//best fit

#include<stdio.h>

struct block

{

int id,size,alloc;

}b[10],temp;

struct process

{

int id,size,blockno;

}p[10];

int main()

{

int i,j,m,n;

printf("\nenter the num of memory blocks:");

scanf("%d",&m);

for(i=0;i<m;i++)

{

printf("\nenter the id and size of block:");

scanf("%d %d",&b[i].id,&b[i].size);

b[i].alloc=-1;

}

printf("\nenter the no of process;");

scanf("%d",&n);

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

{

printf("\nenter the id and size of process:");

scanf("%d %d ",&p[i].id,&p[i].size);

p[i].blockno=-1;

}

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

{

for(j=0;j<m-i-1;j++)

{

if(b[j].size>b[j+1].size)

{

temp=b[j];

b[j]=b[j+1];

b[j+1]=temp;

}

}

}

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

{

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

{

if(b[j].alloc=-1 && b[j].size>=p[i].size)

{

p[i].blockno=b[j].id;

b[j].alloc=1;

break;

}

}

}

printf("\nprocess no\t block no\n");

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

{

printf("%d\t\t%d\n",p[i].id,p[i].blockno);

}

return 0;

}

Output:

