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

int main()
{
    printf("\n\t\t\tMemory Management\t\t\tScheme - WorstFit");

    int i, j, nblocks, nfiles, temp, top = 0;
    int frag[10], block[10], files[10];
    static int block_arr[10], file_arr[10];

    printf("\nEnter the Number of Blocks:");
    scanf("%d", &nblocks);

    printf("Enter the Number of files:");
    scanf("%d", &nfiles);

    printf("\nEnter the Size of the Block:\n");
    for (i = 0; i < nblocks; i++)
    {
        printf("Block %d: \t", i + 1);
        scanf("%d", &block[i]);
    }

    printf("Enter the Size of the Files:\n");
    for (i = 0; i < nfiles; i++)
    {
        printf("File %d: \t", i + 1);
        scanf("%d", &files[i]);
    }
}
```



```
for (i=0; i<=nfiles; i++).
```

```
{
    for (j=0; j < n blocks; j++)
```

if (blocks_arr[s] != 1)

```
temp = blocks[j] - files[i];
```

$$i_b (t_{\text{on}} p \geq 0)$$

{ if (~~top~~ < temp)

```
{
file_arr[i] = j;
}
```

top = temp;

}

3

3

$$\text{flag}[i] = \text{top};$$

```
block_arr[file_arr[i]] = 1;
```

$$\text{top} = 0;$$

3

3

```
printf("\n File Number\t File Size\t")
```

"Block Number / (Block Size / Fragment)");

```
for (i = 0; i < nfiles; i++)
```

```

{
    printf ("%d\n", d1 + t1 + t2 + t3 + t4 + t5 + t6 + t7 + t8 + t9 + t10);
}

```

, i, files[i],

```

, i, files[i],
files_arr[i], blocks [file_arr[i], frag(i)];

```

2

```
print f("\n");
```

return 0;

3

Negiapoorv/BSC-IT-2SEM-OS-En x Suppose that a disk has 100 cylinders x www.whatsappweb.com - Yahoo x

github.com/Negiapoorv/BSC-IT-2SEM-OS-End-Term-Practical-2021

C:\Users\LENOVO\Documents\Untitled1.exe

```
Memory Management Scheme - Worst Fit
Enter the Number of Blocks: 3
Enter the Number of Files: 2
Enter the Size of the Blocks:
Block 1: 5
Block 2: 2
Block 3: 7
Enter the Size of the Files:
File 1: 1
File 2: 4

File Number   File Size   Block Number   Block Size   Fragment
0             1           2             7           6
1             4           0             5           0

-----
Process exited after 45.26 seconds with return value 0
Press any key to continue . . .
```