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1.Write a program to return all the possible subsets for a given integer array. Return the solution in any order.

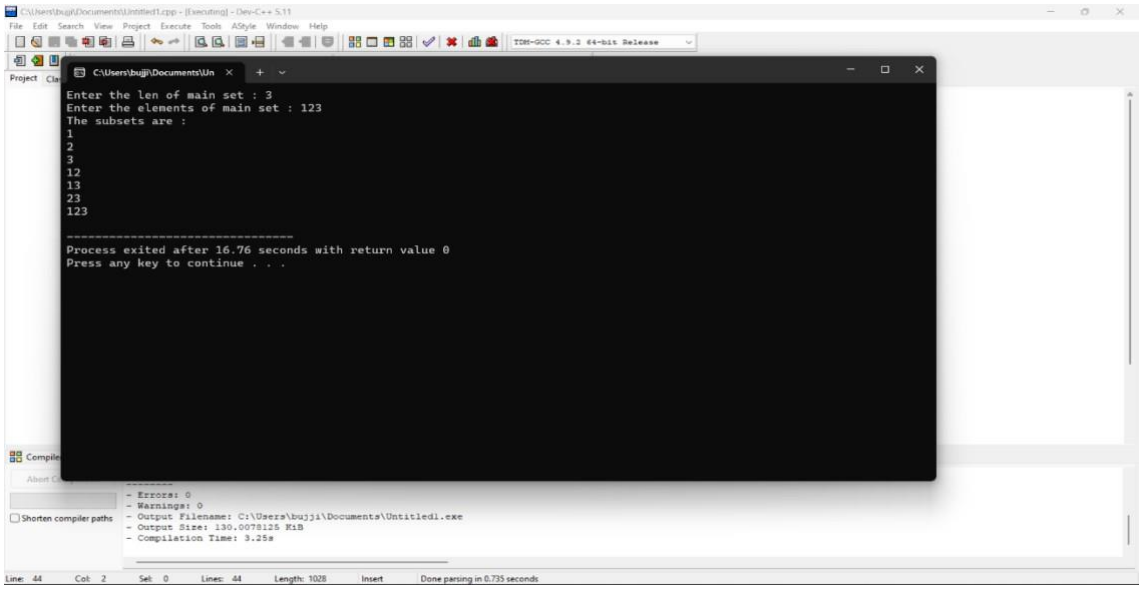
Input nums= [1,2,3]

Output : [[], [1], [2], [3], [1,2], [1,3], [2,3], [1,2,3]] Program :

```
#include <stdio.h> char
string[50], n; void
subset(int, int, int);  int
main()
{    int i,
len;
   printf("Enter the len of main set : ");
scanf("%d", &len);    printf("Enter the
elements of main set : ");    scanf("%s",
string);    n = len;
   printf("The subsets are :\n");
   for (i = 1;i <= n;i++)
subset(0, 0, i);
}
void subset(int start, int index, int num_sub)
{    int i,
j;
   if (index - start + 1  ==  num_sub)
   {
      if (num_sub  ==  1)
      {
```

```
        for (i = 0;i < n;i++)
printf("%c\n", string[i]);
      }
      else
      {
        for (j = index;j < n;j++)
        {
          for (i = start;i < index;i++)
printf("%c", string[i]);              printf("%c\n",
string[j]);
        }
        if (start != n - num_sub)
subset(start + 1, start + 1, num_sub);
      }
   }
   else
   {
      subset(start, index + 1, num_sub);
   }
}
```

Output :



2.Write a program to perform sum of subsets problem using backtracking and estimate time complexity. Identify the test cases.

