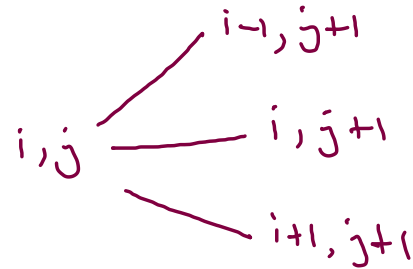


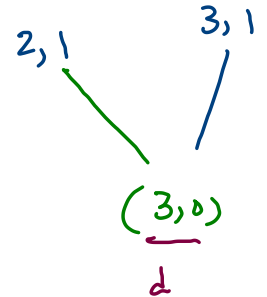
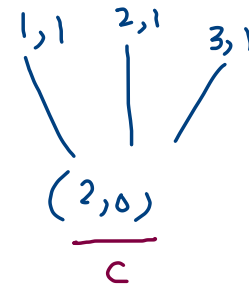
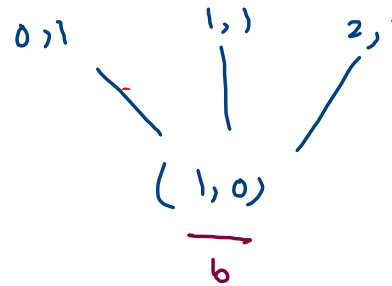
Goldmine

	0	1	2	3	4
0	10	5	8	19	7
1	6	4	20	8	13
2	3	20	30	10	5
3	6	12	26	14	6

Start \rightarrow 0th cols



ans \rightarrow max (a, b, c, d)



	0	1	2	3	4
0	10	5	8	19	7
1	6	4	20	8	13
2	3	20	30	10	5
3	6	12	26	14	6

	0	1	2	3	4
0	67	57	40	32	7
1	79	57	52	21	13
2	76	73	53	23	5
3	79	65	49	20	6

$dp[i][j] \rightarrow \max(dp[i][j+1],$
 $dp[i-1][j+1],$
 $dp[i+1][j+1])$

+ gold[i][j]

$dp[i][j] \rightarrow$ max gold collect
 if we start digging
 from (i,j)

target sum subset

4	4	7	1	3
0	1	2	3	4

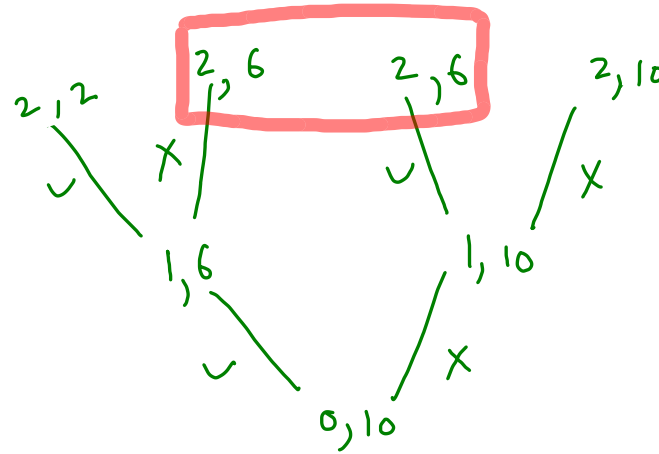
5
4
2
7
1
3
10

qb

target \rightarrow 8

	0	1	2	3	4	5	6	7	8
0									
1									
2									
3									
4									

$dp[i][j]$



2d

$i \rightarrow 0$ to 4

rem_target $\rightarrow 0$ to target

4	2	7	1	3
0	1	2	3	4

target = 11

	0	1	2	3	4	5	6	7	8	9	10	11
4 - 0	✓	✗	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗
2 - 1	✓	✗	✓	✗	✓	✗	✓	✗	✗	✗	✗	✗
7 - 2	✓	✗	✓	✗	✓	✗	✓	✓	✗	✓	✗	✓
1 - 3	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
3 - 4	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

$dp[i][j] \rightarrow$ if elements
[0 to i] can
create a
subset of target 'j'

$dp[i-1][j - arr[i]]$

$dp[i-1][j]$

✓
✗
 $dp[i][j]$

sum = $j - arr[i]$;

target \rightarrow 5

7 4 1 2

```
boolean[][] dp = new boolean[arr.length][target+1];
```

```
for(int i=0; i < dp.length; i++) {
    for(int j=0; j < dp[0].length; j++) {
        if(j == 0) {
            //target 0
            dp[i][j] = true;
        }
        else if(i == 0) {
            //single element
            if(arr[i] <= target) {
                dp[i][arr[i]] = true;
            }
        }
        else {
            boolean exc = dp[i-1][j];
            boolean inc = false;

            if(j-arr[i] >= 0) {
                inc = dp[i-1][j-arr[i]];
            }

            dp[i][j] = inc || exc;
        }
    }
}
```

