

6.Develop a C program to simulate the following contiguous memory allocation Techniques:

a) Worst fit b) Best fit c) First fit.

a) WORST-FIT

PROGRAM

```
#include<stdio.h>
#define max 25

int main() {
    int frag[max], b[max], f[max], i, j, nb, nf, temp;
    static int bf[max], ff[max];

    printf("\n\tMemory Management Scheme - Worst Fit\n");
    printf("Enter the number of blocks:");
    scanf("%d", &nb);
    printf("Enter the number of files:");
    scanf("%d", &nf);
    printf("\nEnter the size of the blocks:-\n");
    for (i = 0; i < nb; i++) {
        printf("Block %d:", i + 1);
        scanf("%d", &b[i]);
    }
    printf("Enter the size of the files :-\n");
    for (i = 0; i < nf; i++) {
        printf("File %d:", i + 1);
        scanf("%d", &f[i]);
    }

    for (i = 0; i < nf; i++) {
        int index = -1; // Use -1 to indicate no block has been found yet
        int maxFrag = -1; // Initialize maxFrag to -1 to find the worst fit
        for (j = 0; j < nb; j++) {
            if (bf[j] != 1) {
                temp = b[j] - f[i];
                if (temp >= 0 && temp > maxFrag) { // Check if it's a worse fit
                    maxFrag = temp;
                    index = j;
                }
            }
        }
        if (index != -1) { // If a block was found
            ff[i] = index;
            frag[i] = maxFrag;
            bf[index] = 1; // Mark this block as filled
        } else {
            // If no suitable block is found, you could set ff[i] and frag[i] to indicate failure
        }
    }
}
```

```

printf("\nFile_no:\tFile_size:\tBlock_no:\tBlock_size:\tFragment");
for (i = 0; i < nf; i++) {
    if (ff[i] != -1) // Check if file was allocated
        printf("\n%d\t%d\t%d\t%d\t%d", i + 1, f[i], ff[i] + 1, b[ff[i]], frag[i]);
    else
        printf("\n%d\t%d\tNot Allocated", i + 1, f[i]);
}
return 0;
}

```

OUTPUT:

INPUT

Enter the number of blocks: 3

Enter the number of files: 2

Enter the size of the blocks:-

Block 1: 5

Block 2: 2

Block 3: 7

Enter the size of the files:-

File 1: 1

File 2: 4

OUTPUT

File No	File Size	Block No	Block Size	Fragment
1	1	1	5	4
2	4	3	7	3

b) BEST-FIT

PROGRAM

```

#include<stdio.h>
#define max 25

int main() {
    int frag[max], b[max], f[max], i, j, nb, nf, temp;
    static int bf[max], ff[max];

    printf("\n\tMemory Management Scheme - Best Fit\n");
    printf("Enter the number of blocks:");
    scanf("%d", &nb);
    printf("Enter the number of files:");
    scanf("%d", &nf);

```

```

printf("\nEnter the size of the blocks:-\n");
for (i = 0; i < nb; i++) {
    printf("Block %d:", i + 1);
    scanf("%d", &b[i]);
}
printf("Enter the size of the files :-\n");
for (i = 0; i < nf; i++) {
    printf("File %d:", i + 1);
    scanf("%d", &f[i]);
}

for (i = 0; i < nf; i++) {
    int index = -1; // Use -1 to indicate no suitable block has been found yet
    int minFrag = 1e9; // Initialize minFrag to a large number to find the best fit
    for (j = 0; j < nb; j++) {
        if (bf[j] != 1) {
            temp = b[j] - f[i];
            if (temp >= 0 && temp < minFrag) { // Check if it's a better fit
                minFrag = temp;
                index = j;
            }
        }
    }
    if (index != -1) { // If a suitable block is found
        ff[i] = index;
        frag[i] = minFrag;
        bf[index] = 1; // Mark this block as filled
    } else {
        // If no suitable block is found, you might want to indicate this differently
        // For example, setting ff[i] to -1 (or another sentinel value) to signify
        allocation failure
    }
}

printf("\nFile_no:\tFile_size:\tBlock_no:\tBlock_size:\tFragment");
for (i = 0; i < nf; i++) {
    if (ff[i] != -1) // Check if file was allocated
        printf("\n%d\t%d\t%d\t%d\t%d", i + 1, f[i], ff[i] + 1, b[ff[i]], frag[i]);
    else
        printf("\n%d\t%d\tNot Allocated", i + 1, f[i]);
}

return 0;
}

```

OUTPUT:

Enter the number of blocks: 3

Enter the number of files: 2

Enter the size of the blocks:-

Block 1: 5

Block 2: 2

Block 3: 7

c) FIRST-FIT

PROGRAM

```
#include<stdio.h>
#define max 25

int main() {
    int frag[max], b[max], f[max], i, j, nb, nf, temp;
    static int bf[max], ff[max];

    printf("\n\tMemory Management Scheme - First Fit");
    printf("\nEnter the number of blocks:");
    scanf("%d", &nb);
    printf("Enter the number of files:");
    scanf("%d", &nf);
    printf("\nEnter the size of the blocks:-\n");
    for (i = 0; i < nb; i++) {
        printf("Block %d:", i + 1);
        scanf("%d", &b[i]);
    }
    printf("Enter the size of the files :-\n");
    for (i = 0; i < nf; i++) {
        printf("File %d:", i + 1);
        scanf("%d", &f[i]);
    }

    for (i = 0; i < nf; i++) {
        for (j = 0; j < nb; j++) {
            if (bf[j] == 0) { // if block[j] is not allocated
                temp = b[j] - f[i];
                if (temp >= 0) { // if file fits in block
                    ff[i] = j; // allocate block j to file i
                    bf[j] = 1; // mark block as allocated
                    break;
                }
            }
        }
    }
}
```

```

        bf[j] = 1; // mark block as allocated
        frag[i] = temp; // fragmentation for this allocation
        break; // exit loop after first fit found
    }
}
}

printf("\nFile_no:\tFile_size:\tBlock_no:\tBlock_size:\tFragment");
for (i = 0; i < nf; i++) {
    if (bf[ff[i]] == 1) { // If the file got a block
        printf("\n%d\t%d\t%d\t%d\t%d", i + 1, f[i], ff[i] + 1, b[ff[i]], frag[i]);
    } else { // If the file didn't get a block
        printf("\n%d\t%d\tNot Allocated", i + 1, f[i]);
    }
}
return 0;
}

```

OUTPUT:

INPUT

Enter the number of blocks: 3
 Enter the number of files: 2

Enter the size of the blocks:-
 Block 1: 5
 Block 2: 2
 Block 3: 7

Enter the size of the files:-
 File 1: 1
 File 2: 4

OUTPUT

File No	File Size	Block No	Block Size	Fragment
1	1	3	7	6
2	4	1	5	1

Vivay:

1. How will you implement Next Fit Strategy in your code?
2. Write a program for process simulation and memory release?

Extra:

b[max] Stores sizes of memory blocks

f[max] Stores sizes of files/processes

nb Number of memory blocks

nf Number of files

bf[max] Block status (0 = free, 1 = allocated)

ff[max] Stores allocated block index for each file

frag[max] Stores internal fragmentation

temp Temporary variable to calculate block–file difference