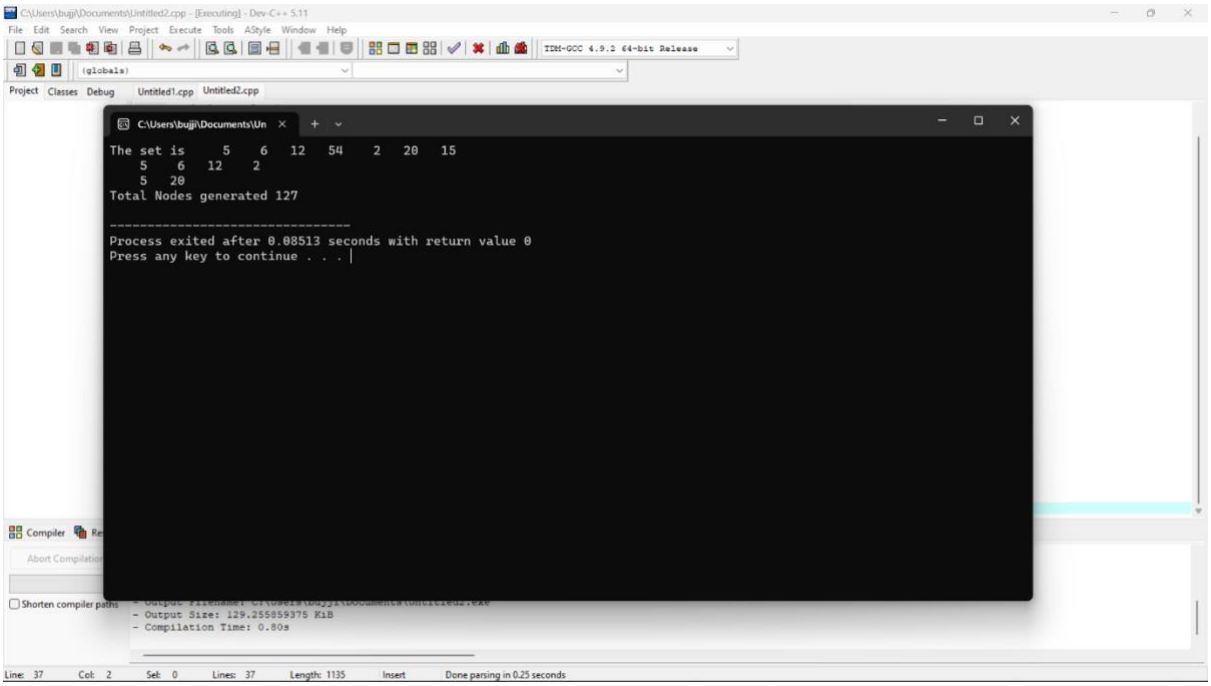
A. Set (s) = (6, 2,8,1,5) sum is 9 B. Set (s) = (6, -4, 7,-1,5, 2,8,1,) sum is 10

Program :

```
#include <stdio.h> #include
<stdlib.h> static int total_nodes;
void printValues(int A[], int
size){
  for (int i = 0; i < size; i++) {
printf("%*d", 5, A[i]);
  }
  printf("\n");
}
void subset_sum(int s[], int t[], int s_size, int t_size, int sum, int ite, int const
target_sum){    total_nodes++;    if (target_sum == sum) {       printValues(t, t_size);
subset_sum(s, t, s_size, t_size - 1, sum - s[ite], ite + 1, target_sum);
     return;
  }
  else {       for (int i = ite; i <
s_size; i++) {         t[t_size] = s[i];
```

```
        subset_sum(s, t, s_size, t_size + 1, sum + s[i], i + 1, target_sum);
      }
    }
}
void generateSubsets(int s[], int size, int target_sum){
int* tuplet_vector = (int*)malloc(size * sizeof(int));
subset_sum(s, tuplet_vector, size, 0, 0, 0, target_sum);
free(tuplet_vector);
}
int main(){
  int set[] = { 5, 6, 12 , 54, 2 , 20 , 15 };    int size =
sizeof(set) / sizeof(set[0]);    printf("The set is ");
printValues(set , size);    generateSubsets(set, size,
25);    printf("Total Nodes generated %d\n",
total_nodes);
  return 0;
}
```

Output :



3.Determine an optimal tour in a weighted, directed graph. The weights are nonnegative numbers. The inputs are weighted, directed graph, and n, the number of vertices in the graph. The graph is represented by a twodimensional array W, which has both its rows and columns indexed from 1 to n, where W [i] [j] is the weight on the edge from the ith vertex to the jth vertex. Write a program for travelling salesman problem using dynamic programming for the below given graph.

