ARYAMAN MISHRA
19BCE1027

Modified Interval Scheduling problem

```
#include <iostream>
using namespace std;
struct Job
  {
    int start, finish;
  };
bool jobComparator(Job s1, Job s2)
  {
   return (s1.finish < s2.finish);
  }
int latestNonConflict(Job arr[], int i)
      {
        int count = 0;
        for (j= i-1 ; j>=0; j--)
        {
        if (arr[j].finish <= arr[i-1].start)
          count++;
       } printf("Compatible Job Requests = %d", count);
        return 0;
  }
int main()
  {
   Job arr[]; int i,j,k;
printf("Enter Job Requests.*/n");
   scanf("%d", &j);
   for (i=0; i<j; i++) { printf("Enter intervals. /n"
    scanf("%d", &n); for (j=0; j<n; j++) { for (k=0; k<2; k++)
        {
          scanf("%d", &arr[j][k]); } } }
    int x= latestNonConflict(arr[], n);
    }
```

start — start time

finish — finish time

Job — structure to contain start and finish time

arr — contains tuples to store struct variables

Triple Nested Loop - $O(n3)$ (in main)

Double Nested loop - $O(n^2)$ in latestNonConflict