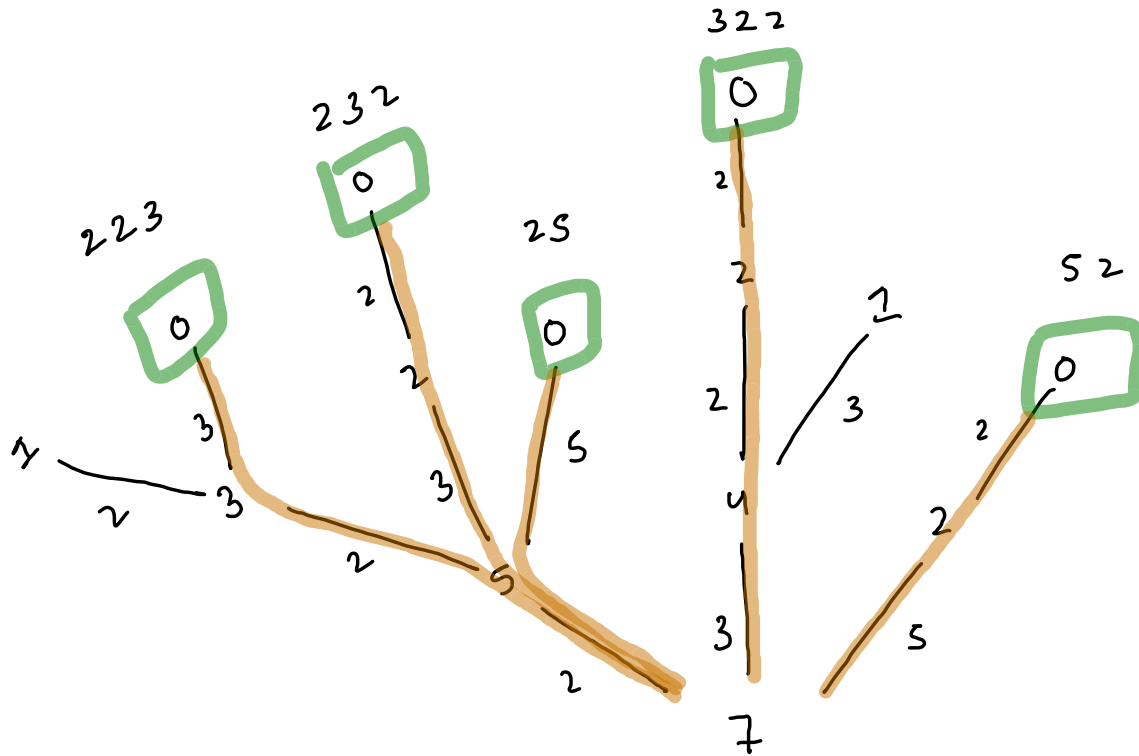
target

	<div>→</div>					
	0	1	2	3	4	5
7 - 0	✓	X	X	X	X	X
4 - 1	✓	X	X	X	✓	X
1 - 2	✓	✓	X	X	✓	✓
2 3 ✓	✓	✓	✓	✓	✓	✓

elements

Coin change permutations

coins: [2, 3, 5]

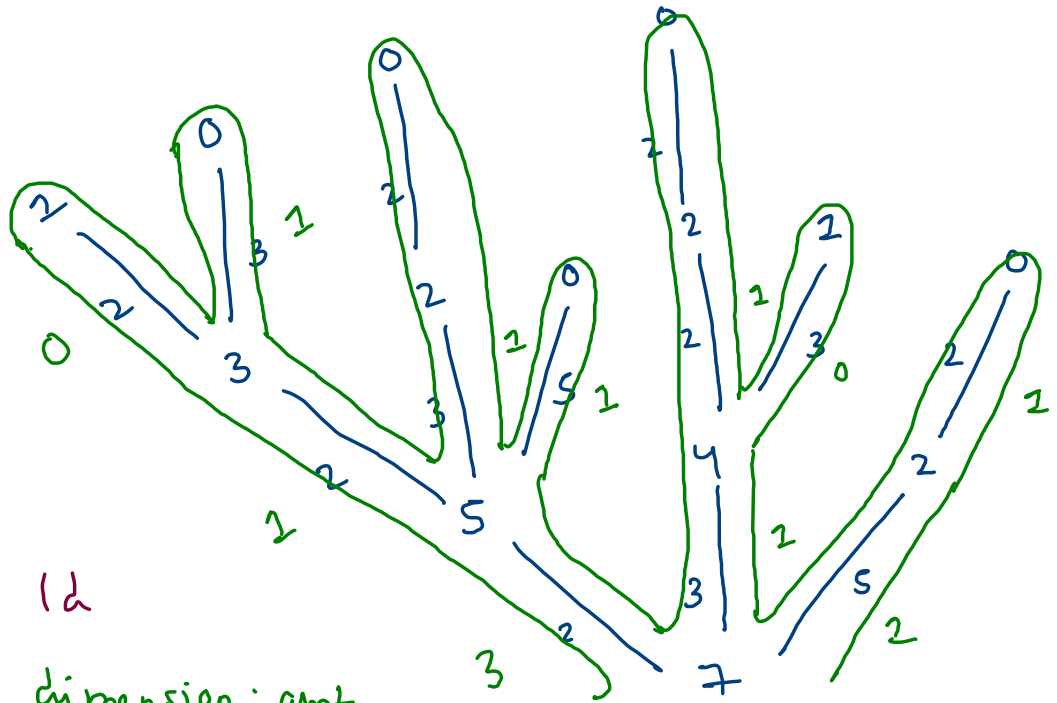
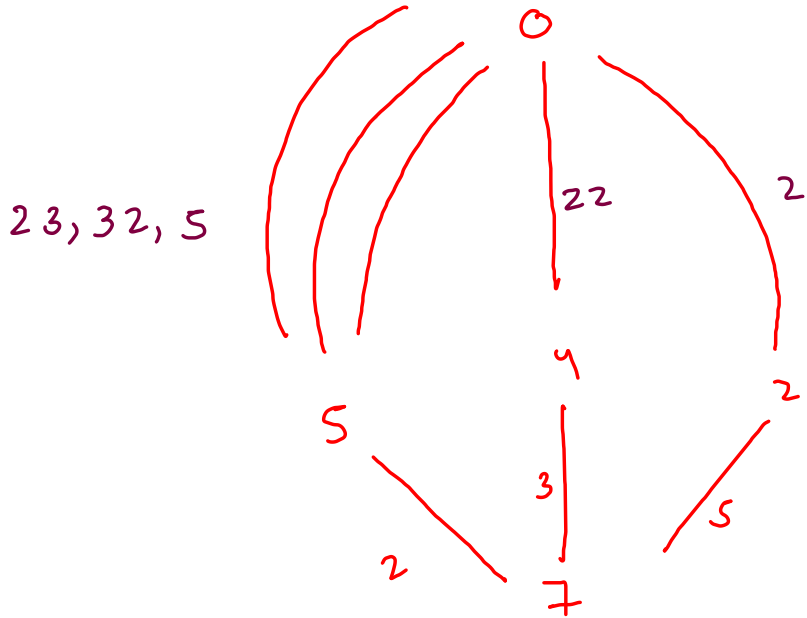


