#### Bounded Knapsack

**1.Define Item class each with value and weight**

**2.Define KNPSACK Array ,CURRENT VALUES Array,CURRENT WEIGHT Array**

**3.Initialization part,put into knapsack items so that the total weight is less than or equal to a given limit and the total value is as large as possible.**

**4.Then adding new item, which doesn't make total weight greater than the knapsack limited weight**

**5.Fitness evaluations:**

**if the there was an item with value greater than item's value in the knapsack and it's weight less than the weight of the item's weight in the knapsack then remove old item from knapsack and append the new item with the new value and weight**

**(only we take one copy of each Item)**

#### Unbounded Knapsack

**The same steps as bounded knapsack and modify the Fitness Evaluation To places no upper bound on the number of copies of each kind of item.**