

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belgaum -590014, Karnataka.



LAB REPORT

on

Analysis and Design of Algorithms

Submitted by

ANITHA U (1BM22CS402)

in partial fulfillment for the award of the degree of

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in

COMPUTER SCIENCE AND ENGINEERING



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Department of Computer Science and Engineering



CERTIFICATE

This is to certify that the Lab work entitled “**Analysis and Design of Algorithms**” carried out by **Anitha U(1BM22CS402)**, who is a bonafide student of **B.M.S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the academic semester June-2023 to September-2023. The Lab report has been approved as it satisfies the academic requirements in respect of a **Analysis and Design of Algorithms (22CS4PCADA)** work prescribed for the said degree.

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Course Outcome

CO1	Analyze time complexity of Recursive and Non-recursive algorithms using asymptotic notations.
CO2	Apply various design techniques for the given problem.
CO3	Apply the knowledge of complexity classes P, NP, and NP-Complete and prove certain problems are NP-Complete.
CO4	Design efficient algorithms and conduct practical experiments to solve problems.

Laboratory Program 1

Write program to do the following:

- Print all the nodes reachable from a given starting node in a di-graph using BFS method.
- Check whether a given graph is connected or not using DFS method.

```
#include <stdio.h>
#include <stdbool.h>
#include <stdlib.h>

// Function to perform Breadth First Search (BFS)
void BFS(int** graph, int numNodes, int startNode) {
    bool* visited = (bool*)malloc(numNodes * sizeof(bool)); // Keep track of visited nodes
    for (int i = 0; i < numNodes; ++i) {
        visited[i] = false;
    }

    int* queue = (int*)malloc(numNodes * sizeof(int)); // Queue for BFS traversal
    int front = 0, rear = 0;

    visited[startNode] = true; // Mark the start node as visited
    queue[rear++] = startNode; // Enqueue the start node

    printf("Nodes reachable from %d using BFS: ", startNode);
    while (front < rear) {
        int currentNode = queue[front++];
        printf("%d ", currentNode);

        // Enqueue all the unvisited neighbors of the current node
        for (int neighbor = 0; neighbor < numNodes; ++neighbor) {
            if (graph[currentNode][neighbor] && !visited[neighbor]) {
                visited[neighbor] = true;
                queue[rear++] = neighbor;
            }
        }
    }
    printf("\n");
}
```

```
    free(visited);
    free(queue);
}
```

```
// Depth First Search (DFS) helper function
```

```
void DFSUtil(int** graph, int node, bool* visited, int numNodes) {
    visited[node] = true;

    // Recursive call for all unvisited neighbors
    for (int neighbor = 0; neighbor < numNodes; ++neighbor) {
        if (graph[node][neighbor] && !visited[neighbor]) {
            DFSUtil(graph, neighbor, visited, numNodes);
        }
    }
}
```

```
// Function to perform Depth First Search (DFS)
```

```
bool DFS(int** graph, int numNodes) {
    bool* visited = (bool*)malloc(numNodes * sizeof(bool)); // Keep track of visited nodes
    for (int i = 0; i < numNodes; ++i) {
        visited[i] = false;
    }
}
```

```
DFSUtil(graph, 0, visited, numNodes); // Start DFS traversal from node 0
```

```
// Check if all nodes were visited
```

```
for (int i = 0; i < numNodes; ++i) {
    if (!visited[i]) {
        free(visited);
        return false; // Graph is not connected
    }
}
```

```
free(visited);
return true; // Graph is connected
}
```

```
int main() {
```

```

int numNodes;
printf("Enter the number of nodes in the graph: ");
scanf("%d", &numNodes);

int** graph = (int**)malloc(numNodes * sizeof(int*));
for (int i = 0; i < numNodes; ++i) {
    graph[i] = (int*)malloc(numNodes * sizeof(int));
}

printf("Enter the adjacency matrix (0 for no edge, 1 for edge exists):\n");
for (int i = 0; i < numNodes; ++i) {
    for (int j = 0; j < numNodes; ++j) {
        scanf("%d", &graph[i][j]);
    }
}

int startNode;
printf("Enter the starting node for BFS: ");
scanf("%d", &startNode);

BFS(graph, numNodes, startNode);

bool isConnected = DFS(graph, numNodes);
if (isConnected) {
    printf("The graph is connected.\n");
} else {
    printf("The graph is not connected.\n");
}

for (int i = 0; i < numNodes; ++i) {
    free(graph[i]);
}
free(graph);

return 0;
}

```

Output

Case 1:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of nodes in the graph: 4
Enter the adjacency matrix (0 for no edge, 1 for edge exists):
0 1 0 0
1 0 1 1
0 0 0 1
0 1 0 0
Enter the starting node for BFS: 1
Nodes reachable from 1 using BFS: 1 0 2 3
The graph is connected.
```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of nodes in the graph: 4
Enter the adjacency matrix (0 for no edge, 1 for edge exists):
0 1 1 0
1 0 1 0
1 1 0 0
0 0 0 0
Enter the starting node for BFS: 0
Nodes reachable from 0 using BFS: 0 1 2
The graph is not connected.
```


