**SSN College of Engineering, Kalavakkam**

**Department of Computer Science and Engineering**

**Semester - IV**

**UCS1411 – Operating Systems Lab**

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**EXCERCISE – 8**

**CODE:**

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

typedef struct Partition

{

unsigned int start;

unsigned int end;

unsigned int size;

int state;

} Partition;

char \*const printState(const Partition P)

{

static char str[5];

if (P.state < -1)

exit(1);

else if (P.state == -1)

strcpy(str, "Hole");

else

{

str[0] = 'P';

str[1] = (P.state / 10) + 48;

str[2] = (P.state % 10) + 48;

str[3] = ' ';

str[4] = '\0';

}

return str;

}

#define HOLE -1

#include "LinkedList.h" // File containing Linked List operations

typedef enum Mode

{

FirstFit = 1,

BestFit,

WorstFit

} Mode;

void FFAlloc(List, List, List, const int, const unsigned int);

void BFAlloc(List, List, List, const int, const unsigned int);

void WFAlloc(List, List, List, const int, const unsigned int);

void Dealloc(List, List, List, const int);

void Coalesce(List, List);

int main()

{

int n, pid, choice = -1;

unsigned int size;

Mode m;

Partition \*tmp;

List memory = createEmptyList();

List free = createEmptyList();

List allocated = createEmptyList();

printf(" Enter the number of partitions: ");

scanf("%d", &n);

for (int i = 0; i < n; i++)

{

tmp = (Partition \*)malloc(sizeof(Partition));

printf(" Enter the start and end address: ");

scanf("%d %d", &(tmp->start), &(tmp->end));

tmp->size = tmp->end - tmp->start;

tmp->state = HOLE;

insert(memory, tmp);

insert(free, tmp);

}

while (1)

{

printf("\t\tMEMORY MENU\n");

printf(" 1 - First Fit\n");

printf(" 2 - Best Fit\n");

printf(" 3 - Worst Fit\n");

printf(" 0 - Exit\n");

printf(" ------------------------\n");

printf(" Enter your choice: ");

scanf("%d", &m);

if (m < 0 || m > 3)

{

printf("Invalid Mode!\n");

continue;

}

if (m == 0)

return 0;

while (1)

{

printf("\n\n");

printf("\t\t\t\tMENU\n");

printf(" 1 - Entry / Allocate\n");

printf(" 2 - Exit / De-Allocate\n");

printf(" 3 - Display\n");

printf(" 4 - Coalescing of Holes\n");

printf(" 5 - Back\n");

printf(" ------------------------\n");

printf(" Enter your choice: ");

scanf("%d", &choice);

if (choice < 1 || choice > 5)

{

printf(" Invalid Input\n");

continue;

}

if (choice == 5)

break;

switch (choice)

{

case 1:

printf("\n Enter the PID of process: ");

scanf("%d", &pid);

printf(" Enter the size required: ");

scanf("%d", &size);

switch (m)

{

case FirstFit:

FFAlloc(memory, free, allocated, pid, size);

break;

case BestFit:

BFAlloc(memory, free, allocated, pid, size);

break;

case WorstFit:

WFAlloc(memory, free, allocated, pid, size);

default:

break;

}

break;

case 2:

printf(" Enter PID of process to exit: ");

scanf("%d", &pid);

Dealloc(memory, free, allocated, pid);

break;

case 3:

printf(" ALLOCATED PARTITIONS:\n");

display(allocated);

printf("\n FREE PARTITIONS:\n");

display(free);

printf("\n ALL PARTITIONS:\n");

display(memory);

break;

case 4:

Coalesce(memory, free);

default:

break;

}

}

}

}

void FFAlloc(List memory, List free, List alloc, const int pid, const unsigned int size)

{

Partition \*fragment;

if (free->next == NULL)

{

printf(" No Free Space Available!\n");

return;

}

int flag = 0;

unsigned int total\_size;

Partition \*p;

List tmp = free;

while (tmp->next != NULL)

{

if (tmp->next->d->state != HOLE)

{

tmp = tmp->next;

continue;

}

if (tmp->next->d->size >= size)

{

flag = 1;

if (tmp->next->d->size == size)

{

p = delete (tmp);

p->state = pid;

insert(alloc, p);

break;

}

else

{

p = delete (tmp);

fragment = (Partition \*)malloc(sizeof(Partition));

fragment->end = p->end;

fragment->start = p->start + size;

fragment->state = HOLE;

fragment->size = fragment->end - fragment->start;

p->end = p->start + size;

p->state = pid;

p->size = size;

insert(memory, fragment);

insert(free, fragment);

insert(alloc, p);

break;

