/*banker's algo*/

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#include<stdio.h>
int max[100][100];
int alloc[100][100];
int need[100][100];
int avail[100];
int n,r;
void input();
void show();
void cal();
int main()
{
int i,j;
printf("**** Banker's Algo ****\n");
input();
show();
cal();
return 0;
}
void input()
{
int i,j;
printf("Enter the no of Processes: ");
scanf("%d",&n);
printf("\nEnter the no of resources instances: ");
scanf("%d",&r);
printf("\nEnter the Max Matrix\n");
for(i=0;i<n;i++)
{
for(j=0;j<r;j++)
{
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scanf("%d",&max[i][j]);
}
}
printf("Enter the Allocation Matrix\n");
for(i=0;i<n;i++)
{
for(j=0;j<r;j++)
{
scanf("%d",&alloc[i][j]);
}
}
printf("Enter the available Resources\n");
for(j=0;j<r;j++)
{
scanf("%d",&avail[j]);
}
}
void show()
{
int i,j;
printf("Process\tAllocation\tMax\tAvailable\tNeed\t");
for(i=0;i<n;i++)
{
printf("\nP\%d\t ",i+1);
for(j=0;j<r;j++)
printf("%d ",alloc[i][j]);
}
printf("\t\t");
for(j=0;j<r;j++)
{
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printf("%d ",max[i][j]);
}
printf("\t");
if(i==0)
{
for(j=0;j<r;j++)
printf("%d ",avail[j]);
}
printf("\t\t");
for(j=0;j<r;j++)
{
printf("%d ",max[i][j]-alloc[i][j]);
}
}
}
void cal()
{
int finish[100],temp,need[100][100],flag=1,k,c1=0;
int safe[100]; //if the system wasn't at safe state then how much states were in safe state
int i,j;
for(i=0;i<n;i++) //This array is initialized to keep track of whether each process has finished (1 if
finished, 0 otherwise), it is set to all 0s, indicating that no process has finished at the start
{
finish[i]=0;
}
//find need matrix
for(i=0;i<n;i++)
{
for(j=0;j<r;j++)
{
need[i][j]=max[i][j]-alloc[i][j];
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}
}
printf("\n");
while(flag) //while loop that runs until flag becomes 0(i.e the condition become false)(for each
process this while loop will execute)
{
flag=0;
for(i=0;i<n;i++)
{
int c=0;
for(j=0;j<r;j++)
{
if((finish[i]==0)&&(need[i][j]<=avail[j])) //(finish[i] == 0)=process is not finished
{
c++; //if loop cond. is satisfied, it increments a counter c. This counter keeps track of how many
resource types a process can be allocated.
if(c==r) //If c becomes equal to the total number of resource types r, it means that all the resources a
process needs are available, and it can be allocated all of them.
{
for(k=0;k< r;k++)
{
avail[k]+=alloc[i][j]; //it proceeds to allocate the resources, update the available resources, mark the
process as finished, and set the flag to 1 to continue checking other processes
finish[i]=1;
flag=1;
}
printf("P%d->",i+1); //the process number (P%d) to indicate that the process has been allocated
resources.
if(finish[i]==1)
{
i=n; //effectively breaking out of the outer loop, because there's no need to continue checking other
resources for this process.(the while loop exit cond.)
}
```

```
}
}
}
}
}
for(i=0;i<n;i++)
{
if(finish[i]==1)
{
c1++; //A counter to keep track of the number of processes that have finished.
}
else
{
//printf("P%d->",i+1); // the finish array and checks which processes have finished (finish[i] == 1) and
increments c1 accordingly.
}
}
if(c1==n)
{printf("\n The system is in safe state");
}
else //If c1 is less than n, it indicates that not all processes have finished, and the system is in an
unsafe state with processes potentially deadlocked. It prints messages indicating a deadlock and an
unsafe state.
{
printf("\n Process are in dead lock");
printf("\n System is in unsafe state");
}
}
```

