placing glems in the box.

level and options -> level -> 9 tems obten - poxes. n=8, ~=2 → {1,2}

print in Rewision Lo rever & option

**→** 0

Some type of arrongement but permuted

L. POXED

(n-x)1

8:3

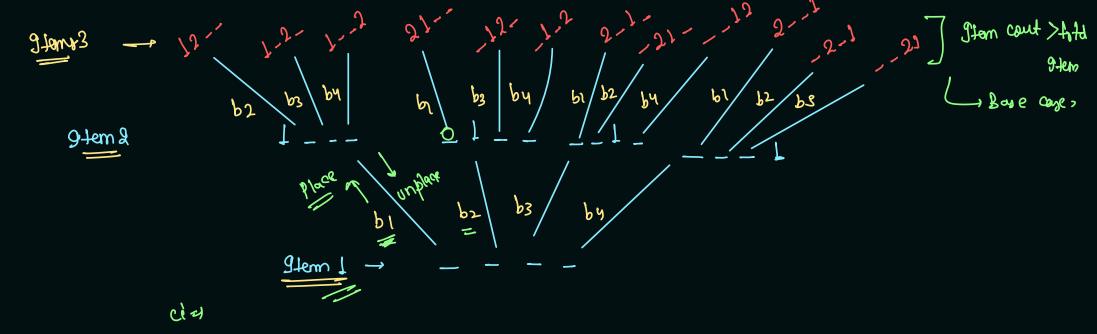
~ termy.

h=4, 8=2

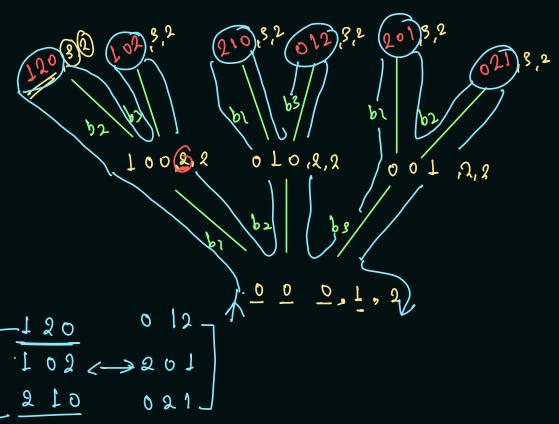
4×3 = 12

12 ways.

level -> 97ems n=4, Y= 2 سيم observation - we have 1200 2010 option - boxes g-leny poxer 1020 0210 pennutation of some 0012 1002 type of orrangement 2001 L2100 0201 0 120 0 102 0021 9 dentical 9 temp



```
// ci-> current item, ti-> total items
public static void permutations(int□ boxes, int ci, int ti){
    if(ci > ti) {
       more than print arrange of items in box and return
        for(int val : boxes) {
            System.out.print(val);
        System.out.println();
        return;
    // loop of options
    for(int b = 0; b < boxes.length; b++) {</pre>
        if(boxes[b] == 0) {
            boxes[b] = ci;
            // recursive call
            permutations(boxes, ci + 1, ti);
            // unplace current item at bth box
            boxes[b] = 0;
```



Hint

level poxe

options - choice of 9 tens.

## Permutations (2)

>> formulated 1200 2100

1020

2010

1000

2001

0 1 2 0

0210

0 1 0 2

0 20 1

0 0 12

0021

mon glantital grand

9 tems in n-box ex.