Laboratory Program 2

Write a program to obtain the Topological ordering of vertices in a given digraph.

```
#include <stdio.h>
#include <stdlib.h>

#define MAX_VERTICES 100

struct Node {
    int data;
    struct Node* next;
};

struct Graph {
    int numVertices;
    struct Node* adjacencyList[MAX_VERTICES];
};

struct Node* createNode(int data) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    newNode->data = data;
    newNode->next = NULL;
    return newNode;
}

struct Graph* createGraph(int numVertices) {
    struct Graph* graph = (struct Graph*)malloc(sizeof(struct Graph));
    graph->numVertices = numVertices;

    for (int i = 0; i < numVertices; ++i) {
        graph->adjacencyList[i] = NULL;
    }

    return graph;
}

void addEdge(struct Graph* graph, int src, int dest) {
```

```

    struct Node* newNode = createNode(dest);
    newNode->next = graph->adjacencyList[src];
    graph->adjacencyList[src] = newNode;
}

void topologicalSortDFS(struct Graph* graph, int vertex, int visited[], struct Node* stack) {
    visited[vertex] = 1;

    struct Node* adjNode = graph->adjacencyList[vertex];
    while (adjNode != NULL) {
        int adjVertex = adjNode->data;
        if (!visited[adjVertex]) {
            topologicalSortDFS(graph, adjVertex, visited, stack);
        }
        adjNode = adjNode->next;
    }

    struct Node* newNode = createNode(vertex);
    newNode->next = stack->next;
    stack->next = newNode;
}

void topologicalSort(struct Graph* graph) {
    int visited[MAX_VERTICES] = {0};
    struct Node* stack = createNode(-1);

    for (int i = 0; i < graph->numVertices; ++i) {
        if (!visited[i]) {
            topologicalSortDFS(graph, i, visited, stack);
        }
    }

    struct Node* temp = stack->next;
    while (temp != NULL) {
        printf("%d ", temp->data);
        temp = temp->next;
    }
}

```

```
    free(stack);
}

int main() {
    int numVertices, numEdges;
    printf("Enter the number of vertices and edges: ");
    scanf("%d %d", &numVertices, &numEdges);

    struct Graph* graph = createGraph(numVertices);

    printf("Enter edges (src dest):\n");
    for (int i = 0; i < numEdges; ++i) {
        int src, dest;
        scanf("%d %d", &src, &dest);
        addEdge(graph, src, dest);
    }

    printf("Topological Sort: ");
    topologicalSort(graph);

    return 0;
}
```

Output

Case 1:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of vertices and edges: 11 14
Enter edges (src dest):
0 4
0 2
1 0
1 2
2 3
3 7
3 5
4 5
5 6
6 8
7 6
7 9
9 8
8 10
Topological Sort: 1 0 4 2 3 7 9 5 6 8 10
C:\Users\Jothi\Documents\ADALAB>
```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of vertices and edges: 5 5
Enter edges (src dest):
0 1
0 2
0 3
3 2
3 4
Topological Sort: 0 1 3 2 4
C:\Users\Jothi\Documents\ADALAB>
```

Laboratory Program 3

Implement Johnson Trotter algorithm to generate permutations.

```
#include <stdio.h>
```

```
#include <stdbool.h>
```

```
#define LEFT_TO_RIGHT 1
```

```
#define RIGHT_TO_LEFT 0
```

```
int searchArr(int a[], int n, int mobile) {
```

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

```
        if (a[i] == mobile)
```

```
            return i + 1;
```

```
    return -1;
```

```
}
```

```
int getMobile(int a[], bool dir[], int n) {
```

```
    int mobile_prev = 0, mobile = 0;
```

```
    for (int i = 0; i < n; i++) {
```

```
        if (dir[a[i] - 1] == RIGHT_TO_LEFT && i != 0) {
```

```
            if (a[i] > a[i - 1] && a[i] > mobile_prev) {
```

```
                mobile = a[i];
```

```
                mobile_prev = mobile;
```

```
            }
```

```
    }
```

```

    if (dir[a[i] - 1] == LEFT_TO_RIGHT && i != n - 1) {
        if (a[i] > a[i + 1] && a[i] > mobile_prev) {
            mobile = a[i];
            mobile_prev = mobile;
        }
    }
}

if (mobile == 0 && mobile_prev == 0)
    return 0;
else
    return mobile;
}

```

```

void printOnePerm(int a[], bool dir[], int n) {
    int mobile = getMobile(a, dir, n);
    int pos = searchArr(a, n, mobile);

    if (dir[a[pos - 1] - 1] == RIGHT_TO_LEFT) {
        int temp = a[pos - 1];
        a[pos - 1] = a[pos - 2];
        a[pos - 2] = temp;
    } else if (dir[a[pos - 1] - 1] == LEFT_TO_RIGHT) {

```

```
int temp = a[pos];  
a[pos] = a[pos - 1];  
a[pos - 1] = temp;  
}
```

```
for (int i = 0; i < n; i++) {  
    if (a[i] > mobile) {  
        if (dir[a[i] - 1] == LEFT_TO_RIGHT)  
            dir[a[i] - 1] = RIGHT_TO_LEFT;  
        else if (dir[a[i] - 1] == RIGHT_TO_LEFT)  
            dir[a[i] - 1] = LEFT_TO_RIGHT;  
    }  
}
```

```
for (int i = 0; i < n; i++)  
    printf("%d ", a[i]);  
printf("\n");  
}
```

```
int fact(int n) {  
    int res = 1;  
    for (int i = 1; i <= n; i++)  
        res = res * i;  
    return res;  
}
```

```
}
```

```
void printPermutation(int n) {
```

```
    int a[n];
```

```
    bool dir[n];
```

```
    for (int i = 0; i < n; i++) {
```

```
        a[i] = i + 1;
```

```
        printf("%d ", a[i]);
```

```
    }
```

```
    printf("\n");
```

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

```
        dir[i] = RIGHT_TO_LEFT;
```

```
    for (int i = 1; i < fact(n); i++)
```

```
        printOnePerm(a, dir, n);
```

```
}
```

```
int main() {
```

```
    int n;
```

```
    printf("Enter the value of n: ");
```

```
    scanf("%d", &n);
```

```
    printf("Number of permutations:%d\n",fact(n));
```



```
printPermutation(n);  
  
return 0;  
}
```

