Back tracking	· Try	all	possibilities
1	O		, –
\(\begin{array}{c} \\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ 			
Brote force			
Dog 1986			

On Point all Nodigit numbers using 21,23.

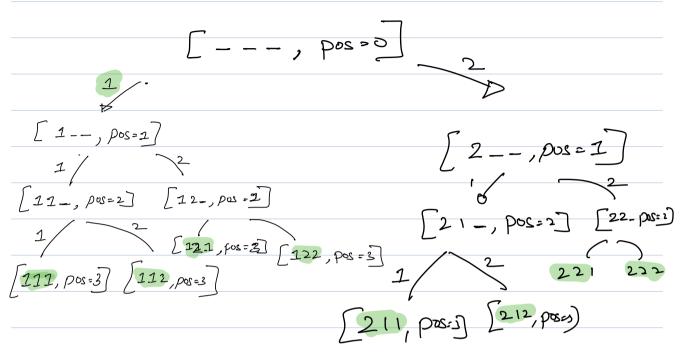
Only three digits con LP 1,2 be used.

N = 2 1 = 11, 21, 12, 22

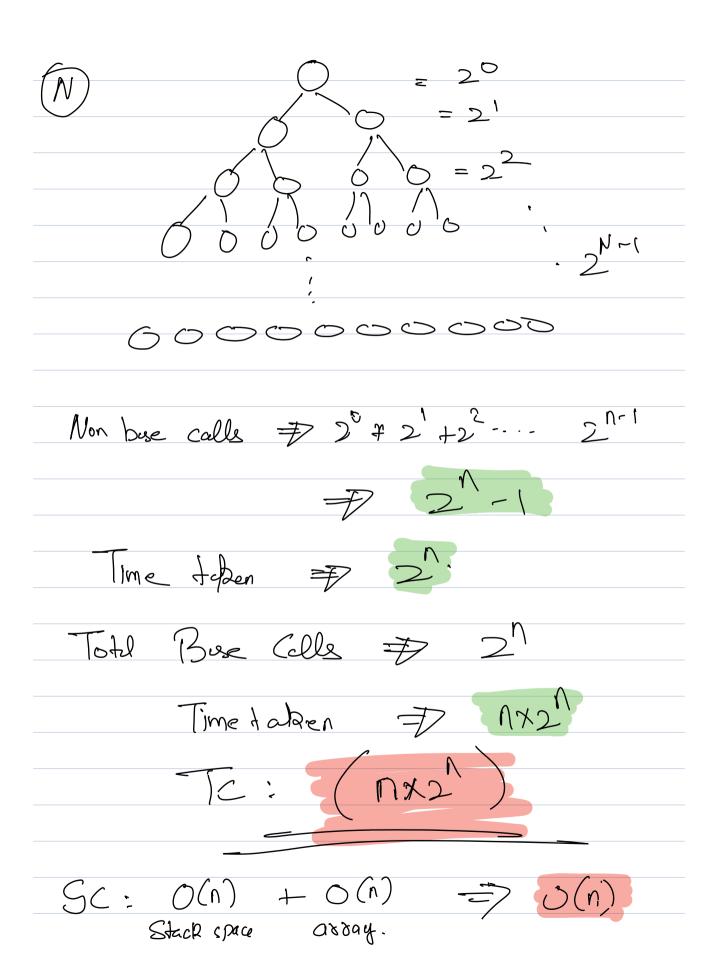
 $\frac{5\times 3}{4} \quad N=3$ 111, 211, 121, 221 112, 212, 122, 222

