

LFU

```
#include <stdio.h>
```

```
void display(int frames[], int n) {  
    for (int i = 0; i < n; i++) {  
        printf(frames[i] == -1 ? " - " : " %d ", frames[i]);  
    }  
    printf("\n");  
}
```

```
void displayFaultFrames(int fault_frames[], int fault_count) {  
    printf("Fault Frames: ");  
    for (int i = 0; i < fault_count; i++) {  
        printf("%d ", fault_frames[i]);  
    }  
    printf("\n");  
}
```

```
int isPageInFrame(int page, int frames[], int n) {  
    for (int i = 0; i < n; i++) {  
        if (frames[i] == page) return 1;  
    }  
    return 0;  
}
```

```
int findFreeFrame(int frames[], int n) {  
    for (int i = 0; i < n; i++) {  
        if (frames[i] == -1) return i;  
    }  
    return -1;  
}
```

```
int findLFU(int freq[], int n) {  
    int min = freq[0], index = 0;  
    for (int i = 1; i < n; i++) {  
        if (freq[i] < min) {  
            min = freq[i];  
            index = i;  
        }  
    }  
}
```

```

    return index;
}

void runLFU(int ref_string[], int ref_len, int n) {
    int frames[n], freq[n], page_faults = 0;
    int fault_frames[n]; // To store pages causing faults
    int fault_count = 0;

    for (int i = 0; i < n; i++) {
        frames[i] = -1;
        freq[i] = 0;
    }

    printf("Page Replacement Process (LFU):\n");
    for (int i = 0; i < ref_len; i++) {
        int page = ref_string[i];
        if (!isPageInFrame(page, frames, n)) {
            int free_frame = findFreeFrame(frames, n);
            if (free_frame == -1) {
                int lfu_index = findLFU(freq, n);
                frames[lfu_index] = page;
            } else {
                frames[free_frame] = page;
            }
            fault_frames[fault_count++] = page; // Store fault page
            page_faults++;
        } else {
            for (int j = 0; j < n; j++) {
                if (frames[j] == page) freq[j]++;
            }
        }
        display(frames, n);
    }
    printf("Total Page Faults: %d\n", page_faults);
    displayFaultFrames(fault_frames, fault_count); // Display fault frames
}

int main() {
    int n;
    printf("Enter number of frames: ");
    scanf("%d", &n);

    int ref_string[] = {3, 4, 5, 4, 3, 4, 7, 2, 4, 5, 6, 7, 2, 4, 6};
    int ref_len = sizeof(ref_string) / sizeof(ref_string[0]);

```

```
    runLFU(ref_string, ref_len, n);  
    return 0;  
}
```