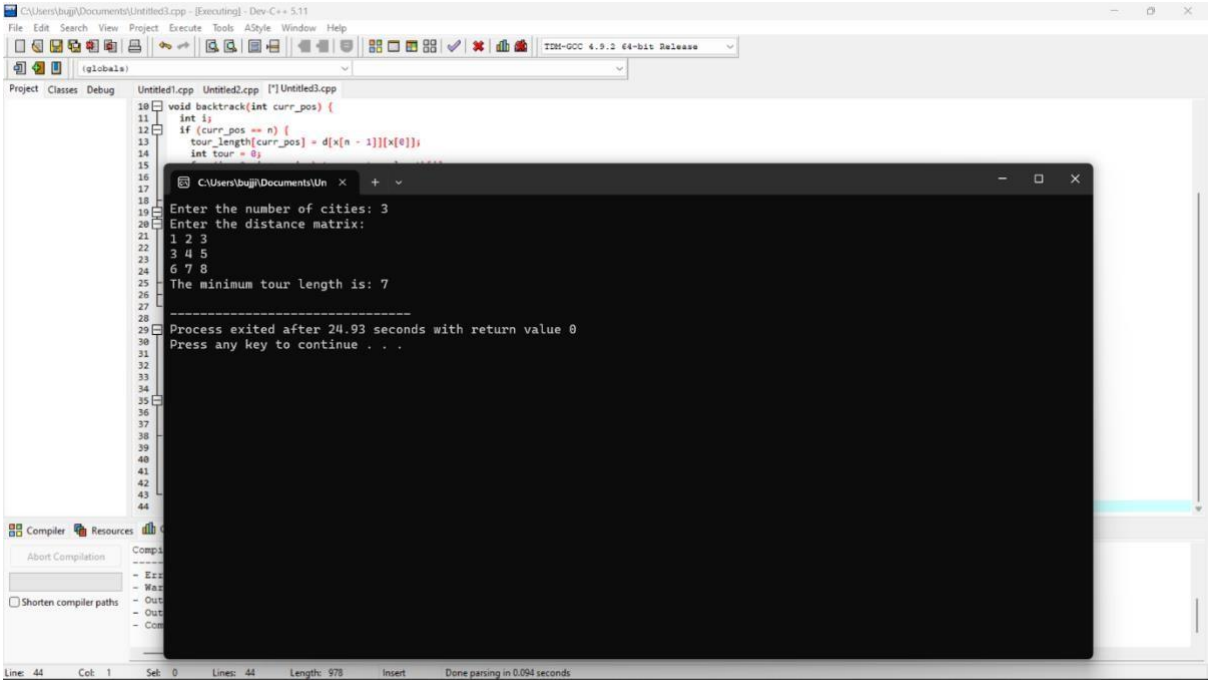
Program :

```
#include <stdio.h>

#include <stdbool.h>

#define MAX 20 #define INF 99999 int n,

d[MAX][MAX], x[MAX]; int best_tour_length

= INF, tour_length[MAX]; void backtrack(int

curr_pos) {

 int i;
```

```
 if (curr_pos == n) {
tour_length[curr_pos] = d[x[n - 1]][x[0]];
   int tour = 0;     for (i = 0; i < n; i++) tour +=
tour_length[i];     if (tour < best_tour_length)
best_tour_length = tour;
   return;
 }
 for (i = 0; i < n; i++) {     if (x[i] == -1) {       x[i] =
curr_pos;       tour_length[curr_pos] =
d[x[curr_pos - 1]][i];       backtrack(curr_pos +
1);
     x[i] = -1;
   }
 }
}
int main() {
 int i, j;
 printf("Enter the number of cities: ");
scanf("%d", &n);   printf("Enter the
distance matrix:\n");
 for (i = 0; i < n; i++)
for (j = 0; j < n; j++) {
scanf("%d", &d[i][j]);
     x[i] = -1;
   }
 x[0] = 0;
 backtrack(1);   printf("The minimum tour length is: %d\n",
best_tour_length);
 return 0;
```

}

Output :



