Indexed

#include <stdio.h>

int main() {

int n, indexBlock, blocks[20], i, j, bcount;

// Input: number of files

printf("Enter number of files: ");

scanf("%d", &n);

for (i = 0; i < n; i++) {

// Input: index block for the file

printf("\nEnter index block for file %d: ", i + 1);

scanf("%d", &indexBlock);

// Input: number of blocks allocated to this file

printf("Enter number of blocks allocated to file %d: ", i + 1);

scanf("%d", &bcount);

// Input: block numbers (locations)

printf("Enter block numbers for file %d: ", i + 1);

for (j = 0; j < bcount; j++) {

scanf("%d", &blocks[j]);

}

// Output the result

printf("File %d is allocated at index block %d\n", i + 1, indexBlock);

printf("Blocks occupied: ");

for (j = 0; j < bcount; j++) {

printf("%d ", blocks[j]);

}

printf("\n");

}

return 0;

}

START

1. Input number of files → n

2. Repeat for each file i = 1 to n:

a. Input index block → indexBlock

b. Input number of blocks → bcount

c. Input all block numbers → blocks[]

d. Print index block and list of blocks used

END