```
#include <stdio.h>
 1
 2
     #define MAX MEMORY 1000
 3
      int memory [MAX MEMORY];
 4 -
     void initializeMemory() {
 5
          for(int i=0;i<MAX MEMORY;i++)
 6
              memory[i]=-1;
 7
 8
     void displayMemory() {
 9
          int count=0;
10
          printf("\nMemory Status:\n");
11
          for(int i=0;i<MAX MEMORY;i++){
12
              if(memory[i]==-1){}
                  int j=i;
13
                  while(j<MAX MEMORY && memory[j]==-1) j++;
14
                  printf("Free memory block %d-%d\n", i, j-1);
15
16
                  i=j-1;
17
                  count++;
18
19
          if(count==0)
20
              printf("No free memory available.\n");
21
22
23
     void allocateMemory(int processId, int size){
24
          int start=-1, blockSize=0;
25
          int bestStart=-1, bestSize=MAX MEMORY+1;
26
          for(int i=0;i<MAX MEMORY;i++){
              if(memory[i]==-1){
27
28
                  if(blockSize==0) start=i;
                  blockSize++;
29
30
                else {
31
                  if(blockSize>=size && blockSize<bestSize){</pre>
32
                       bestSize=blockSize;
33
                       bestStart=start;
34
```

```
36
37
38
          if(blockSize>=size && blockSize<bestSize){
              bestStart=start;
39
40
              bestSize=blockSize;
41
42
          if(bestSize>=size){
43
              for(int i=bestStart;i<bestStart+size;i++)</pre>
                  memory[i]=processId;
44
              printf("Allocated memory block %d-%d to Process %d\n", bestStart, bestStart+size-1, processId);
45
46
            else {
47
              printf("Memory allocation for Process %d failed (not enough contiguous memory).\n", processId);
48
49
     void deallocateMemory(int processId){
51 -
          for(int i=0;i<MAX MEMORY;i++){
52
              if(memory[i]==processId) memory[i]=-1;
53
54
          printf("Memory released by Process %d\n", processId);
55
56 -
     int main(){
          initializeMemory();
57
58
          displayMemory();
          allocateMemory(1,200);
59
          displayMemory();
60
          allocateMemory(2,300);
61
          displayMemory();
62
          deallocateMemory(1);
63
          displayMemory();
64
          allocateMemory(3,400);
65
          displayMemory();
66
67
          return 0;
68
```

blockSize=0;

35

```
Memory Status:
Free memory block 0-999
Allocated memory block 0-199 to Process 1
Memory Status:
Free memory block 200-999
```

Allocated memory block 200-499 to Process 2
Memory Status:

Free memory block 500-999 Memory released by Process 1

Memory Status: Free memory block 0-199 Free memory block 500-999 Allocated memory block 500-899 to Process 3

Memory Status: Free memory block 0-199 Free memory block 900-999

Process exited after 9.474 seconds with return value 0 Press any key to continue . . .