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#include<stdio.h>
struct memory
{
  int size;
  int k;
  int IF;
  int EXF;
  int Fsize;
  int id;
}m[10];
struct process
{
    int id;
    int size;
    int k;
}p[10];
int main()
    int b,i,pr,j,TIF=0,TEXF=0;
    printf("Enter no of blocks \n");
    scanf("%d",&b);
    printf("Enter the block sizes \n--> ");
    for(i=0;i<b;i++)
    {
        scanf("%d",&m[i].size);
        m[i].k=0;
    }
    printf("\nEnter no of processes \n");
    scanf("%d",&pr);
    printf("Enter the process sizes \n ");
    for(i=0;i<pr;i++)
    {
        printf("P%d ",i+1);
        scanf("%d",&p[i].size);
        p[i].id=i+1;
    for(i=0;i<pr;i++)
        for(j=0;j<b;j++)
            if(m[j].size>=p[i].size \&\& m[j].k==0 \&\& p[i].k==0)
                 m[j].id=p[i].id;
                 m[j].IF=m[j].size-p[i].size;
                 m[j].EXF=0;
                 m[j].Fsize=m[j].IF;
                 m[j].k=1;
                 p[i].k=1;
            }
```

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}
   }
   for(i=0;i<b;i++)
        if(m[i].k==0)
        {
           m[i].EXF=m[i].size;
           m[i].IF=0;
           m[i].id=-1;
        }
    }
   printf("\nBlock No\tSize of Block\tprocess allocated\tIF\n\n");
   for(i=0;i<b;i++)
        if(m[i].id!=-1)
printf("%d\t\t%d\t\t, i+1, m[i].size, m[i].id, m[i].IF);
        else
printf("%d\t\t%d\t\tNULL\t\t\t%d\n",i+1,m[i].size,m[i].IF);
   for(i=0;i<b;i++)
    {
       TIF=TIF+m[i].IF;
       TEXF=TEXF+m[i].EXF;
   printf("\nTotal internal fragmentation = %d\n",TIF);
   printf("\nTotal external fragmentation = %d\n",TEXF);
}
```