

(globals)

Project C prodconos.c x fifoos.c x lruos.c x optimalos.c x seqfilallicos.c x

```
1 #include <stdio.h>
2 #include <conio.h>
3 #include <stdlib.h>
4 void recurse(int files[]){
5     int flag = 0, startBlock, len, j, k, ch;
6     printf("Enter the starting block and the length of the files: ");
7     scanf("%d%d", &startBlock, &len);
8     for (j=startBlock; j<(startBlock+len); j++){
9         if (files[j] == 0)
10             flag++;
11     }
12     if(len == flag){
13         for (int k=startBlock; k<(startBlock+len); k++){
14             if (files[k] == 0){
15                 files[k] = 1;
16                 printf("%d\t%d\n", k, files[k]);
17             }
18         }
19         if (k != (startBlock+len-1))
20             printf("The file is allocated to the disk\n");
21     }
22     else
23         printf("The file is not allocated to the disk\n");
24     printf("Do you want to enter more files?\n");
25     printf("Press 1 for YES, 0 for NO: ");
26     scanf("%d", &ch);
27     if (ch == 1)
28         recurse(files);
29     else
30         exit(0);
31 }
```

```
31     return;
32 }
33 int main()
34 {
35     int files[50];
36     for(int i=0;i<50;i++)
37         files[i]=0;
38     printf("Files Allocated are :\n");
39
40     recurse(files);
41     getch();
42     return 0;
43 }
```

 Compiler  Resources  Compile Log  Debug  Find Results  Console

Line: 19 Col: 37 Sel: 0 Lines: 43 Length: 1095 Insert Done parsing in 0.016 seconds

Files Allocated are :

Enter the starting block and the length of the files: 16 4

16 1

17 1

18 1

19 1

The file is allocated to the disk

Do you want to enter more files?

Press 1 for YES, 0 for NO: 1

Enter the starting block and the length of the files: 12 5

The file is not allocated to the disk

Do you want to enter more files?

Press 1 for YES, 0 for NO: 1

Enter the starting block and the length of the files: 12 4

12 1

13 1

14 1

15 1

The file is allocated to the disk

Do you want to enter more files?

Press 1 for YES, 0 for NO: 0

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Process exited after 24.2 seconds with return value 0

Press any key to continue . . .