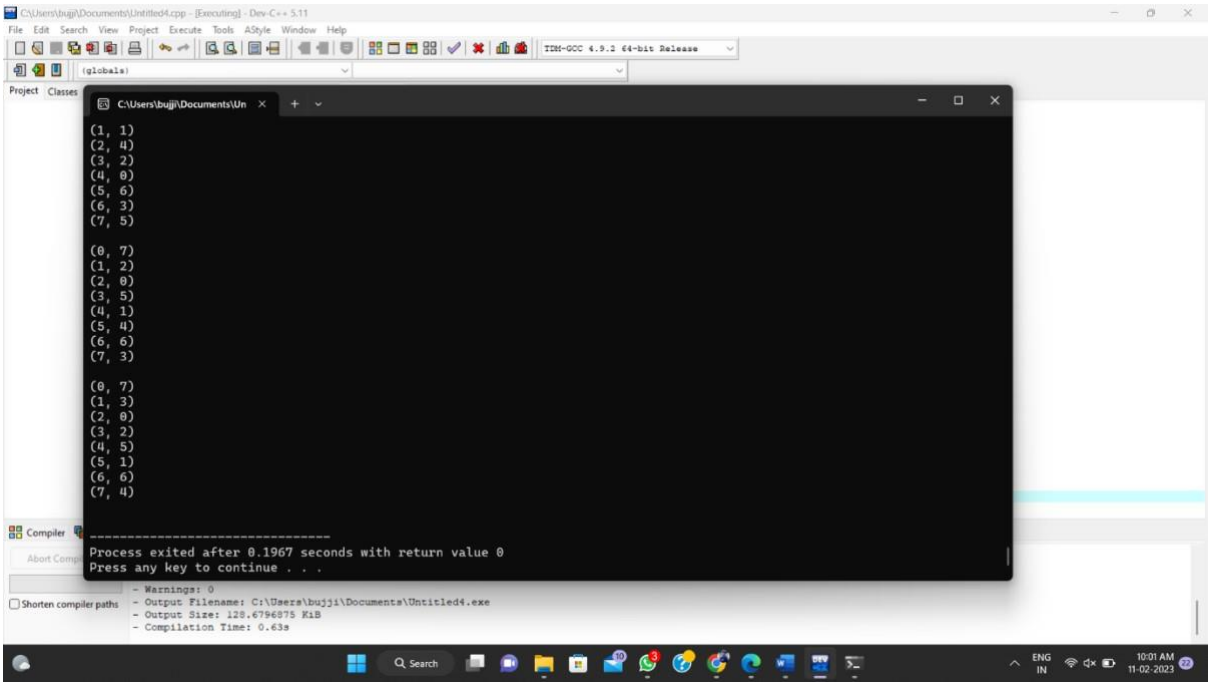
4.The n-queens puzzle is the problem of placing n queens on an n x n chessboard such that no two queens attack each other. Given an integer n, return all distinct solutions to the n-queens puzzle. You may return the answer in any order. Write a program for the same.

Program :

```
#include <stdio.h>

#include <stdbool.h> #define

N 8

int col[N]; bool

check(int row) {

  int i;

  for (i = 0; i < row; i++)

if (col[i] == col[row] ||

row - i == col[row] -

col[i] ||         row - i ==

col[i] - col[row])
```

```
return false;   return
true;
}
void backtrack(int row) {
  int i;
  if (row == N) {     for (i = 0; i < N; i++) printf("(%d,
%d)\n", i, col[i]);     printf("\n");     return;
  }
  for (i = 0; i < N; i++) {
col[row] = i;
    if (check(row)) backtrack(row + 1);
  }
}
int    main()    {
backtrack(0);
return 0;
}
```

Output :



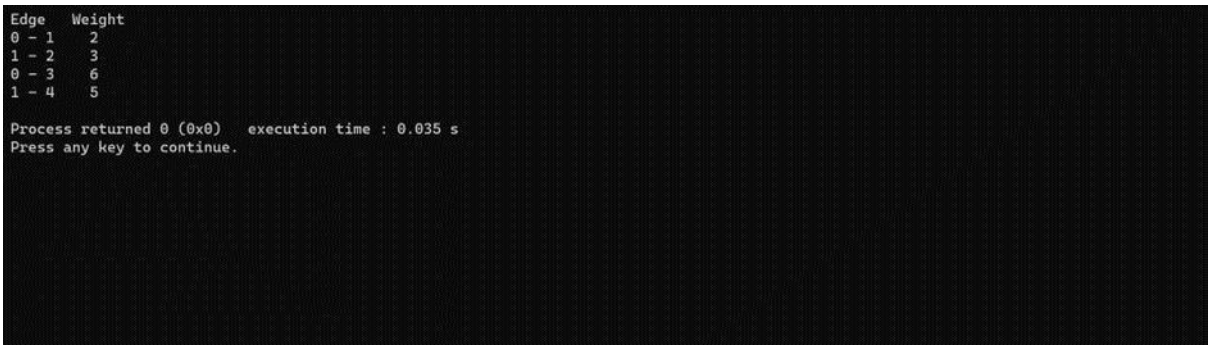
5.Write a program to perform Minimum spanning tree using greedy techniques and estimate time complexity for the given set of values.