count = 7

ans:

2 2 3
2 3 2
3 2 2
2 5
5 2

coins: [2, 3, 5]



12

dimension: amt

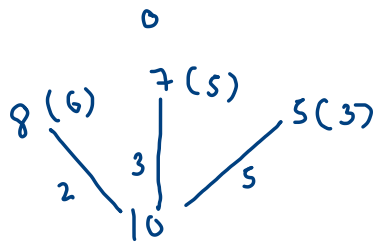
0 to 7

5 ways

coins: [2, 3, 5]

amt = 10

1	0	1	1	1	3	2	5	6	8	14
0	1	2	3	4	5	6	7	8	9	10
.		2.	3.	22.	32. 23, 5.	222. 33.	322. 232. 52.	223. 25.		

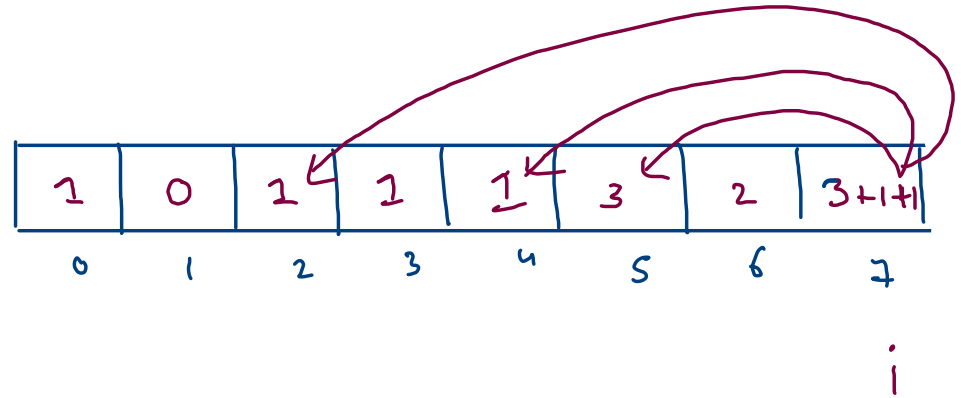


dp[i] \rightarrow no. of permutation to
pay 'i' amount
using all coins.

amt = 7

coins = [2, 3, 5]

```
public static int ccp(int[] coins, int amt) {  
    int[] dp = new int[amt+1];  
  
    //dp[i] -> ways to pay 'i' amount  
  
    dp[0] = 1;  
  
    for(int i = 1; i <= amt; i++) {  
        for(int j = 0; j < coins.length; j++) {  
            int rem_amt = i - coins[j];  
  
            if(rem_amt >= 0) {  
                dp[i] += dp[rem_amt];  
            }  
        }  
    }  
  
    return dp[amt];  
}
```



dp[7] = 5

Permutation

(arrangement)

amt : 7 coins 2,3,5

2 3 2
3 2 2
2 2 3

2 5
5 5

combination

(selection)

amt : 7 coins : 2,3,5

2 2 3

2 5