

Allocated pg(s) of process 9 in Ram and in VM are 3

Memory Representation:

Process No	Page	Arrival Time
0	0	0
0	1	0
1	0	1
2	0	2
2	1	2
2	2	2
3	0	3
3	1	3
4	0	4
4	1	4
5	0	5
5	1	5
6	0	6
6	1	6
7	0	7
7	1	7
8	0	8
9	0	9
9	1	9
9	2	9

Here frames /per process assign is 2 pgs as 20 frames in mem and 10 processes, but note that as process 1 have only 1 pg, and 1pg were unallocated ,so next process which is 2 starts just next to allocated frame, and as process 2 fills unallocated frame for process1, so process 3 gets only 2 pg, as process3 contains total 5 pgs, so 2 are allocated and 3 are remaining. Similarly in case of process 8 and 9

Now, swapping remaining pgs of each Process as we've allocated all processes in mem

No pg to Swap in process 0

No pg to Swap in process 1

Swapping 4 pgs of process 2 one by one

Swapping pg 0 by 3 of process 2

Memory Representation:

Process No	Page	Arrival Time
0	0	0
0	1	0
1	0	1
2	3	2
2	1	2
2	2	2
3	0	3
3	1	3
4	0	4
4	1	4
5	0	5
5	1	5
6	0	6
6	1	6
7	0	7
7	1	7
8	0	8
9	0	9
9	1	9
9	2	9

As all processes pgs are initially allocated in mem, so now we're swapping remaining pgs, so we go through each process and then swap each pg at a time, until all pgs of each processes's are shown in memory at least once.

Swapping pg 3 by 6 of process 2

Memory Representation:

Process No	Page	Arrival Time
0	0	0
0	1	0
1	0	1
2	6	2
2	4	2
2	5	2
3	0	3
3	1	3
4	0	4
4	1	4
5	0	5
5	1	5
6	0	6
6	1	6
7	0	7
7	1	7
8	0	8
9	0	9
9	1	9
9	2	9

Successfully swap remaining pgs, and shown all pgs of process2 in 4 times
Swapping 3 pgs of process 3 one by one

Swapping pg 0 by 2 of process 3

Here as process2 have 7 pgs, so initially 3 pgs were allocated then in each iteration 1 pg is swap at a time, so 4 iterations are required