#include <stdio.h>

#define MAX 100

struct Block {

int size;

int isFree;

};

struct Process {

int size;

};

void firstFit(struct Block blocks[], int m, struct Process processes[], int n) {

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

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

if (blocks[j].isFree && blocks[j].size >= processes[i].size) {

blocks[j].isFree = 0;

printf("Process %d allocated to Block %d\n", i + 1, j + 1);

break;

}

}

}

}

int main() {

struct Block blocks[MAX] = {{100, 1}, {500, 1}, {200, 1}, {300, 1}, {600, 1}};

struct Process processes[MAX] = {{212}, {417}, {112}, {426}};

int m = 5;

int n = 4;

firstFit(blocks, m, processes, n);

return 0;

}