N=3 $2 \times 2 \times 2 \qquad = 7 \quad 8 \quad possibliting$



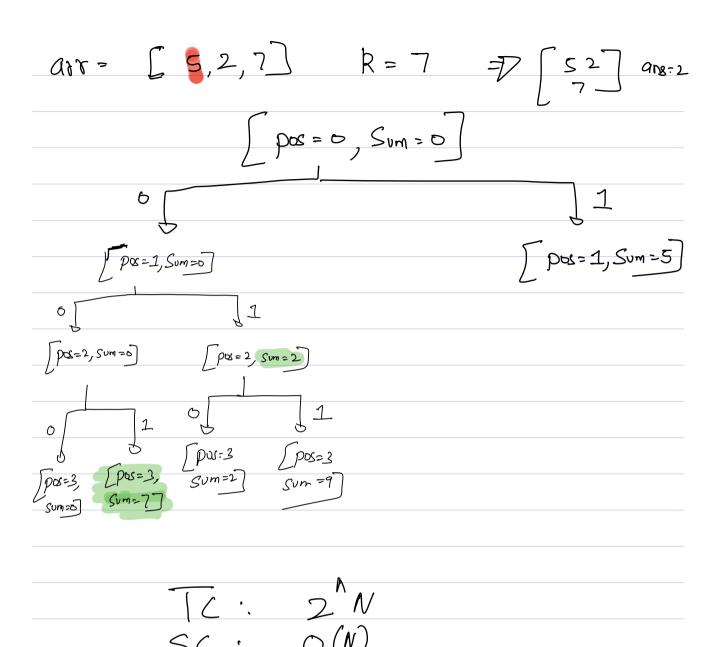


passed by setesono Pseudo Code! void generale (int pos, int N, arr()) L. $\int_{N} \left(pos = = N \right)$ // Base case. print ark) 11 Se+ arr [pos] = 1 generate (pos+1, N, aso); // Unset arr [pos] = 2generate (pos +1, N, arr); # TC for a non bac coe \$ Recusive



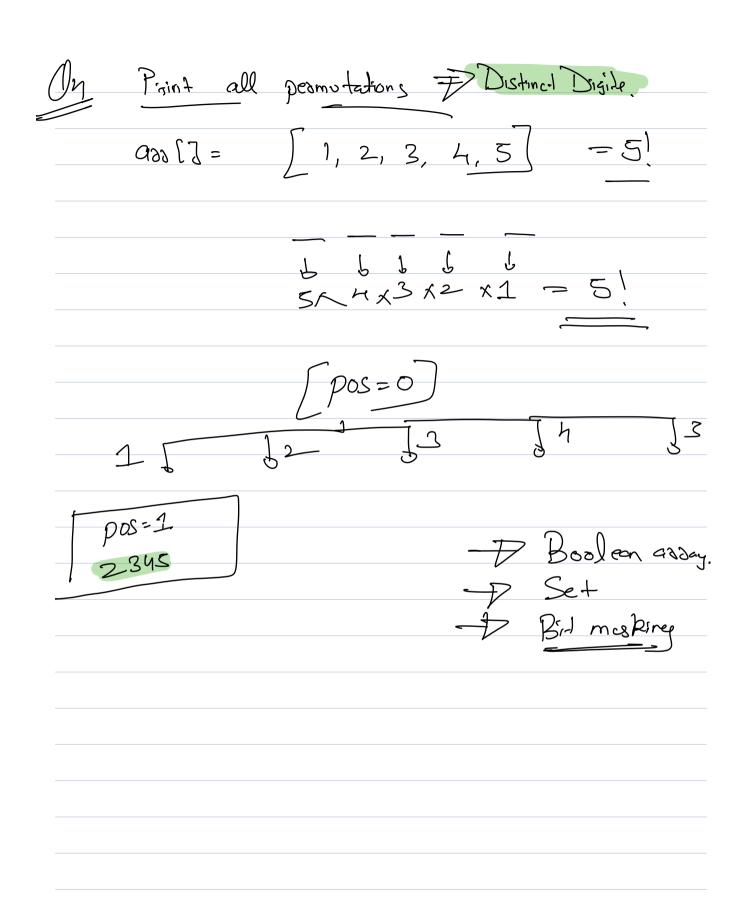
Paint all N digit numbers Using L1,2,3,4,53 digites con be usod. for (int i=1; i < 5; i++) L arr [pos] = i; generate (