Output

Case 1:

```
C:\Users\Jothi\Documents\ADALAB>a  
Enter the value of n: 4  
Number of permutations:24  
1 2 3 4  
1 2 4 3  
1 4 2 3  
4 1 2 3  
4 1 3 2  
1 4 3 2  
1 3 4 2  
1 3 2 4  
3 1 2 4  
3 1 4 2  
3 4 1 2  
4 3 1 2  
4 3 2 1  
3 4 2 1  
3 2 4 1  
3 2 1 4  
2 3 1 4  
2 3 4 1  
2 4 3 1  
4 2 3 1  
4 2 1 3  
2 4 1 3  
2 1 4 3  
2 1 3 4
```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the value of n: 3
Number of permutations:6
1 2 3
1 3 2
3 1 2
3 2 1
2 3 1
2 1 3
```

Laboratory Program 4

Sort a given set of N integer elements using Merge Sort technique and compute its time taken. Run the program for different values of N and record the time taken to sort.

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

void merge(int array[], int left, int mid, int right) {
    int subArrayOne = mid - left + 1;
    int subArrayTwo = right - mid;

    int *leftArray = (int *)malloc(subArrayOne * sizeof(int));
    int *rightArray = (int *)malloc(subArrayTwo * sizeof(int));

    for (int i = 0; i < subArrayOne; i++)
        leftArray[i] = array[left + i];
    for (int j = 0; j < subArrayTwo; j++)
        rightArray[j] = array[mid + 1 + j];

    int indexOfSubArrayOne = 0, indexOfSubArrayTwo = 0;
    int indexOfMergedArray = left;

    while (indexOfSubArrayOne < subArrayOne && indexOfSubArrayTwo < subArrayTwo) {
        if (leftArray[indexOfSubArrayOne] <= rightArray[indexOfSubArrayTwo]) {
            array[indexOfMergedArray] = leftArray[indexOfSubArrayOne];
            indexOfSubArrayOne++;
        } else {
            array[indexOfMergedArray] = rightArray[indexOfSubArrayTwo];
            indexOfSubArrayTwo++;
        }
        indexOfMergedArray++;
    }

    while (indexOfSubArrayOne < subArrayOne) {
        array[indexOfMergedArray] = leftArray[indexOfSubArrayOne];
        indexOfSubArrayOne++;
    }
```

```

        indexOfMergedArray++;
    }

    while (indexOfSubArrayTwo < subArrayTwo) {
        array[indexOfMergedArray] = rightArray[indexOfSubArrayTwo];
        indexOfSubArrayTwo++;
        indexOfMergedArray++;
    }

    free(leftArray);
    free(rightArray);
}

void mergeSort(int array[], int begin, int end) {
    if (begin >= end)
        return;

    int mid = begin + (end - begin) / 2;
    mergeSort(array, begin, mid);
    mergeSort(array, mid + 1, end);
    merge(array, begin, mid, end);
}

void printArray(int A[], int size) {
    for (int i = 0; i < size; i++)
        printf("%d ", A[i]);
    printf("\n");
}

int main() {
    int n;
    printf("Enter the number of elements: ");
    scanf("%d", &n);
    int arr[n];
    clock_t start, end;

    for (int i = 0; i < n; i++) {
        arr[i] = rand() % 100;
    }
}

```

```

}

int arr_size = sizeof(arr) / sizeof(arr[0]);
//printf("Given array is:\n");
//printArray(arr, arr_size);

start = clock();
mergeSort(arr, 0, arr_size - 1);
end = clock();

//printf("\nSorted array is:\n");
//printArray(arr, arr_size);
    printf("Start : %ld\n",start);
    printf("End : %ld\n",end);
    printf("CLOCKS_PER_SEC : %ld\n",CLOCKS_PER_SEC);
    printf("Time taken is: %lf seconds\n", ((end - start)*1.0/ CLOCKS_PER_SEC));

return 0;
}

```

Output

Case 1:

```

C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 1000
Start : 2104
End : 2105
CLOCKS_PER_SEC : 1000
Time taken is: 0.001000 seconds

```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 5000
Start : 3079
End : 3081
CLOCKS_PER_SEC : 1000
Time taken is: 0.002000 seconds
```

Case 3:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 10000
Start : 2296
End : 2300
CLOCKS_PER_SEC : 1000
Time taken is: 0.004000 seconds
```

