Task 11

Task 11a: To write C program to Simulate FIFO page replacement Algorithms for memory management:

Program:

```
#include <stdio.h>
int main() {
  int i, j, n, a[50], frame[10], no, k, avail, count = 0;
  // Input: Number of pages
  printf("\nENTER THE NUMBER OF PAGES:\n");
  scanf("%d", &n);
  // Input: Page reference string
  printf("\nENTER THE PAGE NUMBERS:\n");
  for (i = 1; i <= n; i++) {
    scanf("%d", &a[i]);
  }
  // Input: Number of frames
  printf("\nENTER THE NUMBER OF FRAMES:\n");
  scanf("%d", &no);
  // Initialize frames to -1 (empty)
  for (i = 0; i < no; i++) {
    frame[i] = -1;
  }
  j = 0;
  printf("\nRef String\tPage Frames\n");
  // Loop through each page in reference string
  for (i = 1; i <= n; i++) {
```

```
printf("%d\t\t", a[i]);
    avail = 0;
    // Check if page is already in frame
    for (k = 0; k < no; k++) {
      if (frame[k] == a[i]) {
         avail = 1; // Page hit
         break;
      }
    }
    // If not available, it's a page fault
    if (avail == 0) {
      frame[j] = a[i]; // Replace using FIFO
      j = (j + 1) \% no;
                        // Move to next frame index (circular)
                           // Increment page fault count
      count++;
      // Print current frame content
      for (k = 0; k < no; k++) {
         printf("%d\t", frame[k]);
      }
    }
    printf("\n");
  }
  // Output the total number of page faults
  printf("\nTotal Page Faults = %d\n", count);
  return 0;
}
```

```
ENTER THE NUMBER OF PAGES:
12
ENTER THE PAGE NUMBERS:
123412512345
ENTER THE NUMBER OF FRAMES:
3
Ref String Page Frames
1 1 -1 -1
2
 1 2 -1
3 1 2 3
4
 4 2 3
1 4 1 3
2
 4 1 2
5
  5 1 2
1
2
3
 5 3 2
4 5 3 4
 5 3 4
5
```

Output:

Total Page Faults = 9

Task 11b: To write C program to Simulate LRU page replacement Algorithms for memory management:

Program:

```
#include <stdio.h>
int main() {
  int frames[10], temp[10], pages[10];
  int total_pages, m, n, position = 0, k, l, total_frames;
  int a = 0, b = 0, page fault = 0;
  // Input: Number of frames
  printf("\nEnter Total Number of Frames:\t");
  scanf("%d", &total_frames);
  // Initialize all frames to -1
  for (m = 0; m < total\_frames; m++) {
    frames[m] = -1;
  }
  // Input: Number of pages
  printf("Enter Total Number of Pages:\t");
  scanf("%d", &total_pages);
  // Input: Reference string (page numbers)
  printf("Enter Values for Reference String:\n");
  for (m = 0; m < total_pages; m++) {
```

```
printf("Value No.[%d]:\t", m + 1);
  scanf("%d", &pages[m]);
}
// Processing each page
for (n = 0; n < total_pages; n++) {
  a = 0, b = 0;
  // Check if the page is already in a frame
  for (m = 0; m < total_frames; m++) {
    if (frames[m] == pages[n]) {
      a = 1; // Page hit
      b = 1;
      break;
    }
  }
  // If not in frames, try to place in empty frame
  if (a == 0) {
    for (m = 0; m < total_frames; m++) {
      if (frames[m] == -1) {
         frames[m] = pages[n];
         b = 1;
         page_fault++;
         break;
```

```
}
  }
}
// If no empty frame, use LRU logic to replace
if (b == 0) {
  for (m = 0; m < total_frames; m++) {
    temp[m] = 0;
  }
  // Look backward to find least recently used
  for (k = n - 1, l = 1; l <= total_frames - 1; l++, k--) {
    for (m = 0; m < total_frames; m++) {
      if (frames[m] == pages[k]) {
         temp[m] = 1;
      }
    }
  }
  // Find the frame which was not recently used
  for (m = 0; m < total_frames; m++) {
    if (temp[m] == 0) {
       position = m;
    }
  }
```

```
// Replace the LRU page with current page
      frames[position] = pages[n];
      page_fault++;
    }
    // Print the current frame status
    printf("\n");
    for (m = 0; m < total_frames; m++) {
      printf("%d\t", frames[m]);
    }
  }
  // Final output
  printf("\n\nTotal Number of Page Faults:\t%d\n", page_fault);
  return 0;
Output:
Enter Total Number of Frames: 3
Enter Total Number of Pages: 12
Enter Values for Reference String:
Value No.[1]: 2
Value No.[2]: 3
```

}

- Value No.[3]: 2
- Value No.[4]: 1
- Value No.[5]: 5
- Value No.[6]: 2
- Value No.[7]: 4
- Value No.[8]: 5
- Value No.[9]: 3
- Value No.[10]: 2
- Value No.[11]: 5
- Value No.[12]: 2
- 2 -1 -1
- 2 3 -1
- 2 3 -1
- 2 3 1
- 2 5 1
- 2 5 1
- 2 5 4
- 2 5 4
- 3 5 4
- 3 5 2
- 3 5 2
- 3 5 2