Experiment-36: With linked allocation, each file is a linked list of disk blocks; the disk blocks may be scattered anywhere on the disk. The directory contains a pointer to the first and last blocks of the file. Each block contains a pointer to the next block. Design a C program to simulate the file allocation strategy.

Aim:

To simulate the linked allocation file strategy where each file is represented as a linked list of disk blocks, with each block containing a pointer to the next block. The directory contains pointers to the first and last blocks of the file.

Procedure:

- 1. Take the number of blocks in the file as input.
- 2. Store the file blocks using linked list nodes, where each node contains data and a pointer to the next block.
- 3. The directory will store pointers to the first and last blocks.
- 4. Access and print the blocks sequentially by following the links.

C Program:

```
#include <stdio.h>
#include <stdlib.h>

struct Block {
   int data;
   struct Block* next;
};

int main() {
   int n;
   printf("Enter the number of blocks in the file: ");
   scanf("%d", &n);

struct Block* head = NULL;
   struct Block* tail = NULL;
```

```
struct Block* temp;
  for (int i = 0; i < n; i++) {
    temp = (struct Block*)malloc(sizeof(struct Block));
    printf("Enter data for block %d: ", i + 1);
    scanf("%d", &temp->data);
    temp->next = NULL;
    if (head == NULL) {
      head = temp;
      tail = temp;
    } else {
      tail->next = temp;
      tail = temp;
    }
  }
  printf("File blocks:\n");
  struct Block* current = head;
  while (current != NULL) {
    printf("Block data: %d\n", current->data);
    current = current->next;
  }
  return 0;
Output:
```

}

Output

```
Enter the number of blocks in the file: 6
Enter data for block 1: 4
Enter data for block 2: 56
Enter data for block 3: 6
Enter data for block 4: 2
Enter data for block 5: 7
Enter data for block 6: 52
File blocks:
Block data: 4
Block data: 56
Block data: 6
Block data: 7
Block data: 52

=== Code Execution Successful ===192372048
```