CODE-

```
def best_fit(block_size, process_size):
   m = len(block_size) # Number of blocks
   n = len(process_size) # Number of processes
   allocation = [-1] * n # Stores block index assigned to each process
    for i in range(n):
       best_index = -1
       for j in range(m):
            if block_size[j] >= process_size[i]:
                if best_index == -1 or block_size[j] < block_size[best_index]:</pre>
                    best_index = j
       if best_index != -1:
            allocation[i] = best_index
            block_size[best_index] -= process_size[i]
   print("Process No.\tProcess Size\tBlock no.")
    for i in range(n):
       print(f"{i + 1}\t\t{process_size[i]}\t\t{allocation[i] + 1 if
            allocation[i] != -1 else 'Not Allocated'}")
block_size = [100, 500, 200, 300, 600]
process_size = [212, 417, 112, 426]
best_fit(block_size, process_size)
```

OUTPUT-

```
Process No. Process Size Block no.
1 212 4
2 417 2
3 112 3
4 426 5
```

```
cse16@localhost:~
```

```
#include <stdio.h>
#define MAX 25
int main() {
    int frag[MAX], b[MAX], f[MAX], i, j, nb, nf, temp;
static int bf[MAX], ff[MAX];
    printf("Enter the number of blocks: ");
    scanf("%d", &nb);
    printf("Enter the number of files: ");
    scanf("%d", &nf);
    printf("\nEnter the size of the blocks:-\n");
    for(i = 0; i < nb; i++) {
    printf("Block %d: ", i + 1);</pre>
        scanf("%d", &b[i]);
bf[i] = 0; // Initially mark block as free
    scanf("%d", &f[i]);
        for(j = 0; j < nb; j++) {
   if(bf[j] == 0 && b[j] >= f[i]) {
      ff[i] = j; // allocate block j to file i
      frag[i] = b[j] - f[i];
}
                 bf[j] = 1; // mark block as allocated
                 break;
    // Displaying Output
    ff[i] + 1,
             b[ff[i]],
frag[i]
    return 0;
```

OUTPUT-

```
Enter the number of blocks: 4
Enter the number of files: 3

Enter the size of the blocks:-
Block 1: 5
Block 2: 8
Block 3: 4
Block 4: 10

Enter the size of the files:-
File 1: 1
File 2: 4
File 3: 7

File_no: File_size: Block_no: Block_size: Fragment
1 1 1 5 4
2 4 2 8 4
3 7 4 10 3
```