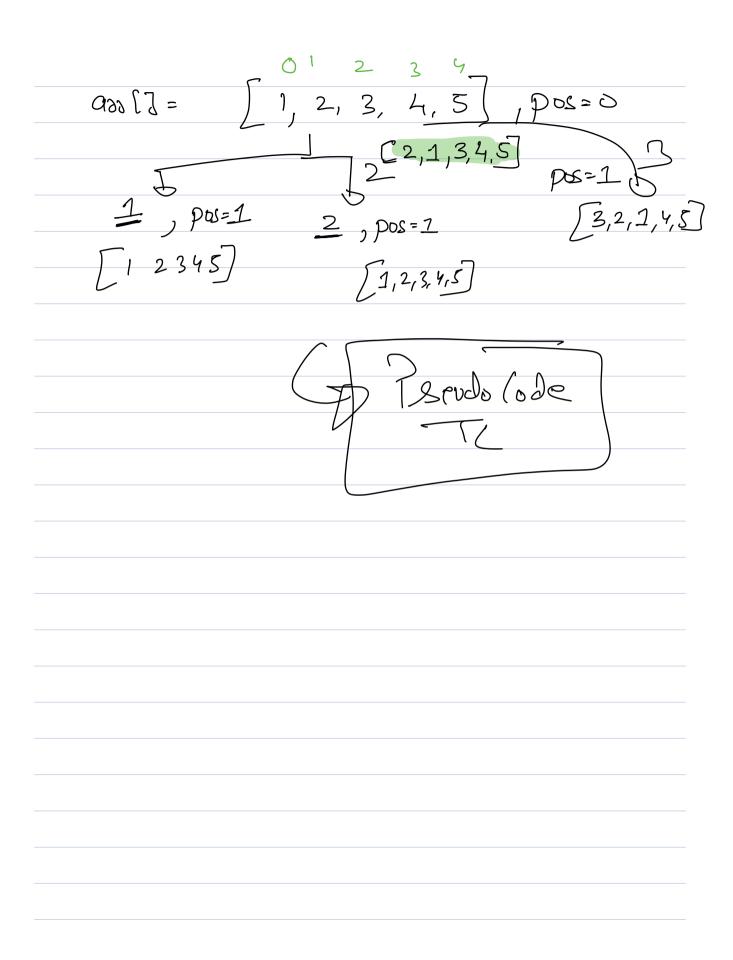
Jz.	Given N assay elements. Count no of
	Given N assay elements. Count no of subsets which have sum = R.
SxI	arr: 10, 2, 7, 6, 1, 5
	KD & D [2,6]
	$a \approx 3$
	7,1
	[2, 1,5]

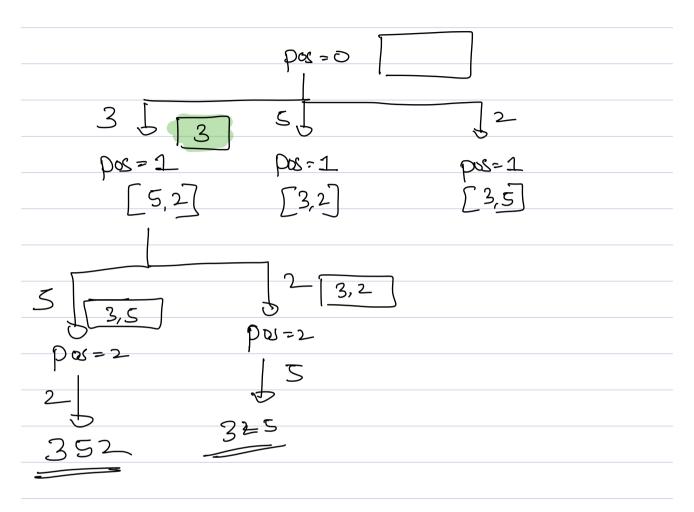


Paint all exbeds! Ordering is not important Ex: ass: [2,3] = $\begin{bmatrix} 2,3 \end{bmatrix} = \begin{bmatrix} 3,2 \end{bmatrix}$ void generale (int and [7, int N, Int pos, 1<4n1>1+27 if (N == pos) {
paint l; Deturn; 1. push-back (add (pos]); generale (agr, N, pos+1, l); d. pop-bcc/2 (') aenesde (ass, N, Dos+1, e):

