

EXP 21: Develop a C program to implement worst fit algorithm of memory management.

```
#include <stdio.h>
```

```
#define MAX 25
```

```
void worstFit(int blockSize[], int m, int processSize[], int n) {
```

```
    int allocation[MAX];
```

```
    // Initially no process is allocated
```

```
    for (int i = 0; i < n; i++)
```

```
        allocation[i] = -1;
```

```
    // Pick each process and find the worst fit block
```

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

```
        int worstIdx = -1;
```

```
        for (int j = 0; j < m; j++) {
```

```
            if (blockSize[j] >= processSize[i]) {
```

```
                if (worstIdx == -1 || blockSize[j] > blockSize[worstIdx])
```

```
                    worstIdx = j;
```

```
            }
```

```
        }
```

```
    // If a block was found
```

```
    if (worstIdx != -1) {
```

```
        allocation[i] = worstIdx;
```

```
        blockSize[worstIdx] -= processSize[i];
```

```
    }
```

```

}

// Display allocation result
printf("\nProcess No.\tProcess Size\tBlock No.\n");
for (int i = 0; i < n; i++) {
    printf("%d\t\t%d\t\t", i + 1, processSize[i]);
    if (allocation[i] != -1)
        printf("%d\n", allocation[i] + 1);
    else
        printf("Not Allocated\n");
}
}

```

```

int main() {
    int blockSize[MAX], processSize[MAX];
    int m, n;

    printf("Enter number of memory blocks: ");
    scanf("%d", &m);
    printf("Enter size of each block:\n");
    for (int i = 0; i < m; i++)
        scanf("%d", &blockSize[i]);

    printf("Enter number of processes: ");
    scanf("%d", &n);
    printf("Enter size of each process:\n");
    for (int i = 0; i < n; i++)
        scanf("%d", &processSize[i]);
}

```

```
worstFit(blockSize, m, processSize, n);

return 0;
}
```

Sample Output

```
Enter number of memory blocks: 3
Enter size of each block:
45 67 87
Enter number of processes: 3
Enter size of each process:
2 34 667

Process No. Process Size    Block No.
1           2           3
2           34          3
3           667       Not Allocated
```