

Code:

```
// Write a program to implement LRU policy and calculate Hit ratio and Miss ratio
```

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
int main() {
```

```
    int num_pages, num_frames, page_faults = 0, hit_count = 0;
```

```
    cout << "Enter the number of pages: ";
```

```
    cin >> num_pages;
```

```
    cout << "\nEnter the number of frames: ";
```

```
    cin >> num_frames;
```

```
    int reference_string[num_pages];
```

```
    cout << "\nEnter the reference string: ";
```

```
    for (int i = 0; i < num_pages; i++) {
```

```
        cin >> reference_string[i];
```

```
    }
```

```
    int frame_buffer[num_frames];
```

```
    memset(frame_buffer, -1, sizeof(frame_buffer));
```

```
    int frame_usage[num_frames];
```

```
    memset(frame_usage, 0, sizeof(frame_usage));
```

```
    for (int i = 0; i < num_pages; i++) {
```

```
        int page = reference_string[i];
```

```
        bool page_fault = true;
```

```
        for (int j = 0; j < num_frames; j++) {
```

```
            if (frame_buffer[j] == page) {
```

```
                hit_count++;
```

```
                page_fault = false;
```

```
                frame_usage[j] = i + 1;
```

```
                break;
```

```
            }
```

```
        }
```

```
        if (page_fault) {
```

```
            page_faults++;
```

```
            int oldest_frame = 0;
```

```
            for (int j = 1; j < num_frames; j++) {
```

```
                if (frame_usage[j] < frame_usage[oldest_frame]) {
```

```
                    oldest_frame = j;
```

```
                }
```

```
            }
```

```

    frame_buffer[oldest_frame] = page;
    frame_usage[oldest_frame] = i + 1;
}

cout<<"Blocks: ";
for (int j = 0; j < num_frames; j++) {
    if (frame_buffer[j] == -1) {
        cout << "- ";
    } else {
        cout << frame_buffer[j] << " ";
    }
}
cout << endl;
}

float hit_ratio = (float)hit_count / num_pages;
float miss_ratio = (float)page_faults / num_pages;

cout << "\nHit ratio: " << hit_ratio << endl;
cout << "\nMiss ratio: " << miss_ratio << endl;

return 0;
}

```

Sample Output:

Enter the number of pages: 14

Enter the number of frames: 3

Enter the reference string: 0 4 3 2 1 4 6 3 0 8 9 3 8 5

Blocks: 0 - -

Blocks: 0 4 -

Blocks: 0 4 3

Blocks: 2 4 3

Blocks: 2 1 3

Blocks: 2 1 4

Blocks: 6 1 4

Blocks: 6 3 4

Blocks: 6 3 0

Blocks: 8 3 0

Blocks: 8 9 0

Blocks: 8 9 3

Blocks: 8 9 3

Blocks: 8 5 3

Hit ratio: 0.0714286

Miss ratio: 0.928573