#include <stdio.h>

struct pstruct

{

int fno;

int pbit;

}ptable[10];

int pmsize,lmsize,psize,frame,page,ftable[20],frameno;

void info()

{

printf("\n\nMEMORY MANAGEMENT USING PAGING\n\n");

printf("\n\nEnter the Size of Physical memory: ");

scanf("%d",&pmsize);

printf("\n\nEnter the size of Logical memory: ");

scanf("%d",&lmsize);

printf("\n\nEnter the partition size: ");

scanf("%d",&psize);

frame = (int) pmsize/psize;

page = (int) lmsize/psize;

printf("\nThe physical memory is divided into %d no.of frames\n",frame);

printf("\nThe Logical memory is divided into %d no.of pages",page);

}

void assign()

{

int i;

for (i=0;i<page;i++)

{

ptable[i].fno = -1;

ptable[i].pbit= -1;

}

for(i=0; i<frame;i++)

ftable[i] = 32555;

for (i=0;i<page;i++)

{

printf("\n\nEnter the Frame number where page %d must be placed: ",i);

scanf("%d",&frameno);

ftable[frameno] = i;

if(ptable[i].pbit == -1)

{

ptable[i].fno = frameno;

ptable[i].pbit = 1;

}

}

printf("\n\nPAGE TABLE\n\n");

printf("PageAddress FrameNo. PresenceBit\n\n");

for (i=0;i<page;i++)

printf("%d\t\t%d\t\t%d\n",i,ptable[i].fno,ptable[i].pbit);

}

int main()

{

//system("clear");

info();

assign();

return 0;

}