Program :

```
#include <stdio.h>
#include <limits.h>  #define V 5
int minKey(int key[], int mstSet[])
{    int min = INT_MAX,
min_index;
   int v;
   for (v = 0; v < V; v++)        if
(mstSet[v] == 0 && key[v] < min)
min = key[v], min_index = v;     return
min_index;
}
int printMST(int parent[], int n, int graph[V][V]) {
```

```
   int i;
   printf("Edge   Weight\n");
   for (i = 1; i < V; i++)        printf("%d - %d    %d \n", parent[i],
i, graph[i][parent[i]]);
}
void primMST(int graph[V][V]) {
   int parent[V];      int
key[V], i, v, count;
int mstSet[V];  for (v =
0; v < V; v++)


          if (graph[u][v] && mstSet[v] == 0 && graph[u][v] < key[v])
parent[v] = u, key[v] = graph[u][v];
   }
   printMST(parent, V, graph);
}
int main() {
    2    3
   (0)--(1)--(2)
|   / \   |
   6| 8/   \5 |7
    | /     \ |
   (3)-------(4)
    9         */
   int graph[V][V] = { { 0, 2, 0, 6, 0 }, { 2, 0, 3, 8, 5 },
{ 0, 3, 0, 0, 7 }, { 6, 8, 0, 0, 9 }, { 0, 5, 7, 9, 0 }, };
   primMST(graph);
   return 0;
}
```

Output :



6.Writa a C program for binary seach tree and find the time complexity

Program :

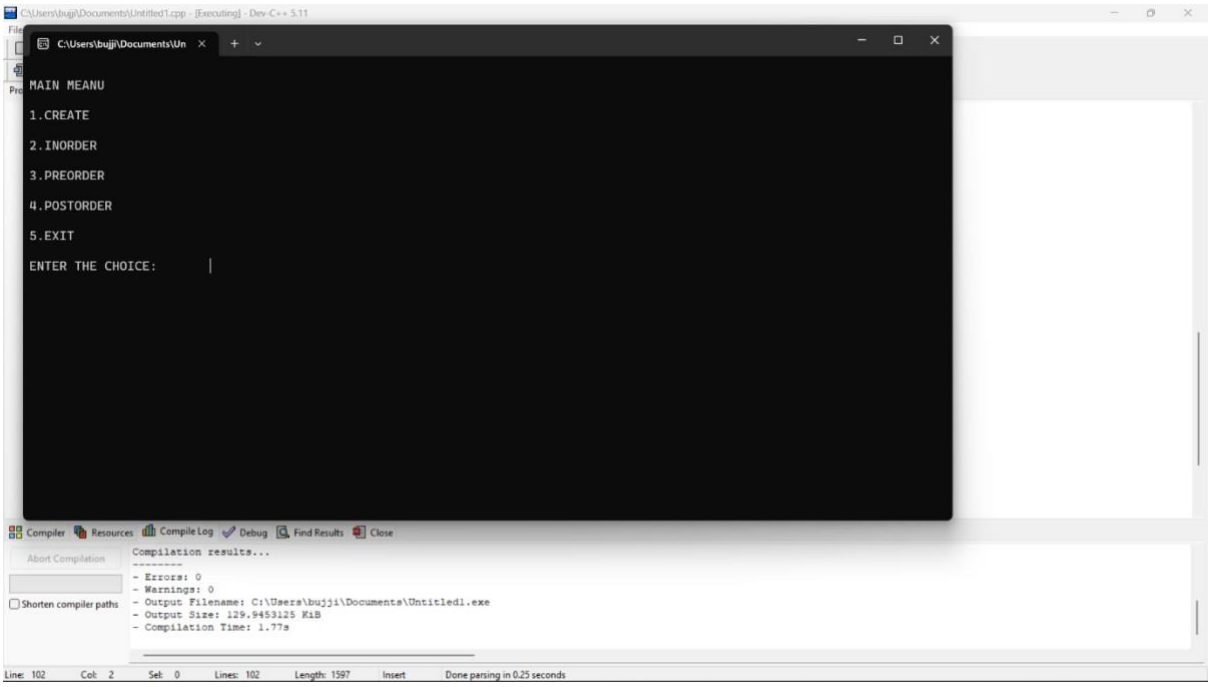
```
#include<stdio.h>
#include<stdlib.h>
struct node
{
        int data;
        struct node*left;
struct node*right;
}*root=NULL,*newnode;
struct node*create(struct node*root,int ele)
{
        if(root==NULL)
        {
                newnode=(struct node*)malloc(sizeof(struct node));
                newnode->data=ele;              newnode-
>left=NULL;             newnode->right=NULL;
return(newnode);
        }
        else if(ele>root->data)
                root->right=create(root->right,ele);
```

```
        else if(ele<root->data)
                root->left=create(root->left,ele);
        return(root);
}
void inorder(struct node *root)
{
        if(root!=NULL)
        {
                inorder(root->left);
printf("%d\t",root->data);              inorder(root-
>right);
        }

}
void preorder(struct node *root)
{
        if(root!=NULL)
        {
                printf("%d\t",root->data);
preorder(root->left);           preorder(root->right);
        }
}
void postorder(struct node *root)
{
        if(root!=NULL)
        {
                postorder(root->left);
                postorder(root->right);
                printf("%d\t",root->data);
```

```
        } }
int main()
{
        int choice;
        while(1)
        {
        printf("\nMAIN MEANU\n");
printf("\n1.CREATE\n");
printf("\n2.INORDER\n");
printf("\n3.PREORDER\n");
printf("\n4.POSTORDER\n");
printf("\n5.EXIT\n");   printf("\nENTER THE
CHOICE:\t");    scanf("%d",&choice);
switch(choice)
        {
                case 1:
                int ele;
                        printf("ENTER THE ELEMENT:");
                        scanf("%d",&ele);
                        root=create(root,ele);
                        break;
                case 2:
        inorder(root);
                        break;
                case 3:
                        preorder(root);
                        break;
                case 4:
                        postorder(root);
```

```
                break;
        case 5:
        exit(0);
                break;
        default:
                printf("\nWRONG CHOICE\n");
                break;
    }
    }
}
```