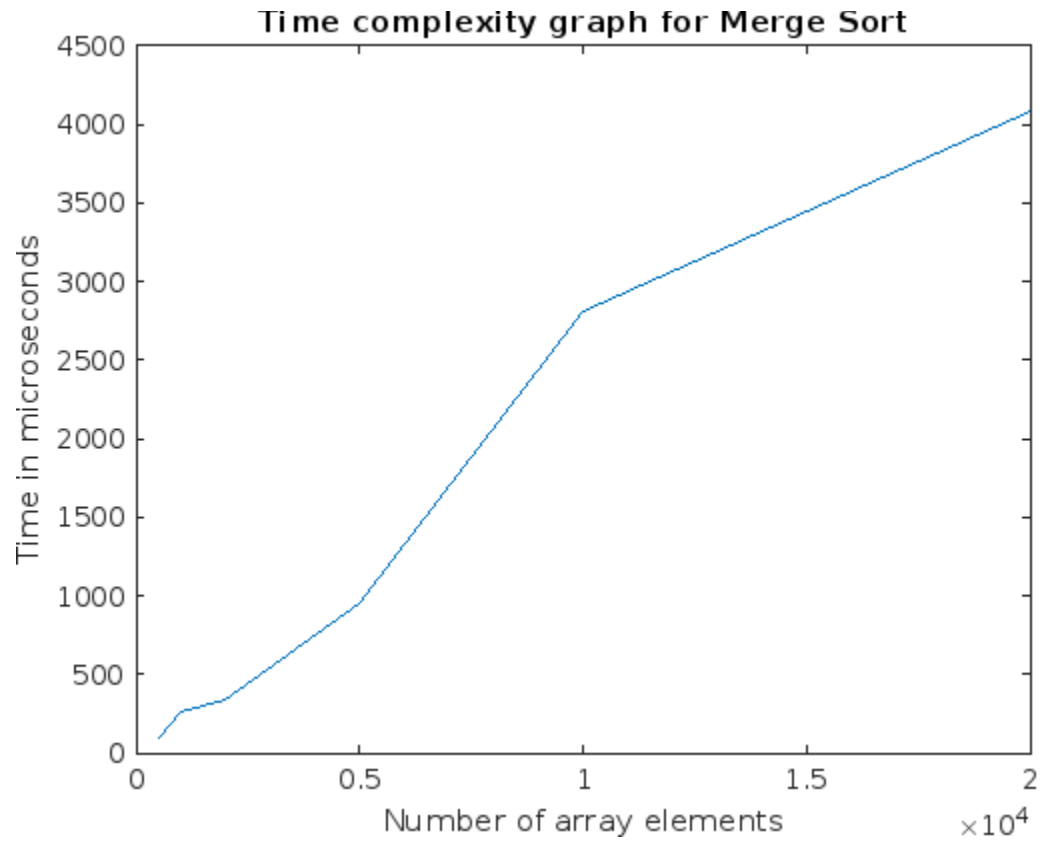
Case 4:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 30000
Start : 2997
End : 3007
CLOCKS_PER_SEC : 1000
Time taken is: 0.010000 seconds
```

Case 5:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 100000
Start : 4697
End : 4728
CLOCKS_PER_SEC : 1000
Time taken is: 0.031000 seconds
```

Graph



```
x=[500,1000,2000,5000,10000,20000]
y=[95,260,343,956,2811,4086]
plot(x,y)
xlabel('Number of array elements')
ylabel('Time in microseconds')
title('Time complexity graph for Merge Sort')
```

Laboratory Program 5

Sort a given set of N integer elements using Quick Sort technique and compute its time taken.

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

int partition(int arr[], int low, int high) {
    int p = arr[high];
    int i = low - 1;
    for (int j = low; j <= high - 1; j++) {
        if (arr[j] < p) {
            i++;
            int temp = arr[i];
            arr[i] = arr[j];
            arr[j] = temp;
        }
    }
    int temp = arr[i + 1];
    arr[i + 1] = arr[high];
    arr[high] = temp;
    return i + 1;
}

void quicksort(int arr[], int low, int high) {
    if (low < high) {
        int pi = partition(arr, low, high);
        quicksort(arr, low, pi - 1);
        quicksort(arr, pi + 1, high);
    }
}

int main() {
    clock_t start, end;
    int n;
    printf("Enter the number of elements: ");
```



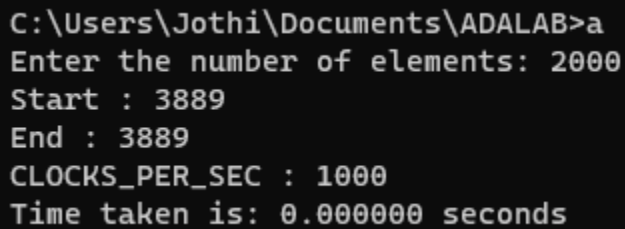
```
scanf("%d", &n);
int arr[n];
for (int i = 0; i < n; i++)
    arr[i] = rand()%100;

start = clock();
quicksort(arr, 0, n - 1);
end = clock();
printf("Start : %ld\n",start);
printf("End : %ld\n",end);
printf("CLOCKS_PER_SEC : %ld\n",CLOCKS_PER_SEC);
printf("Time taken is: %lf seconds\n", ((end - start)*1.0/ CLOCKS_PER_SEC));

return 0;
}
```

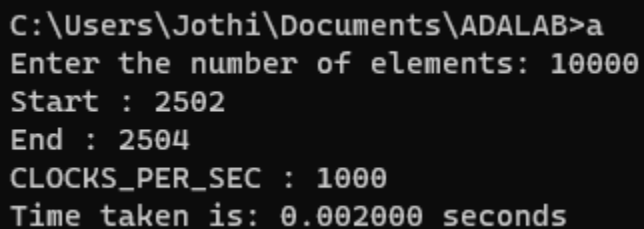
Output

Case 1:

A screenshot of a Windows command prompt window showing the execution of a program. The prompt is 'C:\Users\Jothi\Documents\ADALAB>a'. The user enters '2000' for the number of elements. The program outputs 'Start : 3889', 'End : 3889', 'CLOCKS_PER_SEC : 1000', and 'Time taken is: 0.000000 seconds'.

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 2000
Start : 3889
End : 3889
CLOCKS_PER_SEC : 1000
Time taken is: 0.000000 seconds
```

Case 2:

A screenshot of a Windows command prompt window showing the execution of a program. The prompt is 'C:\Users\Jothi\Documents\ADALAB>a'. The user enters '10000' for the number of elements. The program outputs 'Start : 2502', 'End : 2504', 'CLOCKS_PER_SEC : 1000', and 'Time taken is: 0.002000 seconds'.

