```
#include <stdio.h>
int max[100][100];
int alloc[100][100];
int need[100][100];
int avail[100];
int n, r;
void INPUT();
void SHOW();
void CAL();
int main()
 INPUT();
 SHOW();
 CAL();
 return 0;
}
void INPUT()
 int i, j;
 printf("Enter the no of Processes: ");
 scanf("%d", &n);
 printf("Enter the no of resource instances: ");
 scanf("%d", &r);
 printf("Enter the Max Matrix:\n");
 for (i = 0; i < n; i++)
   for (j = 0; j < r; j++)
     scanf("%d", &max[i][j]);
 printf("\nEnter the Allocation Matrix:\n");
 for (i = 0; i < n; i++)
   for (j = 0; j < r; j++)
     scanf("%d", &alloc[i][j]);
 printf("\nEnter the available Resources:\n");
 for (j = 0; j < r; j++)
   scanf("%d", &avail[j]);
}
void SHOW()
{
 int i, j;
 printf("\nProcess\t Allocation\t Max\t\t Available");
 for (i = 0; i < n; i++)
 {
   printf("\nP\%d\t", i + 1);
   for (j = 0; j < r; j++)
     printf("%d", alloc[i][j]);
   printf("\t\t");
   for (j = 0; j < r; j++)
     printf("%d", max[i][j]);
   printf("\t\t");
   if (i == 0)
     for (j = 0; j < r; j++)
       printf("%d", avail[j]);
}
```

```
void CAL()
{
 int i, j, k;
 for (i = 0; i < n; i++)
   for (j = 0; j < r; j++)
     need[i][j] = max[i][j] - alloc[i][j];
   }
 }
 int finish[100] = \{0\};
 int flag = 1;
 while (flag)
   flag = 0;
   for (i = 0; i < n; i++)
     if (finish[i] == 0)
     {
       int c = 0;
       for (j = 0; j < r; j++)
         if (need[i][j] <= avail[j])
         {
           C++;
           if (c == r) {
             for (k = 0; k < r; k++)
               avail[k] += alloc[i][k];
             }
             finish[i] = 1;
             flag = 1;
         }
       }
     }
   }
 }
 int deadlock = 0;
 for (i = 0; i < n; i++)
  {
   if (finish[i] == 0)
   {
     deadlock = 1;
     printf("\n\nSystem is in Deadlock and the Deadlocked process is P%d\n", i + 1);
 if (!deadlock)
   printf("\nNo Deadlock Occurs\n");
}
```