

Write the simulation program to implement demand paging and show the page scheduling and total number of page faults for the following given page reference string. Give input n as the number of memory frames.

Reference String : 12,15,12,18,6,8,11,12,19,12,6,8,12,15,19,8

i. Implement OPT

```
#include<stdio.h>
int main()
{
    int no_of_frames, no_of_pages, frames[10], pages[30], temp[10], flag1, flag2, flag3, i, j, k, pos,
max, faults = 0;
    printf("Enter number of frames: ");
    scanf("%d", &no_of_frames);

    printf("Enter number of pages: ");
    scanf("%d", &no_of_pages);

    printf("Enter page reference string: ");

    for(i = 0; i < no_of_pages; ++i){
        scanf("%d", &pages[i]);
    }

    for(i = 0; i < no_of_frames; ++i){
        frames[i] = -1;
    }

    for(i = 0; i < no_of_pages; ++i){
        flag1 = flag2 = 0;

        for(j = 0; j < no_of_frames; ++j){
            if(frames[j] == pages[i]){
                flag1 = flag2 = 1;
                break;
            }
        }

        if(flag1 == 0){
            for(j = 0; j < no_of_frames; ++j){
                if(frames[j] == -1){
                    faults++;
                    frames[j] = pages[i];
                    flag2 = 1;
                    break;
                }
            }
        }

        if(flag2 == 0){
            flag3 = 0;
        }
    }
}
```

```

for(j = 0; j < no_of_frames; ++j){
    temp[j] = -1;

    for(k = i + 1; k < no_of_pages; ++k){
        if(frames[j] == pages[k]){
            temp[j] = k;
            break;
        }
    }
}

for(j = 0; j < no_of_frames; ++j){
    if(temp[j] == -1){
        pos = j;
        flag3 = 1;
        break;
    }
}

if(flag3 == 0){
    max = temp[0];
    pos = 0;

    for(j = 1; j < no_of_frames; ++j){
        if(temp[j] > max){
            max = temp[j];
            pos = j;
        }
    }
}
frames[pos] = pages[i];
faults++;
}

printf("\n");

for(j = 0; j < no_of_frames; ++j){
    printf("%d\t", frames[j]);
}

printf("\n\nTotal Page Faults = %d", faults);

return 0;
}

```