

Problem 1: The launch day puzzle. → project scheduling  
Example G/P - i

Number of projects:  $N = 3$

projects:  $(\text{Deadline}, \text{Profit}) = (2, 100), (1, 19), (2, 27)$

Schedule →

Maximize total profit & respecting the deadlines

Expected O/P: 127

⇒ Approach - we will sort the projects by profit in desc.

order. (bcz we need to have projects with high profit)

2. Starting with most profit try to schedule it.

• Try to schedule on latest available day on or before its deadline.

so we can have day 1 -  $(2, 27)$  } Total profit = 127  
day 2 -  $(2, 100)$

with high profit  $(2, 100) (2, 27) (1, 19)$

pseudo code -:

```
max-profit (list<project> projects) {
    projects.sort ((a,b) → b.profit - a.profit);
    int maxDeadline = 0;
```

```
for (project p: projects) { if (p.deadline > maxDeadline) {
    maxDeadline = p.deadline;
}}
```

// To track day which is used

```
boolean[] schedule = new boolean [maxDeadline + 1];
```

```
int totalProfit = 0;
```

```
for (project p: projects) {
```

```
    for (int day = p.deadline; day >= 1; day--) {
```

```
        if (!schedule[day]) {
```

```
            schedule[day] = true;
```

```
            totalProfit += p.profit;
```

```
} break;
```

```
return total profit
```

dayrun 8-

\* ~~day = p.deadline~~ Sort in descending order: (2, 100) (2, 27) (1, 19)  
" check if condition.

~~days~~

if (!schedule(day)) { = it will become true  
schedule(day) = true } // Means now it is occupied  
Add to total profit += 100;

\* Now, for day[1] = project (2, 27)

~~else~~ seek

Schedule[2] = true → already taken

try day[1] → schedule[1] = false (if cond. becomes false)

Schedule[1] = true (now occupied)

• (Total profit = ~~100~~ + = p.profit)

100 + = 27

= 127

\* Project (1, 19)

Schedule[2] → occupied  
" [1] → occupied

so NO days left - skip

Total profit = 127 Ans

Problem 2<sup>o</sup>: The VIP commute crisis - Toll gate optimisation  
 => example I/P :-  $T = [0, 1, 2, 3]$

$$VIP = [0, 1, 0, 1]$$

$$W = 2$$

Approaches :-

- o 1) Add arriving cars in queue.

- 2) If any VIP is waiting more than W, process that VIP.

- 3) otherwise, process the front car in queue

- 4) Add car's waiting time to running total.

- 5) Move to next minute(recursive call)

Pseudo code :-

```
int totalunits = 0;
Static Queue<Car> queue = new LinkedList<>();
processcar(List<Car> cars, int index, int time, int w);
if (index >= cars.size() && queue.isEmpty()) return;
```

```
while (index < cars.size() && cars.get(index).arrivalTime <= time)
{
```

```
    queue.add(cars.get(index));
}
```

```
    index++;
}
```

```
    car selectedcar = null;
```

```
for (Car car : queue) {
```

```
    if (car.isVIP && (time - car.arrivalTime > w)) {
```

```
        selectedcar = car;
    }
}
```

```
if (selectedcar == null && !queue.isEmpty()) {
```

```
    selectedcar = queue.peek();
}
```

```
if (selectedcar != null) {
```

```
    queue.remove(selectedcar);
}
```

```
    totalunit += time - selectedcar.arrivalTime;
}
```

```
    processcar(cars, index, index + 1, w);
}
```

-Dry runs-

$$T = [0, 1, 2, 3] \rightarrow \text{arrival time}$$

$$VIP = [0, 1, 0, 1] \rightarrow \text{VIP flags} (1 = \text{VIP}, 0 = \text{regular})$$

$$W = 2$$

Minute 0 :-

car 0

queue[0]

car is not VIP

Process :-

$$\text{waittime} = 0 - 0 = 0 \quad (\text{arrival time} - \text{current time})$$

$$\text{totalwaittime} = 0;$$

Queue [] - become empty

reverse to time = 1

Minute 1 :-

car 1

queue[1]

It is a VIP car (true)

$$(\text{time} - \text{car.arrival} > W) \Rightarrow 1 - 0 > 2 \quad (\text{not need to select})$$

$$\text{totalwait} = 0;$$

queue []

reverse to time = 2

Minute 2; car 2 , queue[2] , VIP → no.

$$\text{wait time} = 2 - 2 = 0 \quad , \quad \text{totalwaittime} = 0 \quad , \quad \text{Queue}[]$$

reverse to time = 3

Same for Minute 3 :-

VIP yes but  $(3 - 3 > 2)$  hence false

$$\text{wait time} = 3 - 3 = 0$$

$$\text{totalwait} = 0;$$

queue []

reverse to time = 4

$$\Rightarrow 0 + 0 + 0 + 0 = 0 \quad \text{ans}$$