//to find how many disk needed for operations

#include <stdio.h>

#define TOTAL\_BLOCKS 100

int contiguousAllocation(int position)

{

return 1;

}

int linkedAllocation(int position)

{

return position + 1;

}

int indexedAllocation(int position)

{

return 2;

}

int main() {

int position;

printf("Adding block at the beginning:\n");

position = 0;

printf("Contiguous Allocation: %d disk I/O operations\n", contiguousAllocation(position));

printf("Linked Allocation: %d disk I/O operations\n", linkedAllocation(position));

printf("Indexed Allocation: %d disk I/O operations\n\n", indexedAllocation(position));

printf("Adding block in the middle:\n");

position = TOTAL\_BLOCKS / 2;

printf("Contiguous Allocation: %d disk I/O operations\n", contiguousAllocation(position));

printf("Linked Allocation: %d disk I/O operations\n", linkedAllocation(position));

printf("Indexed Allocation: %d disk I/O operations\n\n", indexedAllocation(position));

printf("Adding block at the end:\n");

position = TOTAL\_BLOCKS - 1;

printf("Contiguous Allocation: %d disk I/O operations\n", contiguousAllocation(position));

printf("Linked Allocation: %d disk I/O operations\n", linkedAllocation(position));

printf("Indexed Allocation: %d disk I/O operations\n", indexedAllocation(position));

return 0;

}

Output:

