Code:

```
#include<stdio.h>
#define MAX 25
void worstFit(int b[], int f[], int nb, int nf) {
  int frag[MAX], bf[MAX], ff[MAX];
  for (int i = 0; i < nb; i++) bf[i] = 0;
  for (int i = 0; i < nf; i++) ff[i] = -1;
  for (int i = 0; i < nf; i++) {
    int max_block = -1, max_size = -1;
    for (int j = 0; j < nb; j++) {
       if (bf[j] == 0 \&\& b[j] >= f[i] \&\& b[j] - f[i] > max_size) {
         max_size = b[j] - f[i];
         max_block = j;
       }
    }
    if (max_block != -1) {
       ff[i] = max_block;
       frag[i] = b[max_block] - f[i];
       bf[max_block] = 1;
    } else {
       frag[i] = -1;
    }
  }
  printf("\nWorst Fit Allocation:\n");
  printf("File No\t File Size\t Block No\t Block Size\t Fragment\n");
  for (int i = 0; i < nf; i++) {
    if (ff[i] != -1)
       printf("%-10d%-15d%-15d%-10d\n", i + 1, f[i], ff[i] + 1, b[ff[i]], frag[i]);
    else
       printf("%-10d%-15d%-15s\n", i + 1, f[i], "Not Allocated");
```

```
}
}
void firstFit(int b[], int f[], int nb, int nf) {
  int frag[MAX], bf[MAX], ff[MAX];
  for (int i = 0; i < nb; i++) bf[i] = 0;
  for (int i = 0; i < nf; i++) ff[i] = -1;
  for (int i = 0; i < nf; i++) {
    for (int j = 0; j < nb; j++) {
       if (bf[j] == 0 \&\& b[j] >= f[i]) {
         ff[i] = j;
         frag[i] = b[j] - f[i];
         bf[j] = 1;
         break;
      }
    }
  }
  printf("\nFirst Fit Allocation:\n");
  printf("File No\t File Size\t Block No\t Block Size\t Fragment\n");
  printf("-----\n");
  for (int i = 0; i < nf; i++) {
    if (ff[i] != -1)
       printf("%-10d%-15d%-15d%-10d\n", i + 1, f[i], ff[i] + 1, b[ff[i]], frag[i]);
    else
       printf("%-10d%-15d%-15s\n", i + 1, f[i], "Not Allocated");
  }
}
void bestFit(int b[], int f[], int nb, int nf) {
  int frag[MAX], bf[MAX], ff[MAX];
  for (int i = 0; i < nb; i++) bf[i] = 0;
  for (int i = 0; i < nf; i++) ff[i] = -1;
  for (int i = 0; i < nf; i++) {
```

```
int min_block = -1, min_size = 1e9;
    for (int j = 0; j < nb; j++) {
      if (bf[j] == 0 \&\& b[j] >= f[i] \&\& b[j] - f[i] < min_size) {
        min_size = b[j] - f[i];
        min_block = j;
      }
    }
    if (min_block != -1) {
      ff[i] = min_block;
      frag[i] = b[min_block] - f[i];
      bf[min_block] = 1;
    } else {
      frag[i] = -1;
    }
  }
  printf("\nBest Fit Allocation:\n");
  printf("File No\t File Size\t Block No\t Block Size\t Fragment\n");
  printf("-----\n");
  for (int i = 0; i < nf; i++) {
    if (ff[i] != -1)
      printf("%-10d%-15d%-15d%-10d\n", i + 1, f[i], ff[i] + 1, b[ff[i]], frag[i]);
    else
      printf("%-10d%-15d%-15s\n", i + 1, f[i], "Not Allocated");
  }
}
int main() {
  int b[MAX], f[MAX], nb, nf, choice;
  printf("\n\tMemory Management Schema \n");
  printf("Enter the number of blocks: ");
  scanf("%d", &nb);
  printf("Enter the sizes of the blocks:\n");
```

```
for (int i = 0; i < nb; i++) {
  printf("Block %d: ", i + 1);
  scanf("%d", &b[i]);
}
printf("Enter the number of files: ");
scanf("%d", &nf);
printf("Enter the sizes of the files:\n");
for (int i = 0; i < nf; i++) {
  printf("File %d: ", i + 1);
  scanf("%d", &f[i]);
}
do {
  printf("\nMenu:\n");
  printf("1. First Fit\n");
  printf("2. Best Fit\n");
  printf("3. Worst Fit\n");
  printf("4. Exit\n");
  printf("Enter your choice: ");
  scanf("%d", &choice);
  switch (choice) {
    case 1:
       firstFit(b, f, nb, nf);
       break;
    case 2:
       bestFit(b, f, nb, nf);
       break;
    case 3:
       worstFit(b, f, nb, nf);
       break;
    case 4:
       printf("Exiting...\n");
```

```
break;
default:
    printf("Invalid choice. Try again!\n");
}
} while (choice != 4);
return 0;
}
```

Output:

```
Memory Management Schema
Enter the number of blocks: 3
Enter the sizes of the blocks:
Block 1: 200
Block 2: 500
Block 3: 400
Enter the number of files: 4
Enter the sizes of the files:
File 1: 112
File 2: 417
File 3: 212
File 4: 426
Menu:
1. First Fit
2. Best Fit
3. Worst Fit
4. Exit
Enter your choice: 1
First Fit Allocation:
File No File Size Block No Block Size Fragment
                                   200
                                                 88
        112
                      1
1
        417
                      2
                                     500
                                                    83
3
        212
                                     400
                                                    188
         426
                      Not Allocated
```

Menu:

- 1. First Fit
- 2. Best Fit
- 3. Worst Fit
- 4. Exit

Enter your choice: 2

Best Fit Allocation:

File No	File Size	Block No	Block Size	Fragment
1	112	1	200	88
2	417	2	500	83
3	212	3	400	188
4	426	Not Allocate	d	

Menu:

- 1. First Fit
- 2. Best Fit
- 3. Worst Fit
- 4. Exit

Enter your choice: 3

Worst Fit Allocation:

File No	File Size	Block No	Block Size	Fragment
1	112	2	500	388
2	417	Not Allocated		
3	212	3	400	188