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 10000
Start : 2502
End : 2504
CLOCKS_PER_SEC : 1000
Time taken is: 0.002000 seconds
```

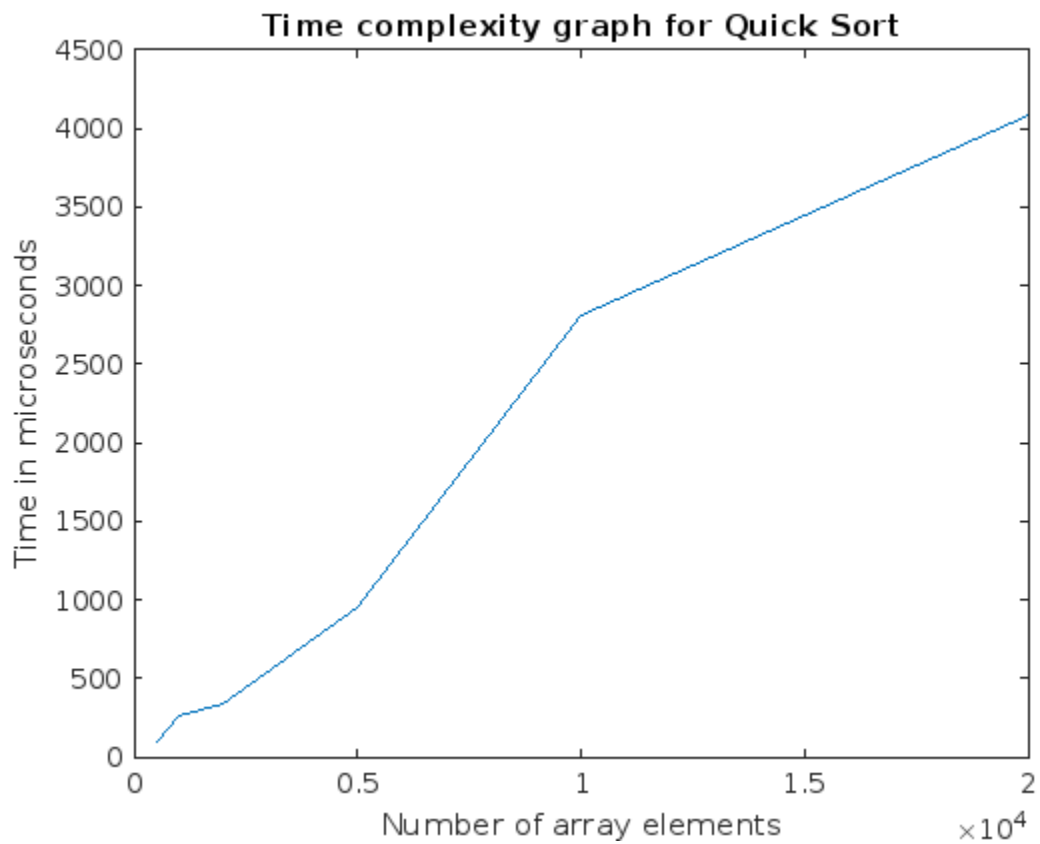
Case 3:

```
C:\Users\Jothi\Documents\ADALAB>a  
Enter the number of elements: 100000  
Start : 14825  
End : 14929  
CLOCKS_PER_SEC : 1000  
Time taken is: 0.104000 seconds
```

Case 4:

```
C:\Users\Jothi\Documents\ADALAB>a  
Enter the number of elements: 300000  
Start : 5052  
End : 5947  
CLOCKS_PER_SEC : 1000  
Time taken is: 0.895000 seconds
```

Graph



```
x=[500,1000,2000,5000,10000,20000]
y=[44,90,203,1164,1895,7443]
xlabel('Number of array elements')
ylabel('Time in microseconds')
title('Time complexity graph for Quick Sort')
```

Laboratory Program 6

Sort a given set of N integer elements using Heap Sort technique and compute its time taken.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <time.h>
```

```
void heapify(int arr[], int n, int root) {
```

```
    int largest = root;
```

```
    int left = 2 * root + 1;
```

```
    int right = 2 * root + 2;
```

```
    if (left < n && arr[left] > arr[largest])
```

```
        largest = left;
```

```
    if (right < n && arr[right] > arr[largest])
```

```
        largest = right;
```

```
    if (largest != root) {
```

```
        int temp = arr[root];
```

```
        arr[root] = arr[largest];
```

```
        arr[largest] = temp;
```

```
        heapify(arr, n, largest);
```

```
    }
```

```
}
```

```
void heapSort(int arr[], int n) {
```

```
    for (int i = n / 2 - 1; i >= 0; i--)
```

```
        heapify(arr, n, i);
```

```
    for (int i = n - 1; i >= 0; i--) {
```

```
        int temp = arr[0];
```

```
        arr[0] = arr[i];
```

```
        arr[i] = temp;
```

```
        heapify(arr, i, 0);
```

```
    }
```

```
}
```

```
int main() {
```

```
    int n;
```

```
    printf("Enter the number of elements: ");
```

```
    scanf("%d", &n);
```

```
    int arr[n];
```

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

```
        arr[i] = rand() % 100;
```

```
    clock_t start, end;
```

```
start = clock();

heapSort(arr, n);

end = clock();

printf("Start : %ld\n",start);

printf("End : %ld\n",end);

printf("CLOCKS_PER_SEC : %ld\n",CLOCKS_PER_SEC);

printf("Time taken is: %lf seconds\n", ((end - start)*1.0/ CLOCKS_PER_SEC));


return 0;

}
```