}

}

tmp = tmp->next;

}

if (!flag)

printf(" Unable to Allocate Required Memory!\n");

else

printf(" Successfully Allocated!\n");

}

void BFAlloc(List memory, List free, List alloc, const int pid, const unsigned int size)

{

if (free->next == NULL)

{

printf(" No Free Space Available!\n");

return;

}

unsigned int left\_over = 999;

Node \*ptr = NULL;

Partition \*p, \*fragment;

List tmp = free;

while (tmp->next != NULL)

{

if (tmp->next->d->state != HOLE)

{

tmp = tmp->next;

continue;

}

if (tmp->next->d->size >= size)

if (tmp->next->d->size - size < left\_over)

{

left\_over = tmp->next->d->size - size;

ptr = tmp;

}

tmp = tmp->next;

}

if (!ptr)

{

printf(" Unable to allocate required memory!\n");

return;

}

p = delete (ptr);

p->state = pid;

p->size = size;

if (left\_over == 0)

insert(alloc, p);

else

{

fragment = (Partition \*)malloc(sizeof(Partition));

fragment->start = p->start + size;

fragment->end = p->end;

fragment->state = HOLE;

fragment->size = fragment->end - fragment->start;

p->end = p->start + size;

insert(alloc, p);

insert(memory, fragment);

insert(free, fragment);

}

printf(" Successfully Allocated Memory!\n");

}

void WFAlloc(List memory, List free, List alloc, const int pid, const unsigned int size)

{

if (free->next == NULL)

{

printf(" No Free Space Available!\n");

return;

}

unsigned int left\_over = 0;

Node \*ptr = NULL;

Partition \*p, \*fragment;

List tmp = free;

while (tmp->next != NULL)

{

if (tmp->next->d->state != HOLE)

{

tmp = tmp->next;

continue;

}

if (tmp->next->d->size >= size)

if (tmp->next->d->size - size > left\_over)

{

left\_over = tmp->next->d->size - size;

ptr = tmp;

}

tmp = tmp->next;

}

if (!ptr)

{

printf(" Unable to allocate required memory!\n");

return;

}

p = delete (ptr);

p->state = pid;

p->size = size;

if (left\_over == 0)

insert(alloc, p);

else

{

fragment = (Partition \*)malloc(sizeof(Partition));

fragment->start = p->start + size;

fragment->end = p->end;

fragment->state = HOLE;

fragment->size = fragment->end - fragment->start;

p->end = p->start + size;

insert(alloc, p);

insert(memory, fragment);

insert(free, fragment);

}

printf(" Successfully Allocated Memory!\n");

}

void Dealloc(List memory, List free, List alloc, const int pid)

{

if (alloc->next == NULL)

{

printf(" No Process Allocated!\n");

return;

}

Partition \*p;

Node \*tmp = alloc;

int flag = 0;

while (tmp->next != NULL)

{

if (tmp->next->d->state == pid)

{

flag = 1;

break;

}

tmp = tmp->next;

}

if (flag == 0)

{

printf(" No such Process Found!\n");

return;

}

p = delete (tmp);

p->state = HOLE;

insert(free, p);

printf(" Successfully De-Allocated Memory\n");

}

void Coalesce(List memory, List free)

{

if (!free->next)

return;

if (!free->next->next)

return;

Node \*l = NULL,

\*r = NULL;

Partition \*left = NULL,

\*right = NULL,

\*p = NULL;

Node \*tmp = free, \*tmp2 = memory;

while (tmp->next != NULL && tmp->next->next != NULL)

{

if (tmp->next->d->end == tmp->next->next->d->start)

{

l = tmp;

left = tmp->next->d;

r = tmp->next;

right = tmp->next->next->d;

p = (Partition \*)malloc(sizeof(Partition));

p->start = left->start;

p->end = right->end;

p->size = p->end - p->start;

p->state = HOLE;

delete (r);

delete (l);

insert(free, p);

while (tmp2->next != NULL && tmp2->next->next != NULL)

{

if (tmp2->next->d == left)

{

l = tmp2;

r = tmp2->next;

delete (r);

delete (l);

insert(memory, p);

break;

}

tmp2 = tmp2->next;

}

}

tmp = tmp->next;

}

}

**OUTPUT**:

Enter the number of partitions: 5

Enter the start and end address: 100 150

Enter the start and end address: 160 170

Enter the start and end address: 200 250

Enter the start and end address: 275 300

Enter the start and end address: 350 450

MEMORY MENU

1 - First Fit

2 - Best Fit

3 - Worst Fit

Enter your choice: 1

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 1

Enter the PID of process: 1

Enter the size required: 10

Successfully Allocated!