Output :



7.Let there be N workers and N jobs. Any worker can be assigned to perform any job, incurring some cost that may vary depending on the work-job assignment. It is required to perform all jobs by assigning exactly one worker to each job and exactly one job to each agent in such a way that the total cost of the assignment is minimized. Write a program to solve a assignment problem for the given data sets using branch and bound. Job 1 Job 2 Job 3 Job 4

Person A	**12**	**8**	**9**	**10**
Person B	**11**	**10**	**10**	**9**
Person C	**9**	**11**	**8**	**12**
Person D	**11**	**9**	**23**	**7**

Program :

```
#include <stdbool.h>
#include <stdio.h>
#include <stdlib.h>

typedef struct Job {

        char id;
int dead;      int
profit;
} Job;

int compare(const void* a, const void* b)
{
        Job* temp1 = (Job*)a;
        Job* temp2 = (Job*)b;
        return (temp2->profit - temp1->profit);
}


int min(int num1, int num2)
{
```

```
	return (num1 > num2) ? num2 : num1;
}


void printJobScheduling(Job arr[], int n)
{

	qsort(arr, n, sizeof(Job), compare);

	int result[n];
bool slot[n];
	for (int i = 0; i < n; i++)
		slot[i] = false;

	for (int i = 0; i < n; i++) {

		for (int j = min(n, arr[i].dead) - 1; j >= 0; j--) {

			if (slot[j] == false) {
		result[j] = i;
slot[j] = true;
				break;
			}
		}
	}
```

```
	for (int i = 0; i < n; i++)
		if (slot[i])
			printf("%c ", arr[result[i]].id);
}

int main()
{
	Job arr[] = { { 'a', 12, 8, 9, 10 },
				{ 'b', 11, 10, 10, 9 },
			{ 'c', 9, 11, 8, 12 },
	{ 'd', 11, 9, 23, 7 } };
	int n = sizeof(arr) / sizeof(arr[0]);
	printf(
		"Following is maximum profit sequence of jobs \n");

	printJobScheduling(arr, n);
return 0;
}
```