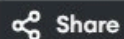




main.c



Run

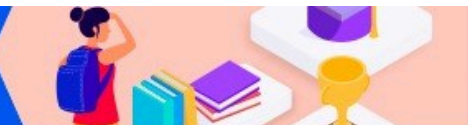
Output

Clear

```
1 #include <stdio.h>
2
3 #define FRAME_SIZE 3
4 #define PAGE_SIZE 10
5
6 int main() {
7     int pages[PAGE_SIZE] = {0, 1, 2, 3, 0, 4, 5, 2, 1, 0};
8     int frames[FRAME_SIZE] = {-1, -1, -1};
9     int pageFaults = 0, i, j, k, flag;
10
11     for (i = 0; i < PAGE_SIZE; i++) {
12         flag = 0;
13         for (j = 0; j < FRAME_SIZE; j++) {
14             if (frames[j] == pages[i]) {
15                 flag = 1;
16                 break;
17             }
18         }
19         if (flag == 0) {
20             frames[pageFaults % FRAME_SIZE] = pages[i];
21             pageFaults++;
22         }
```

```
Page: 0 | Frames: 0
Page: 1 | Frames: 0 1
Page: 2 | Frames: 0 1 2
Page: 3 | Frames: 3 1 2
Page: 0 | Frames: 3 0 2
Page: 4 | Frames: 3 0 4
Page: 5 | Frames: 5 0 4
Page: 2 | Frames: 5 2 4
Page: 1 | Frames: 5 2 1
Page: 0 | Frames: 0 2 1
Total Page Faults: 10
```

=== Code Execution Successful ===



main.c



Run

Output

Clear

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 #define FRAME_SIZE 3
5 #define PAGE_SIZE 10
6
7 int pages[PAGE_SIZE] = {0, 1, 2, 3, 4, 2, 1, 0, 1, 2};
8 int frames[FRAME_SIZE];
9 int last_used[FRAME_SIZE];
10
11 void initializeFrames() {
12     for (int i = 0; i < FRAME_SIZE; i++) {
13         frames[i] = -1;
14         last_used[i] = -1;
15     }
16 }
17
18 int findPage(int page) {
19     for (int i = 0; i < FRAME_SIZE; i++) {
20         if (frames[i] == page) {
21             return i;
22         }
23     }
24 }
```

```
Frames: 0 -1 -1
Frames: 0 1 -1
Frames: 0 1 2
Frames: 3 1 2
Frames: 3 4 2
Frames: 3 4 2
Frames: 1 4 2
Frames: 1 0 2
Frames: 1 0 2
Frames: 1 0 2
Total Page Faults: 7
```

=== Code Execution Successful ===