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

+ +

| P01 |

+ +

100 110

+ + + ++ + +

+ + + ++ + +

110 150 160 170 200 250 275 300 350 450

ALL PARTITIONS:

+ + + ++ + + + +

+ + + ++ + + + +

100 110 110 150 160 170 200 250 275 300 350 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 1

Enter the PID of process: 2

Enter the size required: 25

Successfully Allocated!

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

| P01 | | P02 |

100 110 110 135

FREE PARTITIONS:

+ + + ++ + +

+ + + ++ + +

135 150 160 170 200 250 275 300 350 450

ALL PARTITIONS:

+ + + ++ + + + + + +

+ + + ++ + + + + + +

100 110 110 135 135 150 160 170 200 250 275 300 350 45

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 2

Enter PID of process to exit: 2

Successfully De-Allocated Memory

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 4

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

+ +

| P01 |

+ +

100 110

+ + + ++ + +

+ + + ++ + +

110 150 160 170 200 250 275 300 350 450

ALL PARTITIONS:

+ + + ++ + + + +

+ + + ++ + + + +

100 110 110 150 160 170 200 250 275 300 350 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 2

Enter PID of process to exit: 1

Successfully De-Allocated Memory

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

5 - Back

Enter your choice: 4

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

Empty!

FREE PARTITIONS:

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 350 450

ALL PARTITIONS:

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 350 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 5

MEMORY MENU

1 - First Fit

2 - Best Fit

3 - Worst Fit

Enter your choice: 2

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 1

Enter the PID of process: 3 Enter

the size required: 10 Successfully

Allocated Memory!

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

+ +

| P03 |

+ +

160 170

| Hole | | Hole | | Hole | | Hole |

100 150 200 250 275 300 350 450

ALL PARTITIONS:

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 350 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 1

Enter the PID of process: 4 Enter

the size required: 25 Successfully

Allocated Memory!

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

| P03 | | P04 |

160 170 275 300

FREE PARTITIONS:

| Hole | | Hole | | Hole |

100 150 200 250 350 450

ALL PARTITIONS:

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 350 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 2

Enter PID of process to exit: 3

Successfully De-Allocated Memory

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

+ +

| P04 |

+ +

275 300

| Hole | | Hole | | Hole | | Hole |

100 150 160 170 200 250 350 450

ALL PARTITIONS:

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 350 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 2

Enter PID of process to exit: 4

Successfully De-Allocated Memory

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

Empty!

FREE PARTITIONS:

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 350 450

ALL PARTITIONS:

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 350 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 5

MEMORY MENU

1 - First Fit

2 - Best Fit

3 - Worst Fit

Enter your choice: 3

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 1

Enter the PID of process: 5 Enter

the size required: 10 Successfully

Allocated Memory!

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

+ +

| P05 |

+ +

350 360

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 360 450

ALL PARTITIONS:

+ + + ++ + + + +

+ + + ++ + + + +

100 150 160 170 200 250 275 300 350 360 360 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 1

Enter the PID of process: 6 Enter

the size required: 25 Successfully

Allocated Memory!

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

| P05 | | P06 |

350 360 360 385

FREE PARTITIONS:

+ + + ++ + +

+ + + ++ + +

100 150 160 170 200 250 275 300 385 450

ALL PARTITIONS:

+ + + ++ + + + + + +

+ + + ++ + + + + + +

100 150 160 170 200 250 275 300 350 360 360 385 385 45

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 2

Enter PID of process to exit: 5

Successfully De-Allocated Memory

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 4

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 2

Enter PID of process to exit: 6

Successfully De-Allocated Memory

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

Empty!

FREE PARTITIONS:

+ + + ++ + + ++ + +

+ + + ++ + + ++ + +

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 4

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 3

ALLOCATED

PARTITIONS:

Empty!

FREE PARTITIONS:

+ + + ++ + + + +

+ + + ++ + + + +

100 150 160 170 200 250 275 300 350 385 385 450

ALL PARTITIONS:

+ + + ++ + + + +

+ + + ++ + + + +

100 150 160 170 200 250 275 300 350 385 385 450

MENU

1 - Entry / Allocate

2 - Exit / De-Allocate

3 - Display

4 - Coalescing of Holes

Enter your choice: 5

MEMORY MENU

1 - First Fit

2 - Best Fit

3 - Worst Fit

Enter your choice: 0