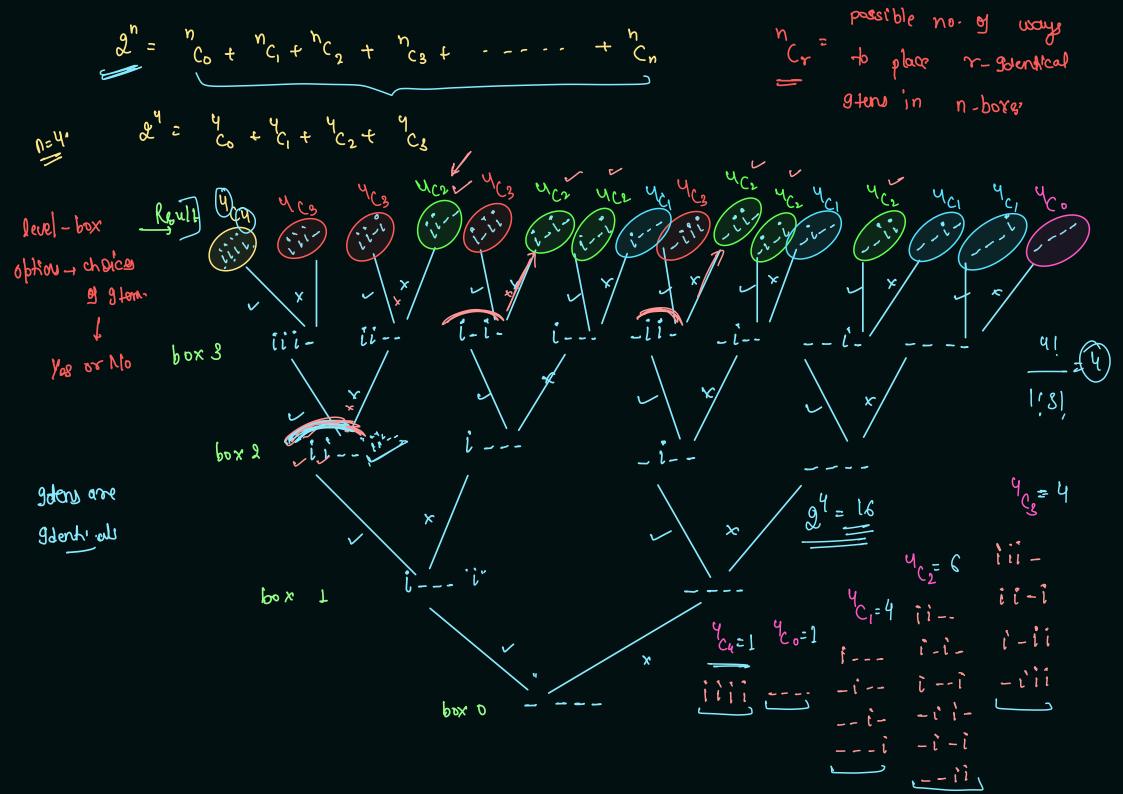
n- boxes = 4

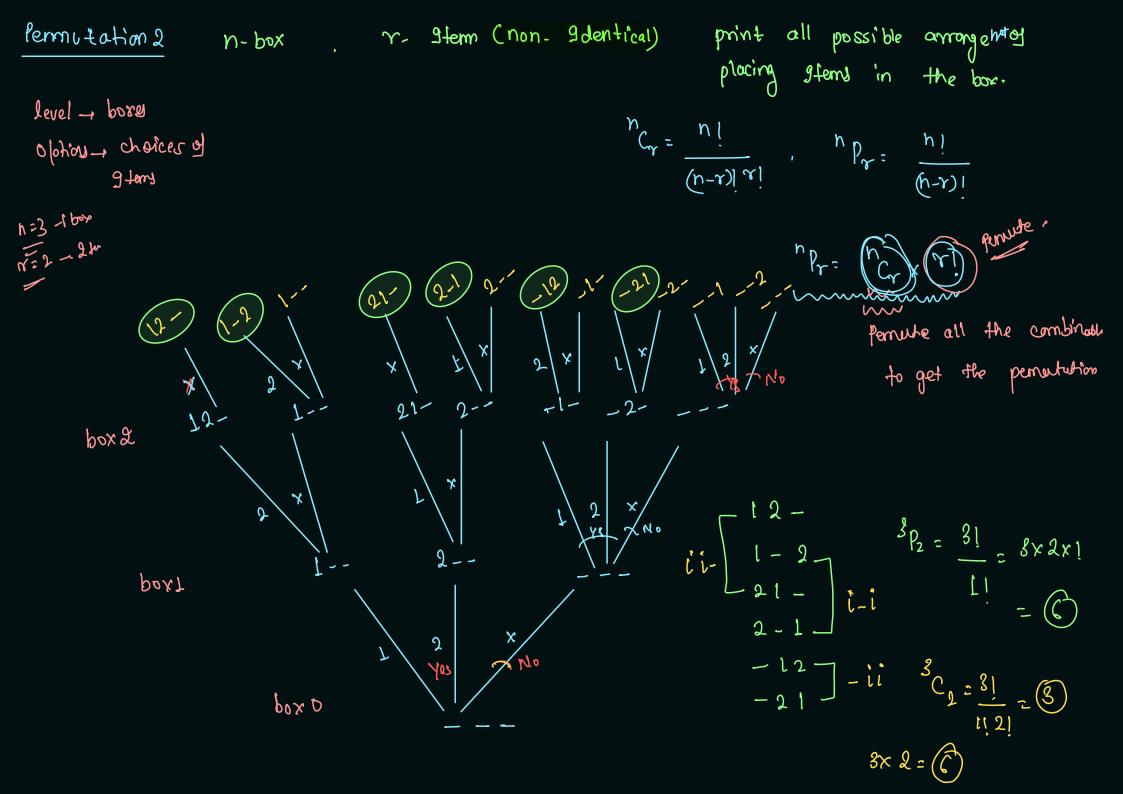
$$\mu^{2} = \frac{(\nu-x)|x|}{\mu i} \qquad (x)$$

$$h_{C_{7}} = \frac{n!}{(n-x)! \, x!}$$
  $= \frac{4!}{2! \, 2!} = \frac{2! \, 2!}{2! \, 2!} = \frac{2}{2! \, 2!} = \frac{2}{2! \, 2!} = \frac{2}{2! \, 2!}$ 

## combinations - (3)

-> good'cal pyram,





combination 2:

n-bores, r- 9dentical 9tems, print all possibilities to arrange r

9 tems in n-box eg.

## Permetation

boxes: 3, 9tem: 2

$$n_{p_{r}} = (n-0)(n-1)(n-2)-\cdots(n-(r-1))$$

120 210

1 0 2 & 0 1

0 1 2 0 2 1

## combination.

box 20 =3, 9termy=?

$$u_{C^{2}} = \frac{(\nu - \lambda)!}{\nu!} \lambda! = \frac{\lambda!}{\nu!}$$

$${}^{3}C_{1} = \frac{3!}{2!!!} = \frac{3\times21}{2!\times1} = 3$$

4-boxe 39ton 
$$\rightarrow \{1, 2, 3\}$$

4  $\beta_3 = \frac{4!}{1!} = 4 \times 3 \times 2 = 24$ 

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9  $\beta_3 = \frac{4!}{3!} = \frac{4 \times 3!}{3!} = 24$ 

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