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#include <stdio.h>
#define BLOCK_SIZE 100
int main() {
   int memory[BLOCK_SIZE];
   int allocation[BLOCK_SIZE];
   int size[BLOCK_SIZE];
   int process_size;
   int worst_fit_block;
   int i, j;
         for (i = 0; i < BLOCK_SIZE; i++) {
      memory[i] = 0;
      allocation[i] = 0;
      size[i] = 0;
   }
   printf("Enter the size of the process: ");
   scanf("%d", &process_size);
   worst_fit_block = -1;
   for (i = 0; i < BLOCK_SIZE; i++) {
      if (allocation[i] == 0 && size[i] >= process_size) {
         if (worst_fit_block == -1) {
            worst_fit_block = i;
         } else if (size[i] > size[worst_fit_block]) {
            worst_fit_block = i;
         }
      }
   }
   if (worst_fit_block != -1) {
      for (j = 0; j < process_size; j++) {
         memory[worst_fit_block + j] = 1;
      }
      allocation[worst_fit_block] = 1;
```

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        size[worst_fit_block] = process_size;
        printf("Memory allocated to process at block %d\n", worst_fit_block);
    } else {
        printf("Error: Not enough memory for process\n");
    }

    return 0;
}
```