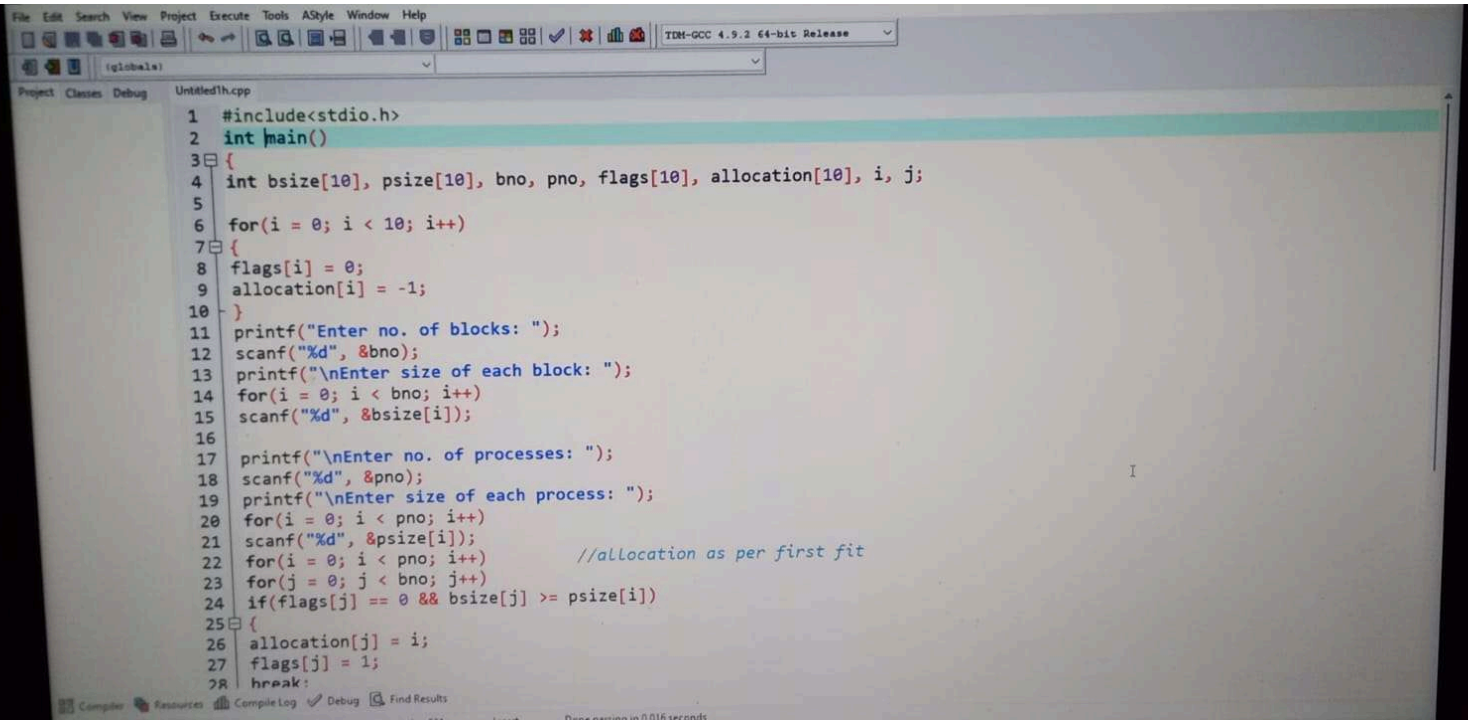
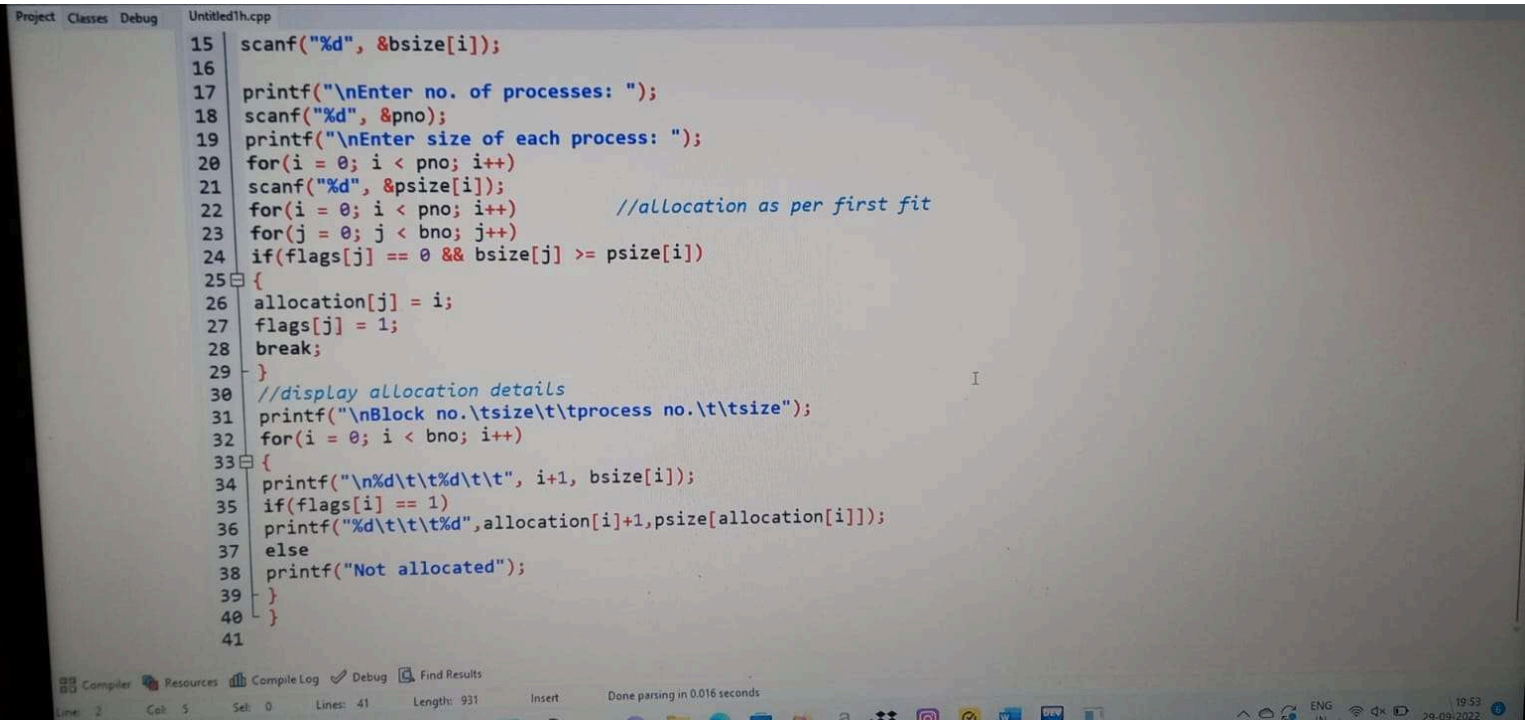
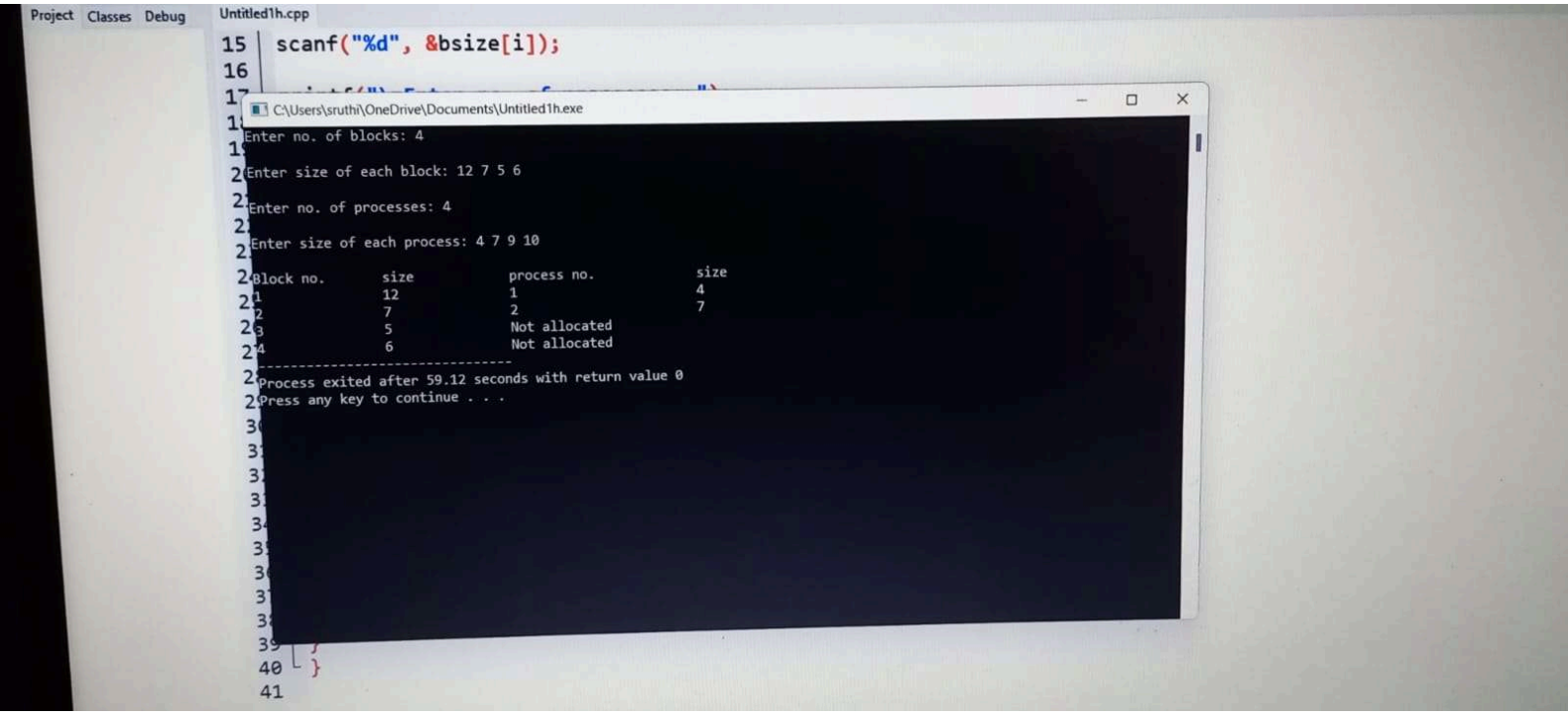

File Edit Search View Project Execute Tools AStyle Window Help
TDM-GCC 4.9.2 64-bit Release
(globals)
Project Classes Debug
Untitled1h.cpp
#include<stdio.h>
int main()
{
int bsize[10], psize[10], bno, pno, flags[10], allocation[10], i, j;
for(i = 0; i < 10; i++)
{
flags[i] = 0;
allocation[i] = -1;
}
printf("Enter no. of blocks: ");
scanf("%d", &bno);
printf("\nEnter size of each block: ");
for(i = 0; i < bno; i++)
scanf("%d", &bsize[i]);
printf("\nEnter no. of processes: ");
scanf("%d", &pno);
printf("\nEnter size of each process: ");
for(i = 0; i < pno; i++)
