## Expr 10 a: Best Fit

## First Fit code:

```
#include <stdio.h&gt;
#define MAX 10
int main() {
int blockSize[MAX], fileSize[MAX], allocation[MAX], originalBlockSize[MAX];
int blockCount, fileCount, fragment[MAX];
// Input number of blocks and files
printf("Enter the no of blocks: ");
scanf("%d", &blockCount);
printf("Enter the no of files: ");
scanf("%d", &fileCount);
// Input block sizes
printf("Enter the size of the blocks:\n");
for (int i = 0; i < blockCount; i++) {
printf("Block %d: ", i + 1);
scanf("%d", &blockSize[i]);
originalBlockSize[i] = blockSize[i]; // Keep original size for output
// Input file sizes
printf("Enter the size of the files:\n");
for (int i = 0; i < fileCount; i++) {
printf("File %d: ", i + 1);
scanf("%d", &fileSize[i]);
allocation[i] = -1; // Initially not allocated
fragment[i] = -1; // Initially no fragment
// First Fit Allocation
for (int i = 0; i < fileCount; i++) {
for (int j = 0; j < blockCount; j++) {
if (blockSize[j] >= fileSize[i]) {
allocation[i] = j;
fragment[i] = blockSize[j] - fileSize[i];
blockSize[j] -= fileSize[i]; // Update available size
break;
// Final output
printf("\nFile No\tFile Size\tBlock No\tBlock Size\tFragment\n");
```

```
for (int i = 0; i < fileCount; i++) {
  printf(&quot;%d\t%d\t\t&quot;, i + 1, fileSize[i]);
  if (allocation[i] != -1) {
  int b = allocation[i];
  printf(&quot;%d\t\t%d\t\t%d\n&quot;, b + 1, originalBlockSize[b],
  fragment[i]);
} else {
  printf(&quot;Not Allocated\t-\t\t-\n&quot;);
}
}
return 0;
}
```

## **Output:**

```
kfl02@fedora:~/exp10b$ ./first_fit
Enter the no of blocks: 4
Enter the no of files: 3
Enter the size of the blocks:
Block 1: 5
Block 2: 8
Block 3: 4
Block 4: 10
Enter the size of the files:
File 1: 1
File 2: 4
File 3: 7

File No File Size Block No Block Size Fragment
1 1 1 5 4
2 4 1 5 0
3 7 2 8 1
kfl02@fedora:~/exp10b$
```

## **Result:**

Thus the First fit Code is implemented in fedora using the c language