Output

Case 1:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 1000
Start : 2119
End : 2119
CLOCKS_PER_SEC : 1000
Time taken is: 0.000000 seconds
```

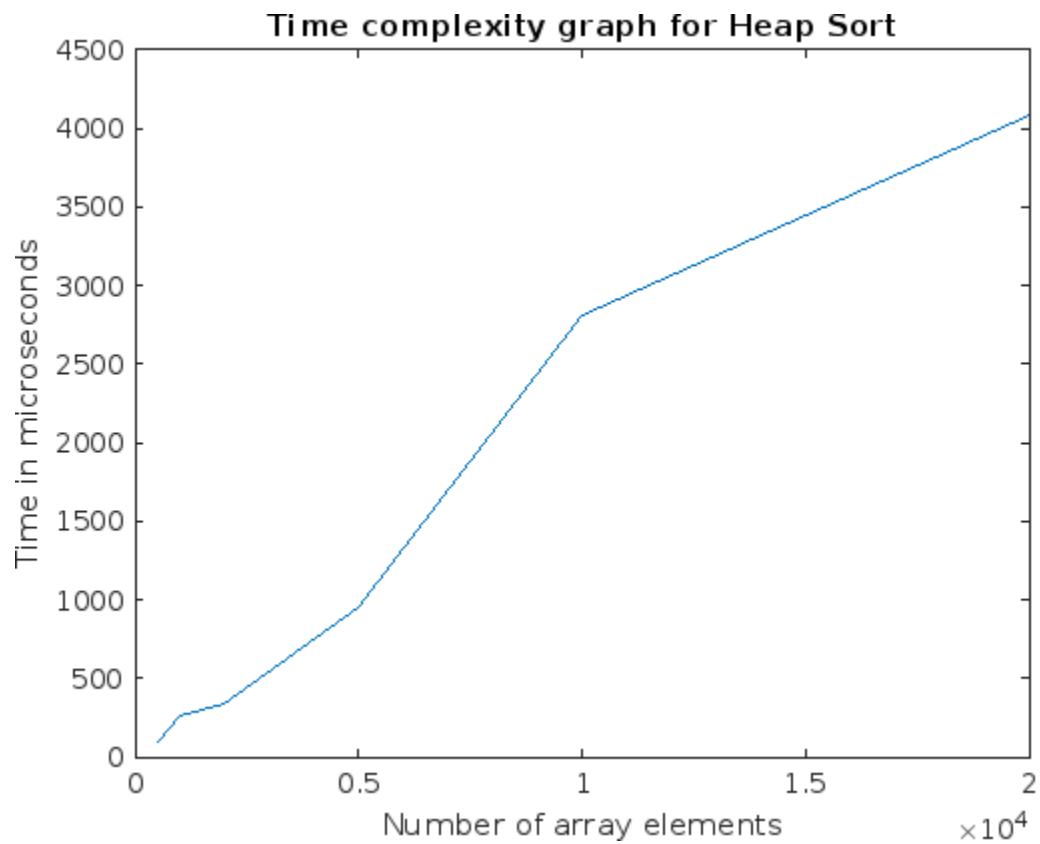
Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 10000
Start : 3495
End : 3497
CLOCKS_PER_SEC : 1000
Time taken is: 0.002000 seconds
```

Case 3:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of elements: 200000
Start : 2219
End : 2257
CLOCKS_PER_SEC : 1000
Time taken is: 0.038000 seconds
```

Graph



```
x=[500,1000,2000,5000,10000,20000]
y=[83,236,324,861,2416,5833]
xlabel('Number of array elements')
ylabel('Time in microseconds')
title('Time complexity graph for Heap Sort')
```


Laboratory Program 7

Implement 0/1 Knapsack problem using dynamic programming.

```
#include <stdio.h>

// Function to find maximum of two integers
int max(int a, int b) {
    return (a > b) ? a : b;
}

// Function to solve 0/1 Knapsack problem
int knapsack(int W, int wt[], int val[], int n) {
    int dp[n + 1][W + 1];

    for (int i = 0; i <= n; i++) {
        for (int w = 0; w <= W; w++) {
            if (i == 0 || w == 0)
                dp[i][w] = 0;
            else if (wt[i - 1] <= w)
                dp[i][w] = max(val[i - 1] + dp[i - 1][w - wt[i - 1]], dp[i - 1][w]);
            else
                dp[i][w] = dp[i - 1][w];
        }
    }

    return dp[n][W];
}

int main() {
    int n; // Number of items
    printf("Enter the number of items: ");
    scanf("%d", &n);

    int val[n]; // Values of items
    int wt[n]; // Weights of items

    printf("Enter the values of items:\n");
```

```
for (int i = 0; i < n; i++)
    scanf("%d", &val[i]);

printf("Enter the weights of items:\n");
for (int i = 0; i < n; i++)
    scanf("%d", &wt[i]);

int W; // Maximum weight capacity of the knapsack
printf("Enter the maximum weight capacity of the knapsack: ");
scanf("%d", &W);

int result = knapsack(W, wt, val, n);
printf("Maximum value that can be obtained: %d\n", result);

return 0;
}
```

Output

Case 1:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of items: 4
Enter the values of items:
1 2 3 4
Enter the weights of items:
4 5 9 8
Enter the maximum weight capacity of the knapsack: 9
Maximum value that can be obtained: 4
```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of items: 6
Enter the values of items:
22 25 23 28 29 30
Enter the weights of items:
4 8 9 12 10 3
Enter the maximum weight capacity of the knapsack: 12
Maximum value that can be obtained: 55
```

Laboratory Program 8

Implement All Pair Shortest paths problem using Floyd's algorithm.

```
#include <stdio.h>
```

```
#include <limits.h>
```

```
#define INF INT_MAX
```

```
int min(int a, int b) {  
    return (a < b) ? a : b;  
}
```

```
int main() {  
    int v, i, j, k;  
    printf("Enter the number of vertices: ");  
    scanf("%d", &v);
```

```
    int arr[5][5], dist[5][5];
```

```
    printf("Enter the graph:\n");
```

```
    for (i = 0; i < v; i++) {  
        for (j = 0; j < v; j++) {  
            scanf("%d", &arr[i][j]);  
        }  
    }
```

```
printf("\n");
```

```
for (i = 0; i < v; i++) {  
    for (j = 0; j < v; j++) {  
        dist[i][j] = arr[i][j];  
    }  
}
```

```
for (k = 0; k < v; k++) {  
    for (i = 0; i < v; i++) {  
        for (j = 0; j < v; j++) {  
            dist[i][j] = min(dist[i][j], dist[i][k] + dist[k][j]);  
        }  
    }  
}
```

