EXPERIMENT 7

	Experiment 7
-1	Aimi 70 implement bonkers algorithm for dead tolk avoidance.
18.4	Theory:
€	The Banker's Algorithm thetaped by is a deadlock avoidance algorithm used in operating systems. It ensures that a system can allocate
	avoiding deadlock before it hoppens. It is named so because it is analogous to how a banker
	might allocate available cash to customers such that the bank never owns out of sussources.
	· Concepts'.
	i) safe state. A system is in a safe state it there enists a sequence of all processes such that each process can be allocated ib manirum processes even if all other processes are their manirum simultaneously
	ii) Unsafe state: An unsafe state does not imply deadlour but it could lead to one.
- Control of the cont	iii) Deadlock. A condition where a set of process are bound, because each process is holding, a eresource,
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	and waiting for another held by others.
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	· Working!
	i) Each process declares if maximum oresource needs
	at the
	ii) The system maintains pur following data
	spring Maintains the following date
	aura
—————————————————————————————————————	- Available: a
	→ Available: Resources currently available. → Max! Maximum demand greath process. → Milosopion: Resources currently allosated. → Need: Remaining resources needed.
A PARTY NAME OF	- Marchin demand a party of
	> Need's awrenty allocated
	> Need: femainty resources needed.
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	-> Request (resources) <= Need (co.
	-> Reguest (resources) <= Need (resources).
1-10-	> Request [resources] <= Available [kesources].
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1120	iv) if Lotue conditions are true, allocate resource of update the matrices accordingly
	update he matries accordingly.
	V) The systems checks it it is in safe mode.
4. 2.	vi) it cystem is rate
Ly Filter	vi) it system is safe, regrest is granted otherwood
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	Conclusion!
C	The Barker's Mgarithm is an effective nethed for available deadlocks by carryelly chedwy resource oreguests against system safety. It allows process to our without constitut by as ensuring a safe sequence of enecution. while it adds complexity I needs peredefined maximum demands, it provides a strong francular for safe gresource allocation.
	gresource allocation.
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Code:

```
// total resources=3
// total processes=n
import java.util.*;
class Main {
public static void main(String[] args) {
int n;
Scanner sc=new Scanner(System.in);
System.out.println("Enter the number of processes:");
n=sc.nextInt();
int all[][]=new int[n][3];
int totalAll[]=new int[3];
int total[]=new int [3];
int avl[]=new int [3];
int claim[][]=new int[n][3];
int rem[][]=new int [n][3];
System.out.println("Enter total resources:");
for (int i=0; i<3; i++) {
System.out.println("Resource "+(i+1));
total[i]=sc.nextInt();
}
System.out.println("Total Resouces:");
System.out.println("1|2|3");
for (int i=0; i<3; i++) {
System.out.print(total[i]+"|");
}
System.out.println();
System.out.println("Allocate resources for "+n+" processes :");
for (int i=0; i<n; i++) {
System.out.print("Process "+(i+1)+": ");
for (int j=0; j<3; j++) {
all[i][j]=sc.nextInt();
totalAll[j]+=all[i][j];
System.out.println();
}
```

```
System.out.println("Allocated resources:");
for (int i=0; i<n; i++) {
System.out.println("Process "+(i+1)+": ");
for (int j=0; j<3; j++) {
System.out.print(all[i][j]+" ");
System.out.println();
System.out.println("Available Resources:");
for (int i=0; i<3; i++) {
avl[i]=total[i]-totalAll[i];
System.out.print(avl[i]+" ");
System.out.println();
System.out.println("Claim resources for "+n+" processes :");
for (int i=0; i<n; i++) {
System.out.print("Process "+(i+1)+": ");
for (int j=0; j<3; j++) {
claim[i][j]=sc.nextInt();
System.out.println();
}
System.out.println("Claimed resources:");
for (int i=0; i<n; i++) {
System.out.print("Process "+(i+1)+": ");
for (int j=0; j<3; j++) {
System.out.print(claim[i][j]+" ");
}
System.out.println();
}
for (int i=0; i<n; i++) {
for (int j=0; j<3; j++) {
rem[i][j]=claim[i][j]-all[i][j];
}
}
System.out.println("Remaining resources:");
for (int i=0; i<n; i++) {
System.out.print("Process "+(i+1)+": ");
for (int j=0; j<3; j++) {
System.out.print(rem[i][j]+" ");
```

```
}
System.out.println();
ArrayList<Integer>arr=new ArrayList<>();
int count=0;
boolean isDone[]= new boolean[n];
boolean allDone=false;
while(count<n && allDone==false) {
allDone=true;
for (int i=0; i<n; i++) {
if(isDone[i]==false) {
allDone=false;
break;
}
}
for (int i=0; i<n; i++) {
System.out.println("Available Resources after checking Process "+(i+1)+": ");
   for (int x=0; x<3; x++) {
System.out.print(avl[x]+" ");
System.out.println();
if(rem[i][0]<=avl[0] && rem[i][1]<=avl[1] && rem[i][2]<=avl[2]) {
rem[i][0]=0;
rem[i][1]=0;
rem[i][2]=0;
if(isDone[i]==false)
{
arr.add(i);
avl[0]+=all[i][0];
avl[1]+=all[i][1];
avl[2]+=all[i][2];
isDone[i]=true;
count=0;
} else {
count++;
}
}
for (int x=0; x<n; x++) {
System.out.print(isDone[x]+" ");
```

```
}
System.out.println();
}
boolean safe=true;
for (int i=0; i<n; i++) {
if(isDone[i]==false) {
safe=false;
break;
}
}
if(safe) {
System.out.println("Safe. No Deadlock will occur.");
for (Integer i:arr) {
System.out.print("P"+(i+1)+" ");
}
} else {
System.out.println("Unsafe. Deadlock will occur");
}
}
}
Output:
Enter the number of processes:
Enter total resources:
Resource 1
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Resource 2
Resource 3
Total Resouces:
1|2|3
10|5|7|
Allocate resources for 5 processes:
```

Process 2: 2 0 0 Process 3: 3 0 2 Process 4: 2 1 1 Process 5: 0 0 2 Allocated resources: Process 1: 010 Process 2: 200 Process 3: 302 Process 4: 211 Process 5: 002 Available Resources: 332 Claim resources for 5 processes : Process 1: 7 5 3 Process 2: 3 2 2 Process 3: 9 0 2

Process 1: 0 1 0

Process 4: 4 2 2

Process 5: 5 3 3

Claimed resources: Process 1: 7 5 3 Process 2: 3 2 2 Process 3: 9 0 2 Process 4: 4 2 2 Process 5: 5 3 3 Remaining resources: Process 1: 7 4 3 Process 2: 1 2 2 Process 3: 6 0 0 Process 4: 2 1 1 Process 5: 5 3 1 Available Resources after checking Process 1: 332 Available Resources after checking Process 2: 332 Available Resources after checking Process 3: 532 Available Resources after checking Process 4: 532 Available Resources after checking Process 5: 743 false true false true true Available Resources after checking Process 1: 745 Available Resources after checking Process 2: 755

Available Resources after checking Process 3:

Available Resources after checking Process 4:

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Available Resources after checking Process 5:

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true true true true

Available Resources after checking Process 1:

1057

Available Resources after checking Process 2:

1057

Available Resources after checking Process 3:

1057

Available Resources after checking Process 4:

1057

Available Resources after checking Process 5:

1057

true true true true

Safe. No Deadlock will occur.

P2 P4 P5 P1 P3