b) Indexed

```
#include <stdio.h>
#include <stdlib.h>
#define MAX_BLOCKS 100
int main() {
  int memory[MAX_BLOCKS], indexBlock, numBlocks, blocks[50], i, j, choice,
flag;
  for(i = 0; i < MAX_BLOCKS; i++)
    memory[i] = 0;
  printf("Indexed File Allocation Simulation\n");
  while(1) {
    printf("\nEnter index block: ");
    scanf("%d", &indexBlock);
    if(indexBlock < 0 | | indexBlock >= MAX_BLOCKS | | memory[indexBlock]
== 1) {
      printf("Invalid or already allocated index block.\n");
      continue;
    }
    printf("Enter number of blocks to allocate: ");
    scanf("%d", &numBlocks);
    if(numBlocks <= 0 | | numBlocks > MAX_BLOCKS - 1) {
      printf("Invalid number of blocks.\n");
      continue;
```

```
}
    printf("Enter block numbers to be allocated:\n");
    flag = 1;
    for(i = 0; i < numBlocks; i++) {</pre>
      scanf("%d", &blocks[i]);
      if(blocks[i] < 0 || blocks[i] >= MAX_BLOCKS || memory[blocks[i]] == 1
|| blocks[i] == indexBlock) {
         flag = 0;
         break;
      }
    }
    if(flag) {
      memory[indexBlock] = 1;
      for(i = 0; i < numBlocks; i++)</pre>
         memory[blocks[i]] = 1;
      printf("File allocated with index block %d pointing to blocks: ",
indexBlock);
      for(i = 0; i < numBlocks; i++)
         printf("%d ", blocks[i]);
      printf("\n");
    } else {
      printf("Allocation failed due to invalid or already allocated block.\n");
    }
    printf("Do you want to enter another file? (1 for Yes / 0 for No): ");
    scanf("%d", &choice);
    if(choice == 0)
      break;
  }
```

```
printf("\nMemory Block Status:\n");
for(i = 0; i < MAX_BLOCKS; i++) {
    printf("%d", memory[i]);
    if((i + 1) % 10 == 0)
        printf("\n");
}
return 0;
}</pre>
```

Output

```
Indexed File Allocation Simulation

Enter index block: 4

Enter number of blocks to allocate: 2

Enter block numbers to be allocated:

3

6

File allocated with index block 4 pointing to blocks: 3 6

Do you want to enter another file? (1 for Yes / 0 for No):
```