```
printf("Distance matrix is:\n");
```

```
for (i = 0; i < v; i++) {  
    for (j = 0; j < v; j++) {  
        if (dist[i][j] == INF)  
            printf("INF ");  
        else  
            printf("%d ", dist[i][j]);  
    }  
}
```

```
    }  
    printf("\n");  
}  
  
return 0;  
}
```

Output

Case 1:

```
C:\Users\Jothi\Documents\ADALAB>a  
Enter the number of vertices: 5  
Enter the graph:  
0 99999 3 2 99999  
99999 0 99999 99999 99999  
99999 99999 0 99999 99999  
99999 99999 99999 0 99999  
1 99999 99999 5 0  
  
Distance matrix is:  
0 99999 3 2 99999  
99999 0 99999 99999 99999  
99999 99999 0 99999 99999  
99999 99999 99999 0 99999  
1 99999 4 3 0
```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of vertices: 4
Enter the graph:
0 99999 6 5
4 0 2 99999
99999 99999 0 99999
2 3 99999 0

Distance matrix is:
0 8 6 5
4 0 2 9
99999 99999 0 99999
2 3 5 0
```

Laboratory Program 9

Find Minimum Cost Spanning Tree of a given undirected graph using Prim's and Kruskal's algorithm.

```
#include<stdio.h>
#include<conio.h>
void prims();
int cost[10][10],vt[10],et[10][10],vis[10],j,n;
int sum=0;
int x=1;
int e=0;
int find(int v,int parent[10])
{
    while(parent[v]!=v)
    {
        v=parent[v];
    }
    return v;
}

void union1(int i,int j,int parent[10])
{
    if(i<j)
        parent[j]=i;
    else
        parent[i]=j;
}

void kruskal(int n,int a[10][10])
{
    printf("Kruskal's Algorithm\n");
    int count,k,min,sum,i,j,t[10][10],u,v,parent[10];
    count=0;
    k=0;
    sum=0;
    for(i=0;i<n;i++)
        parent[i]=i;
```



```

while(count!=(n-1))
{
    min=999;
    for(i=0;i<n;i++)
    {
        for(j=0;j<n;j++)
        {

            if(a[i][j]<min && a[i][j]!=0)
            {
                min=a[i][j];
                u=i;
                v=j;
            }
        }
    }
    i=find(u,parent);
    j=find(v,parent);
    if(i!=j)
    {
        union1(i,j,parent);
        t[k][0]=u;
        t[k][1]=v;
        k++;
        count++;
        sum=sum+a[u][v];
    }
    a[u][v]=a[v][u]=999;
}
if(count==n-1)
{
    printf("Edges of the Minimal spanning tree are: ");
    for(i=0;i<n-1;i++)
    {
        printf("%d,%d\t",t[i][0]+1,t[i][1]+1);

    }
    printf("\nWeight of the minimal spanning tree is %d\n",sum);
}

```

```

    }
    else
        printf("Spanning tree does not exist.\n");
}

```

```

int main()
{
    int i,n1,ch,j;
    int cost1[10][10];
    printf("1.Prim's \n2.Kruskal's \nEnter your choice:");
    scanf("%d",&ch);
    switch(ch)
    {
        case 1:
            printf("Enter the number of vertices:");
            scanf("%d",&n);
            printf("Enter the cost adjacency matrix\n");
            for(i=1;i<=n;i++)
            {
                for(j=1;j<=n;j++)
                {
                    scanf("%d",&cost[i][j]);
                }
                vis[i]=0;
            }
            prims();
            printf("Prim's Algorithm\n");
            printf("Edges of the minimal spanning tree are: ");
            for(i=1;i<=e;i++)
            {
                printf("%d,%d\t",et[i][0],et[i][1]);
            }
            printf("\nWeight of the minimal spanning tree is %d\n",sum);
            break;
        case 2:

            printf("Enter the number of vertices:");
            scanf("%d",&n1);

```

```

printf("Enter the cost adjacency matrix\n");
for(i=0;i<n1;i++)
    for(j=0;j<n1;j++)
        scanf("%d",&cost1[i][j]);
kruskal(n1,cost1);

```

```

default:return 0;
}

```

```

}
/* Prim's algorithm */
void prims()
{
    int s,min,m,k,u,v;
    vt[x]=1;
    vis[x]=1;
    for(s=1;s<n;s++)
    {
        j=x;
        min=999;
        while(j>0)
        {
            k=vt[j];
            for(m=2;m<=n;m++)
            {
                if(vis[m]==0)
                {
                    if(cost[k][m]<min)
                    {
                        min=cost[k][m];
                        u=k;
                        v=m;
                    }
                }
            }
            j--;
        }
    }
}

```

```

}
vt[++x]=v;
et[s][0]=u;
et[s][1]=v;
e++;
vis[v]=1;
sum=sum+min;
}
}

```

Output

Case 1:

```

C:\Users\Jothi\Documents\ADALAB>a
1.Prim's
2.Kruskal's
Enter your choice:1
Enter the number of vertices:4
Enter the cost adjacency matrix
0 4 3 7
4 0 10 99999
3 10 0 11
7 99999 17 0
Prim's Algorithm
Edges of the minimal spanning tree are:1,3      1,2      1,4
Weight of the minimal spanning tree is 14

```

```

C:\Users\Jothi\Documents\ADALAB>a
1.Prim's
2.Kruskal's
Enter your choice:2
Enter the number of vertices:4
Enter the cost adjacency matrix
0 4 3 7
4 0 10 99999
3 10 0 11
7 99999 17 0
Kruskal's Algorithm
Edges of the Minimal spanning tree are: 1,3      1,2      1,4
Weight of the minimal spanning tree is 14

```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
1.Prim's
2.Kruskal's
Enter your choice:1
Enter the number of vertices:5
Enter the cost adjacency matrix
0 4 99999 8 99999
4 0 7 6 3
99999 7 0 99999 1
8 6 99999 0 2
99999 3 1 2 0
Prim's Algorithm
Edges of the minimal spanning tree are: 1,2    2,5    5,3    5,4
Weight of the minimal spanning tree is 10
```

```
C:\Users\Jothi\Documents\ADALAB>a
1.Prim's
2.Kruskal's
Enter your choice:2
Enter the number of vertices:5
Enter the cost adjacency matrix
0 4 99999 8 99999
4 0 7 6 3
99999 7 0 99999 1
8 6 99999 0 2
99999 3 1 2 0
Kruskal's Algorithm
Edges of the Minimal spanning tree are: 3,5    4,5    2,5    1,2
Weight of the minimal spanning tree is 10
```

Laboratory Program 10

From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.

