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#include <stdio.h>

int current[5][5], maximum_claim[5][5], available[5];
int allocation[5] = {0, 0, 0, 0, 0};
int maxres[5], running[5], safe = 0;
int counter = 0, i, j, exec, resources, processes, k = 1;

int main()
{
    printf("\nEnter number of processes: ");
    scanf("%d", &processes);

    for (i = 0; i < processes; i++)
    {
        running[i] = 1;
        counter++;
    }

    printf("\nEnter number of resources: ");
    scanf("%d", &resources);

    printf("\nEnter Claim Vector:");
    for (i = 0; i < resources; i++)
    {
        scanf("%d", &maxres[i]);
    }

    printf("\nEnter Allocated Resource Table:\n");
    for (i = 0; i < processes; i++)
    {
        for(j = 0; j < resources; j++)
        {
            scanf("%d", &current[i][j]);
        }
    }

    printf("\nEnter Maximum Claim Table:\n");
    for (i = 0; i < processes; i++)
    {
        for(j = 0; j < resources; j++)
        {
            scanf("%d", &maximum_claim[i][j]);
        }
    }

    printf("\nThe Claim Vector is: ");
    for (i = 0; i < resources; i++)
    {
        printf("\t%d", maxres[i]);
    }

    printf("\nThe Allocated Resource Table:\n");
    for (i = 0; i < processes; i++)
    {
        for (j = 0; j < resources; j++)
        {
            printf("\t%d", current[i][j]);
        }
    }
}

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printf("\n");
}

printf("\nThe Maximum Claim Table:\n");
for (i = 0; i < processes; i++)
{
    for (j = 0; j < resources; j++)
    {
        printf("\t%d", maximum_claim[i][j]);
    }
    printf("\n");
}

for (i = 0; i < processes; i++)
{
    for (j = 0; j < resources; j++)
    {
        allocation[j] += current[i][j];
    }
}

printf("\nAllocated resources:");
for (i = 0; i < resources; i++)
{
    printf("\t%d", allocation[i]);
}

for (i = 0; i < resources; i++)
{
    available[i] = maxres[i] - allocation[i];
}

printf("\nAvailable resources:");
for (i = 0; i < resources; i++)
{
    printf("\t%d", available[i]);
}
printf("\n");

while (counter != 0)
{
    safe = 0;
    for (i = 0; i < processes; i++)
    {
        if (running[i])
        {
            exec = 1;
            for (j = 0; j < resources; j++)
            {
                if (maximum_claim[i][j] - current[i][j] > available[j])
                {
                    exec = 0;
                    break;
                }
            }
            if (exec)
            {
                printf("\nProcess%d is executing\n", i + 1);
                running[i] = 0;
                counter--;
            }
        }
    }
}

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        safe = 1;
        for (j = 0; j < resources; j++)
        {
            available[j] += current[i][j];
        }
        break;
    }
}
if (!safe)
{
    printf("\nThe processes are in unsafe state.\n");
    break;
}
else
{
    printf("\nThe process is in safe state");
    printf("\nAvailable vector:");

    for (i = 0; i < resources; i++)
    {
        printf("\t%d", available[i]);
    }

    printf("\n");
}
}
return 0;
}
```

**Output:**

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Last login: Sun Mar 25 15:35:40 on ttys000
[Shivams-MacBook-Pro:~ shivamkumar$ cd Desktop
[Shivams-MacBook-Pro:Desktop shivamkumar$ cd prog
[Shivams-MacBook-Pro:prog shivamkumar$ clang banker.c -o bankers
clang: error: no such file or directory: 'banker.c'
clang: error: no input files
[Shivams-MacBook-Pro:prog shivamkumar$ clang bankers.c -o bankers
[Shivams-MacBook-Pro:prog shivamkumar$ ./bankers

Enter number of processes: 3

Enter number of resources: 2

Enter Claim Vector:12   18

Enter Allocated Resource Table:
1       2       0
3       3       3

Enter Maximum Claim Table:
3       6       8
4       3       3

The Claim Vector is:   12   18
The Allocated Resource Table:
1       2
0       3
3       3

The Maximum Claim Table:
3       6
8       4
3       3

Allocated resources:   4       8
Available resources:   8       10

Process1 is executing

The process is in safe state
Available vector:      9       12

Process2 is executing

The process is in safe state
Available vector:      9       15

Process3 is executing

The process is in safe state
Available vector:      12      18
[Shivams-MacBook-Pro:prog shivamkumar$ █

```