

## LINKED FILE ALLOCATION

```
#include <stdio.h>

#include <stdlib.h>

struct Block {
    int data;
    struct Block* next;
};

int main() {
    int n, i, val;

    struct Block *head = NULL, *temp, *last;

    printf("Enter number of blocks in file: ");
    scanf("%d", &n);

    for (i = 0; i < n; i++) {
        printf("Enter block number %d: ", i+1);
        scanf("%d", &val);

        struct Block* newBlock = (struct Block*)malloc(sizeof(struct Block));
        newBlock->data = val;
        newBlock->next = NULL;

        if (head == NULL) {
            head = newBlock;
            last = newBlock;
        } else {
            last->next = newBlock;
            last = newBlock;
        }
    }

    printf("\nFile allocated using Linked Allocation.\n");
    printf("Blocks of File: ");
```

```
temp = head;
while (temp != NULL) {
    printf("%d -> ", temp->data);
    temp = temp->next;
}
printf("NULL\n");
return 0;
}
```