYSTEM IN IS IN SAFE CONDITION. <-----

Number of Processes Left -- > | 3 |

Allocation			Max			Need			Process Num.	Available		
0	1	0	7	5	3	7	4	3	1	7	4	3
2	0	0	3	2	2	1	2	2	2			
3	0	2	9	0	2	6	0	0	3			
2	1	1	2	2	2	0	1	1	4			
0	0	2	4	3	3	4	3	1	5			

-----  
Process 5 Got Executed and set its ALLOCATION FREE.

---> SYSTEM IN IS IN SAFE CONDITION. <-----

Number of Processes Left -- > | 2 |

Allocation			Max			Need			Process Num.	Available		
0	1	0	7	5	3	7	4	3	1	7	4	5
2	0	0	3	2	2	1	2	2	2			
3	0	2	9	0	2	6	0	0	3			
2	1	1	2	2	2	0	1	1	4			
0	0	2	4	3	3	4	3	1	5			

Process 1 Got Executed and set its ALLOCATION FREE.

---> SYSTEM IN IS IN SAFE CONDITION. <-----

Number of Processes Left --> | 1 |

Allocation			Max			Need			Process Num.	Available		
0	1	0	7	5	3	7	4	3	1	7	5	5
2	0	0	3	2	2	1	2	2	2			
3	0	2	9	0	2	6	0	0	3			
2	1	1	2	2	2	0	1	1	4			
0	0	2	4	3	3	4	3	1	5			

Process 3 Got Executed and set its ALLOCATION FREE.

---> SYSTEM IN IS IN SAFE CONDITION. <-----

Number of Processes Left --> | 0 |

Safe Sequence Is : --> 2 --> 4 --> 5 --> 1 --> 3

Number of Time's the Banker Algorithm has run : 2

Press Any to Exit..

■