PRIYANSHI

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2016927
E-26
Q1.
#include<bits/stdc++.h>
using namespace std;
int main()
{
  int n;
  cin>>n;
  int i,s[n],f[n];
  for(i=0;i< n;i++)
  cin>>s[i];
  for(i=0;i< n;i++)
  cin>>f[i];
  vector<vector<int>> a;
  vector<int> act;
  for(i=0;i< n;i++)
  a.push\_back(\{f[i],s[i],i+1\});
```

```
sort(a.begin(),a.end());
int e=INT_MIN,c=0;
for(i=0;i< n;i++)
{
  if(a[i][1]>=e)
     e=a[i][0];
     c++;
     act.push_back(a[i][2]);
}
cout<<"No. of non-conflicting activities: "<<c<endl;
cout<<"List of selected activities : ";</pre>
for(i=0;i<act.size();i++)</pre>
cout<<act[i]<<",";
return 0;
```

OUTPUT

```
13 0 5 3 5 8 8 2 12
1 5 6 7 9 9 11 12 14 16
No. of non-conflicting activities : 4
List of selected activities : 1,4,7,10,
  ..Program finished with exit code 0 ress ENTER to exit console.
<u>Q2.</u>
#include<bits/stdc++.h>
using namespace std;
int main()
    int n;
    cin>>n;
    int i,t[n],f[n];
    for(i=0;i< n;i++)
    cin>>t[i];
    for(i=0;i< n;i++)
    cin>>f[i];
    vector<vector<int>> a;
    vector<int> act;
    for(i=0;i< n;i++)
```

```
a.push\_back(\{f[i],f[i]-t[i],i+1\});
sort(a.begin(),a.end());
int e=INT_MIN,c=0;
for(i=0;i<n;i++)
{
  if(a[i][1]>=e)
     e=a[i][0];
     c++;
     act.push_back(a[i][2]);
   }
sort(act.begin(),act.end());
cout<<"Max number of tasks : "<<c<endl;</pre>
cout<<"Selected task Numbers : ";</pre>
for(i=0;i<act.size();i++)</pre>
cout<<act[i]<<",";
return 0;
```

OUTPUT

```
Max number of tasks : 4
Selected task Numbers : 1,2,3,6,
 ..Program finished with exit code 0 ress ENTER to exit console.
```

```
Q3.
#include<bits/stdc++.h>
using namespace std;
int main()
{
  int n;
  cin>>n;
  int i,a[n],c,j;
  for(i=0;i< n;i++)
  cin>>a[i];
  bool f=0;
  sort(a,a+n);
  for(i=0;i< n;i++)
     c=1;
    j=i+1;
     while(j<n && a[j++]==a[i])
       c++;
```

```
if(c>n/2)
     cout << "yes \n";
     f=1;
     break;
  i=j-1;
}
if(f==0)
cout << "no \n";
if(n%2!=0)
cout << a[n/2];
else
cout << ((float)a[n/2]+a[n/2-1])/2;
return 0;
```

OUTPUT