## **EXP 13**

{

```
#include<stdio.h>
void main()
        int bsize[10], psize[10], bno, pno, flags[10], allocation[10], i, j;
        for(i = 0; i < 10; i++)
        {
                 flags[i] = 0;
                 allocation[i] = -1;
        printf("Enter no. of blocks: ");
        scanf("%d", &bno);
        printf("\nEnter size of each block: ");
        for(i = 0; i < bno; i++)
                 scanf("%d", &bsize[i]);
        printf("\nEnter no. of processes: ");
        scanf("%d", &pno);
        printf("\nEnter size of each process: ");
        for(i = 0; i < pno; i++)
                 scanf("%d", &psize[i]);
                                    //allocation as per first fit
        for(i = 0; i < pno; i++)
                 for(j = 0; j < bno; j++)
                          if(flags[j] == 0 && bsize[j] >= psize[i])
                                  allocation[j] = i;
                                  flags[j] = 1;
                                  break;
        //display allocation details
        printf("\nBlock no.\tsize\t\tprocess no.\t\tsize");
        for(i = 0; i < bno; i++)
        {
                 printf("\n%d\t\t%d\t", i+1, bsize[i]);
                 if(flags[i] == 1)
                          printf("%d\t\t%d",allocation[i]+1,psize[allocation[i]]);
                 else
                          printf("Not allocated");
        }
```

```
Enter no. of blocks: 5
Enter size of each block: 3
4
4
4
Enter no. of processes: 3
Enter size of each process: 4
4
4
Block no.
                size
                                                         size
                                process no.
                                Not allocated
1
2
3
4
                4
                                1
                                                         4
                4
                                2
                4
                                                         4
5
                4
                                Not allocated
Process exited after 22.97 seconds with return value 5
Press any key to continue . . .
```