scanf("%d", &psize[i]);
for(i = 0; i < pno; i++)
//allocation as per first fit
for(j = 0; j < bno; j++)
if(flags[j] == 0 && bsize[j] >= psize[i])
{
allocation[j] = i;
flags[j] = 1;
break;
Compiler Resources Compile Log Debug Find Results


Project Classes Debug
Untitled1h.cpp
scanf("%d", &bsize[i]);
printf("\nEnter no. of processes: ");
scanf("%d", &pno);
printf("\nEnter size of each process: ");
for(i = 0; i < pno; i++)
scanf("%d", &psize[i]);
for(i = 0; i < pno; i++) //allocation as per first fit
for(j = 0; j < bno; j++)
if(flags[j] == 0 && bsize[j] >= psize[i])
{
allocation[j] = i;
flags[j] = 1;
break;
}
//display allocation details
printf("\nBlock no.\tsize\t\tprocess no.\t\tsize");
for(i = 0; i < bno; i++)
{
printf("\n%d\t\t%d\t\t", i+1, bsize[i]);
if(flags[i] == 1)
printf("%d\t\t\t%d",allocation[i]+1,psize[allocation[i]]);
else
printf("Not allocated");
}
}
Compiler Resources Compile Log Debug Find Results
Done parsing in 0.016 seconds


Project
Classes
Debug
Untitled1h.cpp
scanf("%d", &bsize[i]);
C:\Users\sruthi\OneDrive\Documents\Untitled1h.exe
Enter no. of blocks: 4
Enter size of each block: 12 7 5 6
Enter no. of processes: 4
Enter size of each process: 4 7 9 10
Block no. size process no. size
1 12 1 4
2 7 2 7
3 5 Not allocated
4 6 Not allocated
Process exited after 59.12 seconds with return value 0
Press any key to continue . . .
}
}