Assignment No: 3 Title Name: Solve a fractional Knapsack problem using a greedy method. Name: Mitali Chhipa Class: BE Div: B Batch: B Exam Seat No/Roll No: 405B052 ******************************** **Program:** DAA: Assignment No - 3 Title: Solve a fractional Knapsack problem using a greedy method. #include <bits/stdc++.h> using namespace std; // Structure for an item which stores weight and corresponding value of Item struct Item int value, weight; // Constructor Item(int value, int weight) { this->value = value; this->weight = weight; } **}**;

// Comparison function to sort Item according to val/weight ratio

bool cmp(struct Item a, struct Item b)

```
double r1 = (double)a.value / (double)a.weight;
  double r2 = (double)b.value / (double)b.weight;
  return r1 > r2;
}
double fractionalKnapsack(int W, struct Item arr[], int N)
  sort(arr, arr + N, cmp);
  double finalvalue = 0.0; // Result (value in Knapsack)
  for (int i = 0; i < N; i++)
  {
    // If adding Item won't overflow, add it completely
     if (arr[i].weight <= W)
       W -= arr[i].weight;
       finalvalue += arr[i].value;
     }
     else
       finalvalue += arr[i].value * ((double)W / (double)arr[i].weight);
       break;
  return finalvalue;
}
// Driver code
int main()
```

Output:

```
C:\Users\admin\Downloads\DAA Assignment\Assignment_3.exe
      Name: Mitali Chhipa
                                                                 Maximum value we can obtain = 240
      Class : BE
                      Div: B
                                   Batch:2
     Exam Seat No/Roll No: 405B052
                                                                Process exited after 4.348 seconds with return value 0
          DAA: Assignment No - 3
Title : Solve a fractional Knapsack problem using
                                                                Press any key to continue \dots
 6
 8
10
     #include <bits/stdc++.h>
11
      using namespace std;
12
13
      // Structure for an item which stores weight and corre
14 st
      struct Item
16
          int value, weight;
17
          // Constructor
18 |
19 |=
20 |
21 |
          Item(int value, int weight)
              this->value = value;
              this->weight = weight;
22 };
```