FIRST IN FIRST OUT

#include <iostream>

using namespace std;

int main() {

int nf;

cout << "Enter the number of frames" << endl;

cin >> nf;

int frames[nf];

for (int i = 0; i < nf; i++) {

frames[i] = -1;

}

int pl;

cout << "Enter the length of input string" << endl;

cin >> pl;

int number[pl];

cout << "Enter the values of input string" << endl;

for (int i = 0; i < pl; i++) {

cin >> number[i];

}

int top = 0;

int hits = 0;

for (int i = 0; i < pl; i++) {

int flag = 0;

for (int j = 0; j < nf; j++) {

if (frames[j] == number[i]) {

flag = 1;

hits++;

break;

}

}

if (flag == 0) {

frames[top] = number[i];

top++;

if (top >= nf) {

top = 0;

}

}

}

int faults = pl - hits;

cout << "Number of Hits :- " << hits;

cout << "Number of faults :: " <<faults;

}