

Exp: 10b)

Aim: To write a C program for implementation memory allocation methods for fixed partition using first fit.

Program Code:

```
#define MAX_PARTITIONS 10
#define MAX_PROCESSES 10

int main() {
    int partitionSize[MAX_PARTITIONS], processSize[MAX_PROCESSES];
    int allocation[MAX_PROCESSES];
    int partitions, processes;

    // Input number of partitions
    printf("Enter number of memory partitions: ");
    scanf("%d", &partitions);
    printf("Enter sizes of %d partitions:\n", partitions);
    for (int i = 0; i < partitions; i++) {
        printf("Partition %d: ", i + 1);
        scanf("%d", &partitionSize[i]);
    }

    // Input number of processes
    printf("Enter number of processes: ");
    scanf("%d", &processes);
    printf("Enter sizes of %d processes:\n", processes);
    for (int i = 0; i < processes; i++) {
        printf("Process %d: ", i + 1);
        scanf("%d", &processSize[i]);
        allocation[i] = -1; // Initially not allocated
    }

    // First Fit Allocation
    for (int i = 0; i < processes; i++) {
        for (int j = 0; j < partitions; j++) {
            if (partitionSize[j] >= processSize[i]) {
                allocation[i] = j;
                partitionSize[j] -= processSize[i]; // Reduce available partition size
                break;
            }
        }
    }

    // Output
    printf("\nProcess No.\tProcess Size\tPartition No.\n");
    for (int i = 0; i < processes; i++) {
        printf("%d\t%d\t", i + 1, processSize[i]);
        if (allocation[i] != -1)
            printf("%d\n", allocation[i] + 1);
        else
            printf("Not Allocated\n");
    }

    return 0;
}
```

Output: Exp: 10b)

```
Enter number of memory partitions: 3
Enter sizes of 3 partitions:
Partition 1: 100
Partition 2: 500
Partition 3: 200
Enter number of processes: 3
Enter sizes of 3 processes:
Process 1: 212
Process 2: 417
Process 3: 112

Process No.    Process Size    Partition No.
1              212            2
2              417            Not Allocated
3              112            2
```