Operating Systems (CT-353) Lab 09:

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CODE:
#include <stdio.h>
int main() {
  int p[10], np, b[10], nb, ch, c[10], d[10], alloc[10], flag[10], i, j;
  for(i = 0; i < 10; i++) {
    flag[i] = 1; // Process not allocated
    alloc[i] = -1; // Block not allocated
  }
  printf("\nEnter the number of processes: ");
  scanf("%d", &np);
  printf("\nEnter the number of blocks: ");
  scanf("%d", &nb);
  printf("\nEnter the size of each process:\n");
  for(i = 0; i < np; i++) {
    printf("Process %d: ", i);
    scanf("%d", &p[i]);
  }
  printf("\nEnter the block sizes:\n");
  for(j = 0; j < nb; j++) {
    printf("Block %d: ", j);
    scanf("%d", &b[j]);
    c[j] = b[j]; // Create a copy for Best Fit
    d[j] = b[j]; // Create a copy for Worst Fit
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}
if(np \le nb) {
  printf("\n1. First Fit\n2. Best Fit\n3. Worst Fit\n");
  do {
    printf("\nEnter your choice: ");
    scanf("%d", &ch);
    switch(ch) {
       case 1: // First Fit
         printf("\nFirst Fit\n");
         for(i = 0; i < np; i++) {
            for(j = 0; j < nb; j++) {
               if(p[i] \le b[j]) \{
                 alloc[j] = p[i];
                 printf("\nProcess %d of size %d is allocated in block %d of size %d", i, p[i], j, b[j]);
                 flag[i] = 0;
                 b[j] = 0; // Block is now full
                 break;
               }
            }
            if(flag[i] == 1) {
               printf("\nProcess %d of size %d is not allocated", i, p[i]);
            }
         }
         Break;
       case 2: // Best Fit
         printf("\nBest Fit\n");
         for(i = 0; i < nb; i++) {
            for(j = i + 1; j < nb; j++) {
               if(c[i] > c[j]) {
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int temp = c[i];
         c[i] = c[j];
         c[j] = temp;
       }
    }
  }
  printf("\nAfter sorting block sizes:\n");
  for(i = 0; i < nb; i++) {
    printf("Block %d: %d\n", i, c[i]);
  }
  for(i = 0; i < np; i++) {
    for(j = 0; j < nb; j++) {
       if(p[i] <= c[j]) {
         alloc[j] = p[i];
         printf("\nProcess %d of size %d is allocated in block %d of size %d", i, p[i], j, c[j]);
         flag[i] = 0;
         c[j] = 0; // Block is now full
         break;
       }
    }
    if(flag[i] == 1) {
       printf("\nProcess %d of size %d is not allocated", i, p[i]);
    }
  }
  Break;
case 3: // Worst Fit
  printf("\nWorst Fit\n");
  for(i = 0; i < nb; i++) {
    for(j = i + 1; j < nb; j++) {
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if(d[i] < d[j]) {
         int temp = d[i];
         d[i] = d[j];
         d[j] = temp;
       }
    }
  }
  printf("\nAfter sorting block sizes:\n");
  for(i = 0; i < nb; i++) {
    printf("Block %d: %d\n", i, d[i]);
  }
  for(i = 0; i < np; i++) {
    for(j = 0; j < nb; j++) {
       if(p[i] \le d[j]) \{
         alloc[j] = p[i];
         printf("\nProcess %d of size %d is allocated in block %d of size %d", i, p[i], j, d[j]);
         flag[i] = 0;
         d[j] = 0; // Block is now full
         break;
       }
    }
    if(flag[i] == 1) {
       printf("\nProcess %d of size %d is not allocated", i, p[i]);
    }
  }
  break;
default:
  printf("Invalid Choice...\n");
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}

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} while(ch <= 3);
} else {
    printf("\nNumber of processes cannot be greater than the number of blocks.\n");
}
return 0;
}</pre>
```

OUTPUT:

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2. Best Fit
3. Worst Fit
Enter your choice: 1
First Fit
Process 0 of size 100 is allocated in block 0 of size 500
Process 1 of size 200 is allocated in block 1 of size 300
Process 2 of size 300 is allocated in block 4 of size 400
Process 3 of size 400 is not allocated
Enter your choice: 2
Best Fit
After sorting block sizes:
Block 0: 100
Block 1: 200
Block 2: 300
Block 3: 400
Block 4: 500
Process 0 of size 100 is allocated in block 0 of size 100
Process 1 of size 200 is allocated in block 1 of size 200
Process 2 of size 300 is allocated in block 2 of size 300
Process 3 of size 400 is allocated in block 3 of size 400
Enter your choice: 3
Worst Fit
After sorting block sizes:
Block 0: 500
Block 1: 400
Block 2: 300
Block 3: 200
Block 4: 100
Process 0 of size 100 is allocated in block 0 of size 500
Process 1 of size 200 is allocated in block 1 of size 400
Process 2 of size 300 is allocated in block 2 of size 300
Enter your choice:
```