Experiment No: 04

Experiment Title: Bankers Algorithm (Deadlock)

Theory: The banker's algorithm is a resource allocation and deadlock avoidance algorithm that tests for safety by simulating the allocation for predetermined maximum possible amounts of all resources, then makes an "s-state" check to test for possible activities, before deciding whether allocation should be allowed to continue.

Code:

```
#include<stdio.h>
int main()
{
  int i, j, k, l, q, m = 0, no_{pro} = 5, no_{res} = 3, flag, need[5][3], avail[3] = \{3,3,2\}, finish[5] = \{0\}, seq[5];
  int max[5][3] = \{\{7,5,3\},\{3,2,2\},\{9,0,2\},\{2,2,2\},\{4,3,3\}\};
  int allocate[5][3] = \{\{0,1,0\}, \{2,0,0\}, \{3,0,2\}, \{2,1,1\}, \{0,0,2\}\}\};
  for(i = 0; i < no_pro; i++)
   {
     for(j = 0; j < no_res; j++)
     {
        need[i][j] = max[i][j] - allocate[i][j];
      }
   }
  for(l = 0; l < no_pro; l++)
   {
     for(i = 0; i < no_pro; i++)
     {
        if(finish[i] == 0)
        {
```

```
flag = 0;
       for(j = 0; j < no_res; j++)
       {
          if(need[i][j] > avail[j])
          {
            flag = 1;
            break;
          }
       }
       if(flag == 0)
       {
          for(k = 0; k < no_res; k++)
            avail[k] = avail[k] + allocate[i][k];
          }
          finish[i] = 1;
          seq[m++] = i;
        }
     }
flag = 0;
for(i=0; i<5; i++)
  if(finish[i]==0)
     flag = 1;
```

}

}

{

```
if(flag==0)

{
    printf("Safe\n");
}
else
    printf("unsafe\n");
printf("Process are below\n");
for(q = 0; q < no_pro; q++)

{
    printf(" P%d ", seq[q]);
}
</pre>
```

Input & Output:

```
Safe
Process are below
P1 P3 P4 P0 P2
Process returned 0 (0x0) execution time : 0.779 s
Press any key to continue.
```