CSE 321 Operating Systems Lab Assignment 5

Total Marks: 20

Task 1: [20 Marks]

In a system, size of the physical memory is 32 bytes and page size is 4 bytes. Page table of a process given below:

Page	Frame
number	number
0	3
1	6
2	8
3	12
4	2

In a certain moment, CPU generates logical addresses 8, 4, 3, 2, 15, 18 and 25 respectively. Define a program in C to map corresponding physical addresses in the main memory of generated logical addresses.

You have to modify the code given below in order to provide the solution.

```
#include <stdio.h>
#include <stdlib.h>
#include <sys/types.h>

int checkP2(int x);
int *dTob(int n,int 1);
int bTod(int a[],int 1);

int main() {
    int pgs=4; //page size
    int ms=32; //memory size
    int nof=ms/pgs; //number of frames
    int offset_bit; //find out # of bits required for offset
    int m; //find out address spaces required in main memory
    int pg num bit; ////find out # of bits required for page number
```

```
int la[]=\{8,4,3,2,15,18,25\}; //logical addresses generated by the
CPU
     int pmt[]={3,6,8,12,2}; //page table
     /*
     find out corresponding physical addresses of generated logical
addresses
      using the formula: physical address = (frame # * page
size) +offset
     */
     //Do your code here
     return 0;
}
int checkP2(int x){
   //Do your code here
     return ;
}
int *dTob(int n,int l){
        //Do your code here
static int arr[];
     return ;
}
int bTod(int a[],int l){
```

```
//Do your code here
return ;
}
```

Output:

```
Execution Command in Terminal: ./p1
Page size: 4
Memory size: 32
Number of frames required: 8
Page number bits: 3
Offset bits: 2
Number of address spaces: 5
Page Table
0 -> 3
1 -> 6
2 -> 8
3 -> 12
4 -> 2
32 is an invalid physical address
Corresponding physical address of logical address 4: 24
Corresponding physical address of logical address 3: 15
Corresponding physical address of logical address 2: 14
51 is an invalid physical address
Corresponding physical address of logical address 18: 10
6 is an invalid page number
```