```
#include <limits.h>
#include <stdbool.h>
#include <stdio.h>

int V;

int minDistance(int dist[], bool sptSet[])
{
    int min = INT_MAX, min_index;

    for (int v = 0; v < V; v++)
        if (sptSet[v] == false && dist[v] <= min)
            min = dist[v], min_index = v;

    return min_index;
}

void printSolution(int dist[])
{
    printf("Vertex \t\t Distance from Source\n");
    for (int i = 0; i < V; i++)
        printf("%d \t\t\t %d\n", i+1, dist[i]);
}

void dijkstra(int graph[V][V], int src)
{
    int dist[V];
    bool sptSet[V];
    for (int i = 0; i < V; i++)
        dist[i] = INT_MAX, sptSet[i] = false;
    dist[src] = 0;
```

```

        for (int count = 0; count < V - 1; count++)
        {
            int u = minDistance(dist, sptSet);
            sptSet[u] = true;
            for (int v = 0; v < V; v++)
                if (!sptSet[v] && graph[u][v]
                    && dist[u] != INT_MAX
                    && dist[u] + graph[u][v] < dist[v])
                    dist[v] = dist[u] + graph[u][v];
        }
        printSolution(dist);
    }

int main()
{
    int i,j,src;
    printf("Enter the number of vertices:");
    scanf("%d",&V);
    int graph[V][V];
    printf("Enter the cost adjacency matrix:\n");
    for(i=0;i<V;i++)
    {
        for(j=0;j<V;j++)
            scanf("%d",&graph[i][j]);
    }
    printf("Enter the source vertex:");
    scanf("%d",&src);

    dijkstra(graph, src-1);

    return 0;
}

```

Output

Case 1:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of vertices:5
Enter the cost adjacency matrix:
0 4 99999 8 99999
4 0 7 6 3
99999 7 0 99999 1
8 6 99999 0 2
99999 3 1 2 0
Enter the source vertex:2
Vertex          Distance from Source
1                4
2                0
3                4
4                5
5                3
```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the number of vertices:4
Enter the cost adjacency matrix:
0 4 3 7
4 0 10 99999
3 10 0 11
7 99999 17 0
Enter the source vertex:1
Vertex          Distance from Source
1                0
2                4
3                3
4                7
```


Laboratory Program 11

Implement “N-Queens Problem” using Backtracking.

```
#include <stdbool.h>
#include <stdio.h>

int N;

void printSolution(int board[N][N])
{
    for (int i = 0; i < N; i++) {
        for (int j = 0; j < N; j++) {
            if(board[i][j])
                printf("Q ");
            else
                printf(". ");
        }
        printf("\n");
    }
}

bool isSafe(int board[N][N], int row, int col)
{
    int i, j;

    // Check this row on left side
    for (i = 0; i < col; i++)
        if (board[row][i])
            return false;

    // Check upper diagonal on left side
    for (i = row, j = col; i >= 0 && j >= 0; i--, j--)
        if (board[i][j])
            return false;

    // Check lower diagonal on left side
    for (i = row, j = col; j >= 0 && i < N; i++, j--)
        if (board[i][j])
```

```

        return false;

    return true;
}
bool solveNQUtil(int board[N][N], int col)
{
    // Base case: If all queens are placed
    // then return true
    if (col >= N)
        return true;

    // Consider this column and try placing
    // this queen in all rows one by one
    for (int i = 0; i < N; i++) {

        // Check if the queen can be placed on
        // board[i][col]
        if (isSafe(board, i, col)) {

            // Place this queen in board[i][col]
            board[i][col] = 1;

            // Recur to place rest of the queens
            if (solveNQUtil(board, col + 1))
                return true;

            // If placing queen in board[i][col]
            // doesn't lead to a solution, then
            // remove queen from board[i][col]
            board[i][col] = 0; // BACKTRACK
        }
    }

    // If the queen cannot be placed in any row in
    // this column col then return false
    return false;
}
bool solveNQ()

```

```

{
    int board[N][N];
    int i,j;
    for(i=0;i<N;i++)
    {
        for(j=0;j<N;j++)
            board[i][j]=0;
    }

    if (solveNQUtil(board, 0) == false)

    {
        printf("Solution does not exist");
        return false;
    }

    printSolution(board);
    return true;
}

// Driver program to test above function
int main()
{
    printf("Enter the value of N, if N X N is the size of the board:");
    scanf("%d",&N);
    solveNQ();
    return 0;
}

```

Output

Case 1:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the value of N, if N X N is the size of the board:2
Solution does not exist
```

Case 2:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the value of N, if N X N is the size of the board:1
Q
```

Case 3:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the value of N, if N X N is the size of the board:4
. . Q .
Q . . .
. . . Q
. Q . .
```

Case 4:

```
C:\Users\Jothi\Documents\ADALAB>a
Enter the value of N, if N X N is the size of the board:8
Q . . . . . . .
. . . . . Q .
. . . . Q . . .
. . . . . Q
. Q . . . . .
. . . Q . . .
. . . . . Q .
. . Q . . . .
```

