**PRACTICAL-6**

**IMPLEMENTATION OF RESOURCE ALLOCATION GRAPH**

#include<stdio.h>

#include<conio.h>

void main()

{

char p1,p2,r1,r2;

int b, a;

clrscr();

printf("\nsafe state\n");

printf("\np1 requests r1\n");

printf("\nr1 assigned to p2\n");

printf("\np1 claiming r2\n");

printf("\np2 claiming r2\n");

printf("\nvalue of a,a=0requesting by p1&a=1requesting by p2\n");

scanf("%d",a);

if(a==0)

printf("\np1 requestingr2\n");

if(a==1)

printf("\np2 requesting r2\n");

printf("enter the value of b to edge\n\n");

printf("\nb=0\tassigned to p2\nb=1assigned to p1\n\n");

scanf("%d",b);

if(b==0&&a==0)

{

printf("\np1 requesting r2\n");

printf("\n r2 assigned to p2\n\n");

printf("NO DEADLOCK\n\n");

}

if(b==1&&a==1)

{

printf("r2 assigned to p1\n\n");

printf("p2 request r2\n\n");

printf("\nDEADLOCK");

}

}