```
#define FRAME_SIZE 3 // Size of the frame
#define PAGE_SIZE 10 // Number of pages
void Iru(int pages[], int n) {
  int frames[FRAME_SIZE]; // Array to store frames
  int counter[FRAME_SIZE]; // Array to store counter for each frame
  int page_faults = 0; // Counter for page faults
  int i, j, k, lru;
  // Initialize frames and counter to -1
  for (i = 0; i < FRAME_SIZE; i++) {
    frames[i] = -1;
    counter[i] = -1;
  }
  // Loop through each page
  for (i = 0; i < n; i++) {
    // Check if page already exists in frame
    int hit = 0;
    for (j = 0; j < FRAME\_SIZE; j++) \{
       if (frames[j] == pages[i]) {
         hit = 1;
         counter[j] = i; // Update counter for hit page
         break;
      }
    }
    // If page is not found in frame
    if (!hit) {
```

```
// Increment page fault counter
       page_faults++;
       // Find the least recently used page
       Iru = 0;
       for (k = 1; k < FRAME_SIZE; k++) {
         if (counter[k] < counter[lru])</pre>
           Iru = k;
       }
       // Replace the least recently used page with the current page
       frames[lru] = pages[i];
       counter[lru] = i;
    }
    // Print the current state of frames after each iteration
    printf("Page %d -> ", pages[i]);
    for (j = 0; j < FRAME\_SIZE; j++) \{
       if (frames[j] == -1)
         printf("- ");
       else
         printf("%d ", frames[j]);
    }
    printf("\n");
  }
  // Print the total number of page faults
  printf("\nTotal page faults: %d\n", page_faults);
int main() {
```

}

```
int pages[] = {1, 2, 3, 4, 5, 1, 2, 6, 7, 8, 7, 8, 9, 7, 8, 9, 5, 4, 5, 4, 2};
int n = sizeof(pages) / sizeof(pages[0]);

lru(pages, n);
return 0;
}
```