

9) Banker's algorithm for deadlock avoidance

Program Code:

```
int avail[R] = {3, 3, 2};

int need[P][R];
bool finish[P] = {0};
int safeSeq[P];

// Calculate Need Matrix
for (i = 0; i < P; i++)
    for (j = 0; j < R; j++)
        need[i][j] = max[i][j] - alloc[i][j];

int count = 0;
while (count < P) {
    bool found = false;

    for (i = 0; i < P; i++) {
        if (!finish[i]) {
            bool canAllocate = true;

            for (j = 0; j < R; j++) {
                if (need[i][j] > avail[j]) {
                    canAllocate = false;
                    break;
                }
            }

            if (canAllocate) {
                for (j = 0; j < R; j++)
                    avail[j] += alloc[i][j];

                safeSeq[count++] = i;
                finish[i] = true;
                found = true;
            }
        }
    }

    if (!found) {
        printf("System is not in a safe state.\n");
        return 1;
    }
}

printf("System is in a safe state.\nSafe sequence is: ");
for (i = 0; i < P; i++)
    printf("P%d ", safeSeq[i]);
printf("\n");

return 0;
}
```

Output:

```
System is in a safe state.
Safe sequence is: P1 P3 P4 P0 P2
```