```
#include<stdio.h>
struct page
{
    int value;
    int used;
    int r;
};
void r(struct page *arr,int a)
{
    int i;
    for(i=0;i<a;i++)
        arr[i].r=0;
    }
int main()
    int a,b,c,i,j,count=0,elem=0,d,temp,e=0;
    printf(">Enter number of Frames present\n");
    scanf("%d",&a);
    struct page arr[a];
    printf(">Enter the total number of pages present AND assign
their values \n");
    scanf("%d",&b);
    int val[b];
    printf(">Page Values\n");
    for(i=0;i<b;i++)
    {
        scanf("%d",&val[i]);
    printf("\n\n");
    for(i=0;i<a;i++)
    {
        arr[i].used=0;
        arr[i].value=0;
    for(i=0;i<b;i++)
        r(arr,a);
        d=0;
        for(j=0;j<elem;j++)</pre>
             if(arr[j].value==val[i])
             {
                 d=1;
                 arr[j].used=0;
             }
        }
        if(d==0)
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if(elem<a)
        arr[elem].value=val[i];
        elem++;
    else
        int \max, k=0;
        max=arr[k].used;
        for(j=1;j<elem;j++)</pre>
             if(max<arr[j].used)</pre>
             {
                 max=arr[j].used;
                 k=j;
             }
        }
        temp=arr[k].value;
        arr[k].value=val[i];
        arr[k].used=0;
        e++;
    }
    count++;
}
printf("After Replacement : ");
for(j=0;j<elem;j++)</pre>
    printf("%d | ",arr[j].value);
printf("\n");
if(d==1)
{
    printf("-->Page Hit\n\n\n");
else if(d==0)
    if(elem==a)
    {
        if(e>0)
             printf("%d is replaced by %d\n",temp,val[i]);
             printf("-->Page Fault\n\n\n");
        }
        else
        {
             printf("-->Page Fault\n\n\n");
        }
    }
    else
        printf("-->Page Fault\n\n\n");
    }
for(j=0;j<elem;j++)</pre>
```

```
{
          arr[j].used=arr[j].used+1;
    }
}
printf("Total Page Faults = %d\n",count);
float percent;
percent=(float)count*100/b;
printf("Average Page Fault percent = %.2f",percent);
return 0;
}
```