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#include <stdio.h>
#include <stdlib.h>
#define MAX 10
int n, m; // n = number of processes, m = number of resources
int allocation[MAX][MAX], max[MAX][MAX], need[MAX][MAX], available[MAX];
void input() {
  printf("Enter the number of processes: ");
  scanf("%d", &n);
  printf("Enter the number of resources: ");
  scanf("%d", &m);
  printf("Enter the Allocation Matrix:\n");
  for (int i = 0; i < n; i++) {
    for (int j = 0; j < m; j++) {
      scanf("%d", &allocation[i][j]);
    }
  }
  printf("Enter the Max Matrix:\n");
  for (int i = 0; i < n; i++) {
    for (int j = 0; j < m; j++) {
      scanf("%d", &max[i][j]);
    }
  }
```

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printf("Enter the Available Resources:\n");
  for (int i = 0; i < m; i++) {
    scanf("%d", &available[i]);
  }
  // Calculate the Need Matrix
  for (int i = 0; i < n; i++) {
    for (int j = 0; j < m; j++) {
       need[i][j] = max[i][j] - allocation[i][j];
    }
  }
}
// Function to check if the system is in a safe state using the Safety Algorithm
int is_safe() {
  int work[m], finish[n];
  for (int i = 0; i < m; i++) {
    work[i] = available[i];
  }
  for (int i = 0; i < n; i++) {
    finish[i] = 0; // mark all processes as not finished
  }
  int safe_sequence[n], count = 0;
  while (count < n) {
    int found = 0;
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for (int p = 0; p < n; p++) {
     if (finish[p] == 0) {
       int j;
       for (j = 0; j < m; j++) {
         if (need[p][j] > work[j]) {
            break;
         }
       }
       if (j == m) \{ // \text{ If all the needs of process p can be satisfied } \}
         for (int k = 0; k < m; k++) {
            work[k] += allocation[p][k];
         }
         finish[p] = 1; // Process p is finished
         safe_sequence[count++] = p;
         found = 1;
         break;
       }
     }
  }
  if (found == 0) {
     return 0; // The system is not in a safe state
  }
}
printf("Safe sequence: ");
for (int i = 0; i < n; i++) {
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printf("P%d ", safe_sequence[i]);
  }
  printf("\n");
  return 1; // The system is in a safe state
}
// Function to check if a resource request can be granted using the Resource Request Algorithm
int request_resources(int process_num, int request[]) {
  for (int i = 0; i < m; i++) {
    if (request[i] > need[process_num][i]) {
       printf("Error: Process has exceeded its maximum claim.\n");
       return 0;
    }
  }
  for (int i = 0; i < m; i++) {
    if (request[i] > available[i]) {
       printf("Error: Resources are not available.\n");
       return 0;
    }
  }
  // Temporarily allocate resources and check if the system is in a safe state
  for (int i = 0; i < m; i++) {
    available[i] -= request[i];
    allocation[process_num][i] += request[i];
    need[process_num][i] -= request[i];
  }
```

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if (is_safe()) {
    printf("Resources allocated successfully.\n");
    return 1;
  } else {
    // Rollback if not safe
    for (int i = 0; i < m; i++) {
       available[i] += request[i];
       allocation[process_num][i] -= request[i];
       need[process_num][i] += request[i];
    }
    printf("Resources cannot be allocated as it leads to an unsafe state.\n");
    return 0;
  }
}
int main() {
  int choice, process_num, request[m];
  input();
  do {
    printf("\nBanker's Algorithm Menu:\n");
    printf("1. Safety Algorithm\n");
    printf("2. Resource Request Algorithm\n");
    printf("3. Exit\n");
    printf("Enter your choice: ");
    scanf("%d", &choice);
    switch (choice) {
```

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case 1:
      if (is_safe()) {
         printf("The system is in a safe state.\n");
      } else {
         printf("The system is not in a safe state.\n");
      }
      break;
    case 2:
       printf("Enter the process number (0 to %d): ", n - 1);
      scanf("%d", &process_num);
       printf("Enter the resource request vector: ");
      for (int i = 0; i < m; i++) {
         scanf("%d", &request[i]);
      }
      if (request_resources(process_num, request)) {
         printf("Request granted.\n");
      } else {
         printf("Request denied.\n");
      }
      break;
    case 3:
       printf("Exiting the program.\n");
      break;
    default:
       printf("Invalid choice! Please try again.\n");
} while (choice != 3);
```

}

```
return 0;
}
```