```
#include <stdio.h>
#define MAX_MEMORY_BLOCKS 100
#define INITIAL_MEMORY_SIZE 1000
int memory_blocks[MAX_MEMORY_BLOCKS]; // Array to store memory block sizes
int num_blocks = 0; // Number of memory blocks
// Initialize memory with the initial size
void initialize_memory() {
  memory_blocks[0] = INITIAL_MEMORY_SIZE;
  num_blocks = 1;
}
// Display the memory blocks with sizes
void display_memory() {
  printf("Memory Blocks:\n");
  for (int i = 0; i < num_blocks; i++) {
    printf("Block %d: %d KB\n", i + 1, memory_blocks[i]);
  }
  printf("\n");
}
// Allocate memory using best fit algorithm
void allocate_best_fit(int size) {
  int best_fit_index = -1;
  int smallest_block_size = INITIAL_MEMORY_SIZE + 1;
  for (int i = 0; i < num_blocks; i++) {
    if (memory_blocks[i] >= size && memory_blocks[i] < smallest_block_size) {</pre>
```

smallest\_block\_size = memory\_blocks[i];

```
best_fit_index = i;
    }
  }
  if (best_fit_index == -1) {
    printf("Memory allocation failed. Not enough contiguous memory available.\n");
  } else {
    memory_blocks[best_fit_index] -= size;
    // Insert new block if there is remaining memory
    if (memory_blocks[best_fit_index] > 0) {
      for (int i = num_blocks; i > best_fit_index + 1; i--) {
         memory_blocks[i] = memory_blocks[i - 1];
      }
      memory_blocks[best_fit_index + 1] = memory_blocks[best_fit_index];
      num_blocks++;
    }
    printf("Memory allocated successfully: %d KB\n", size);
  }
}
int main() {
  initialize_memory();
  display_memory();
  allocate_best_fit(200);
  display_memory();
  allocate_best_fit(500);
  display_memory();
```

```
allocate_best_fit(800);
display_memory();
allocate_best_fit(300);
display_memory();
return 0;
}
```

