EXP 34: Consider a file system where the records of the file are stored one after another both physically and logically. A record of the file can only be accessed by reading all the previous records. Design a C program to simulate the file allocation strategy.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#define MAX_BLOCKS 100
#define MAX_FILES 10
typedef struct {
  char name[20];
  int start;
  int size;
} File;
int disk[MAX BLOCKS]; // 0 = free, 1 = occupied
File files[MAX_FILES];
int fileCount = 0;
// Allocate space sequentially
int allocateSequential(int size) {
  for (int i = 0; i \le MAX_BLOCKS - size; i++) {
    int j;
    for (j = 0; j < size; j++) {
       if (disk[i + j] == 1)
         break;
    }
```

```
if (j == size) { // Found sufficient contiguous space
       for (j = 0; j < size; j++)
         disk[i + j] = 1;
       return i; // return start index
    }
  }
  return -1; // Allocation failed
}
void createFile() {
  if (fileCount >= MAX_FILES) {
    printf("Maximum file limit reached!\n");
    return;
  }
  char name[20];
  int size;
  printf("Enter file name: ");
  scanf("%s", name);
  printf("Enter file size (blocks): ");
  scanf("%d", &size);
  int start = allocateSequential(size);
  if (start == -1) {
    printf("Not enough contiguous space available on disk.\n");
    return;
  }
  strcpy(files[fileCount].name, name);
```

```
files[fileCount].start = start;
  files[fileCount].size = size;
  fileCount++;
  printf("File '%s' created. Blocks allocated from %d to %d.\n", name, start, start + size - 1);
}
void readRecord() {
  char name[20];
  int record;
  printf("Enter file name to read from: ");
  scanf("%s", name);
  printf("Enter record number to read (1-based index): ");
  scanf("%d", &record);
  for (int i = 0; i < fileCount; i++) {
    if (strcmp(files[i].name, name) == 0) {
       if (record < 1 | | record > files[i].size) {
         printf("Invalid record number.\n");
         return;
       }
       printf("Reading records sequentially up to record %d...\n", record);
       for (int r = 1; r <= record; r++) {
         printf("Reading record %d (Block %d)\n", r, files[i].start + r - 1);
       }
       return;
    }
  }
  printf("File not found.\n");
}
```

```
void displayDisk() {
  printf("Disk status (0 = free, 1 = occupied):\n");
  for (int i = 0; i < MAX_BLOCKS; i++) {
    printf("%d", disk[i]);
    if ((i + 1) \% 20 == 0) printf("\n");
  }
}
int main() {
  int choice;
  while (1) {
    printf("\n--- Sequential File Allocation ---\n");
    printf("1. Create File\n");
    printf("2. Read Record\n");
    printf("3. Display Disk\n");
    printf("4. Exit\n");
    printf("Enter choice: ");
    scanf("%d", &choice);
    switch (choice) {
       case 1: createFile(); break;
       case 2: readRecord(); break;
       case 3: displayDisk(); break;
       case 4: exit(0);
       default: printf("Invalid choice.\n");
    }
  }
  return 0;
```

Sample Output

```
--- Sequential File Allocation ---

    Create File

Read Record
Display Disk
4. Exit
Enter choice: 1
Enter file name: Books
Enter file size (blocks): 45
File 'Books' created. Blocks allocated from 0 to 44.
--- Sequential File Allocation ---
1. Create File
2. Read Record
Display Disk
4. Exit
Enter choice: 2
Enter file name to read from: Books
Enter record number to read (1-based index): 3
Reading records sequentially up to record 3...
Reading record 1 (Block 0)
Reading record 2 (Block 1)
Reading record 3 (Block 2)
--- Sequential File Allocation ---
1. Create File
2. Read Record
3. Display Disk
4. Exit
Enter choice: 3
Disk status (0 = free, 1 = occupied):
111111111111111111111
1111111111111111111111
1111100000000000000000
000000000000000000000
00000000000000000000
--- Sequential File Allocation ---
1. Create File
2. Read Record
Display Disk
4. Exit
Enter choice: 4
Process exited after 83.81 seconds with return value 0
Press any key to continue . . .
```