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#include<stdio.h>
int Psize[10],n,Msize[10],m,i,j,flag;
int psize[100],msize[100],max,loc;
void FIRSTFIT()
{ printf("\n\t\tFIRST FIT\n");
 for(i=0;i<n;i++)
 { psize[i] = Psize[i]; }
 for(i=0;i<m;i++)
 { msize[i] = Msize[i]; }
 for(i=0;i<n;i++)
 { flag=0;
   for(j=0;j<m;j++)
   { if(msize[j]>=psize[i])
    { printf("%d ALLOCATED IN %d MEMORY BLOCK",psize[i],msize[j]);
      msize[j] = msize[j]-psize[i];
      printf(" => %d SPACE REMAINING \n",msize[i]);
      flag=1;
      break;
                    }
                              }
 if(flag==0)
 { printf("%d CANNOT BE ALLOCATED \n",psize[i]); } } }
void WORSTFIT()
{ printf("\n\t\tWORST FIT \n");
 for(i=0;i<n;i++)
 { psize[i] = Psize[i]; }
 for(i=0;i<m;i++)
 { msize[i] = Msize[i]; }
 for(i=0;i<n;i++)
 \{ max = msize[0]; 
   loc = 0;
 for(j=0;j<m;j++)
 { if(msize[j]>max)
   { max = msize[j];
    loc = j;
                               }
                                         }
 if(max>=psize[i])
 { printf("%d ALLOCATED IN %d MEMORY BLOCK",psize[i],msize[loc]);
   msize[loc] = msize[loc]-psize[i];
   printf(" => %d SPACE REMAINING \n",msize[loc]); }
 { printf("%d CANNOT BE ALLOCATED \n",psize[i]); } }
void BESTFIT()
{ printf("\n\t\tBEST FIT \n");
 for(i=0;i<n;i++)
 { psize[i] = Psize[i]; }
 for(i=0;i<m;i++)
 { msize[i] = Msize[i]; }
 for(i=0;i<n;i++)
 \{ loc = -1;
 for(j=0;j<m;j++)
 { if(msize[j]>=psize[i])
   \{ if(loc == -1) \}
    { loc = j; }
   else if (msize[loc] > msize[j])
   \{ loc = j; \} \}
```

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if(loc!= -1)
 { printf("%d ALLOCATED IN %d MEMORY BLOCK",psize[i],msize[loc]);
  msize[loc] = msize[loc]-psize[i];
  printf(" => %d SPACE REMAINING \n",msize[loc]);
 else
 { printf("%d CANNOT BE ALLOCATED \n",psize[i]); } }
void main()
{ printf("ENTER THE NUMBER OF PROCESS:");
 scanf("%d",&n);
 printf("ENTER THE ARRAY OF PROCESS:");
 for(i=0;i<n;i++)
 { scanf("%d",&Psize[i]); }
 printf("ENTER THE NUMBER OF MEMORY BLOCK:");
 scanf("%d",&m);
 printf("ENTER THE ARRAY OF MEMORY BLOCK:");
 for(i=0;i<m;i++)
 { scanf("%d",&Msize[i]); }
 FIRSTFIT();
 BESTFIT();
 WORSTFIT(); }
```