3		
	T(: O(N+2)	
	S(: 0(n)	







Terudo Code!

Void gen (intarel), inta, intaroll, HS) L.

int pos => HS.size();

 $i \int \left(pos = = n \right) d.$ point ans; sedvon;

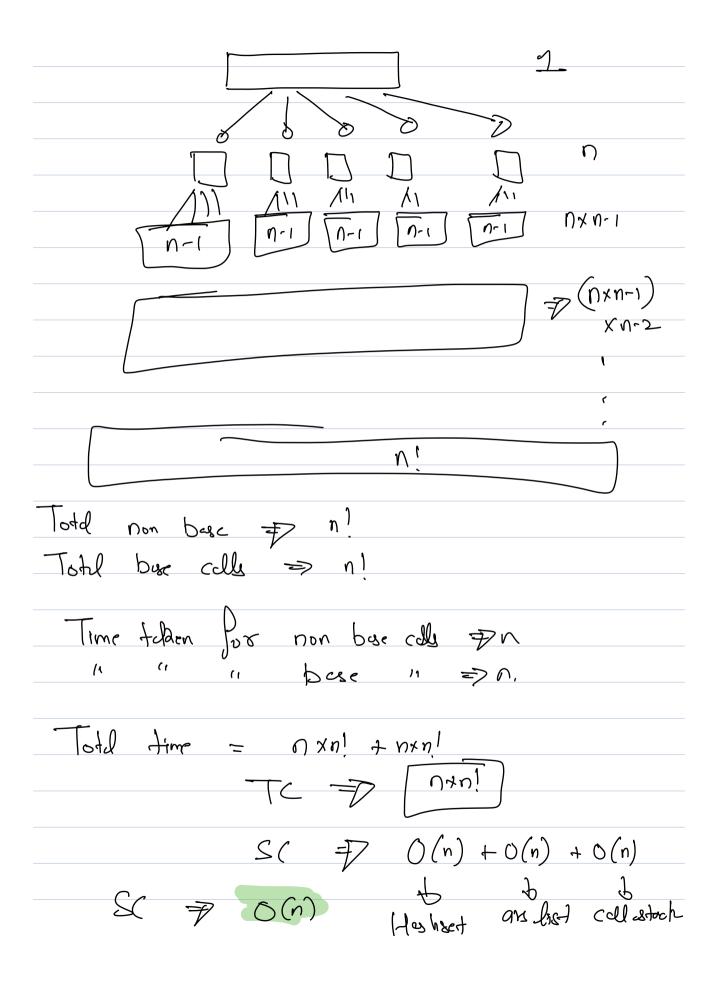
1 (+1; n); o=i +ni) &o

of (HS. contains (aroli) = = False) d.

ars [pos] = ass[i];

HS. insext (add[i]);

gen (are, n, arr, Hs); H(remove (ass[i]); UNDC HS. remove (aso[i]);



arr = [3, 5, 2]

Pseudo Code!

Void gen (intn, int and i), intpos) L.

 $i\int \left(pos = = n\right) d.$ point add;

1

Pos (int i=pos: i2n; i+1) &.

Swap (aso [pus], aso [i]);
generate (n, aso, pos+1);
Swap (aso [pus], aso [i]);

3

 $Tc: O(n! \times n)$ Sc: O(n)

Non distinct elements!

H.M 172 271

21 (3)