#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <sys/sysinfo.h>

void get\_memory\_info() {

struct sysinfo mem\_info;

sysinfo(&mem\_info);

long total\_memory = mem\_info.totalram \* mem\_info.mem\_unit;

long available\_memory = mem\_info.freeram \* mem\_info.mem\_unit;

long used\_memory = total\_memory - available\_memory;

double memory\_usage = (double) used\_memory / total\_memory \* 100;

printf("Total Memory: %.2f GB\n", total\_memory / (1024.0 \* 1024 \* 1024));

printf("Available Memory: %.2f GB\n", available\_memory / (1024.0 \* 1024 \* 1024));

printf("Used Memory: %.2f GB\n", used\_memory / (1024.0 \* 1024 \* 1024));

printf("Memory Usage: %.2f%%\n", memory\_usage);

printf("----------------------------------------\n");

}

int main() {

int count = 0;

while (count < 1) {

get\_memory\_info();

sleep(1);

count++;

}

printf("Memory tracking stopped after 10 iterations.\n");

return 0;

}