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Documentation

The creation and implementation of the banker's algorithm is very simple. It is a resource allocation and deadlock avoidance algorithm that can be performed utilizing tables of information (just like it is used with the input text file within the code). Information from the tables of info or text files is used in the program. The banker's algorithm first gathers the number of resources and processes. The Banker’s Algorithm program then obtains information from the max tables and allocation will create the two-dimensional matrices, then finally collect the available info into its own matrix. Banker’s Algorithm will compute the need matrix in order to see if it is in a safe state. After that, it uses all the other information in order to compute whether or not it's in the safe sequence.

In order for any of this to work, the code must be able to create two-dimensional arrays, access a file for info from a table (read and gather information from files), and be able to use basic arithmetic, such as addition, in order to get to the final safe sequence. When the program executes, it will tell you that the program is in a safe space based on the info provided to the program, and then it will proceed to output the safe sequence for the user after the commands have been inputted.

Needed commands:

- $ g++ bankersAlgorithm.cpp -o banker
- $./banker