

/* 1. Design and implement C/C++ Program to find Minimum Cost Spanning Tree of a given connected undirected graph using Kruskal's algorithm. */

```
#include<stdio.h>
#include<conio.h>
#define INFINITY 999
#define MAX 100
int parent([MAX],cost[MAX][MAX],t[MAX][2]);
int find(int v)
{
    while(parent[v])
    {
        v=parent[v];
    }
    return v;
}
void union1(int i,int j)
{
    parent[j]=i;
}
void kruskal(int n)
{
    int i,j,k,u,v,mincost,res1,res2,sum=0;
    for(k=1;k<n;k++)
    {
        mincost=INFINITY;
        for(i=1;i<n;i++)
        {
            for(j=1;j<=n;j++)
            {
                if(i==j) continue;
                if(cost[i][j]<mincost)
                {
                    u=find(i);
                    v=find(j);
                    if(u!=v)
                    {
                        res1=i;
                        res2=j;
                        mincost=cost[i][j];
                    }
                }
            }
        }
        union1(res1,find(res2));
        t[k][1]=res1;
        t[k][2]=res2;
        sum=sum+mincost;
    }
    printf("\nCost of spanning tree is %d\n",sum);
}
```

```

        printf("\nEdges of spanning tree are\n");
        for(i=1;i<n;i++)
            printf("%d->%d\n",t[i][1],t[i][2]);
    }
void main()
{
    int i,j,n;
    clrscr();
    printf("\nEnter the number of vertices : ");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
        parent[i]=0;
    printf("\nEnter the cost adjacency matrix 0-for self edge and 999-if no edge\n");
    for(i=1;i<=n;i++)
        for(j=1;j<=n;j++)
            scanf("%d",&cost[i][j]);
    kruskal(n);
    getch();
}

```

/* 2. Design and implement C/C++ Program to find Minimum Cost Spanning Tree of a given connected undirected graph using Prim's algorithm. */

```
#include<stdio.h>
#include<conio.h>
#define INFINITY 999
int prim(int cost[10][10],int source,int n)
{
    int i,j,sum=0,visited[10];
    int distance[10],vertex[10];
    int min,u,v;
    for(i=1;i<=n;i++)
    {
        vertex[i]=source;
        visited[i]=0;
        distance[i]=cost[source][i];
    }
    visited[source]=1;
    for(i=1;i<n;i++)
    {
        min=INFINITY;
        for(j=1;j<=n;j++)
        {
            if(!visited[j]&&distance[j]<min)
            {
                min=distance[j];
                u=j;
            }
        }
        visited[u]=1;
        sum=sum+distance[u];
        printf("\n%d->%d",vertex[u],u);
        for(v=1;v<=n;v++)
        {
            if(!visited[v]&&cost[u][v]<distance[v])
            {
                distance[v]=cost[u][v];
                vertex[v]=u;
            }
        }
    }
    return sum;
}
void main()
{
    int a[10][10],n,i,j,m,source;
    clrscr();
    printf("\n enter the number of vertices:\n");
    scanf("%d",&n);
    printf("\n enter the cost matrix:\n 0-self loop and 999-no edge:\n");
```

```
for(i=1;i<=n;i++)
for(j=1;j<=n;j++)
scanf("%d",&a[i][j]);
printf("\n enter the source:\n");
scanf("%d",&source);
m=prim(a,source,n);
printf("\n the cost of spanning tree=%d",m);
getch();
}
```

/*3a. Design and implement C/C++ Program to solve All-Pairs Shortest Paths problem using Floyd's algorithm. */

```
#include<stdio.h>
#define INFINITY 999
int min(int i,int j)
{
    if(i<j)
        return i;
    else
        return j;
}
void floyd(int n,int p[10][10])
{
    int i,j,k;
    for(k=1;k<=n;k++)
        for(i=1;i<=n;i++)
            for(j=1;j<=n;j++)
                p[i][j]=min(p[i][j],p[i][k]+p[k][j]);
}
int main()
{
    int i,j,n,a[10][10],d[10][10],source;
    double starttime,end time;
    printf("Enter the no.of nodes: ");
    scanf("%d",&n);
    printf("\nEnter the adjacency matrix\n");
    for(i=1;i<=n;i++)
        for(j=1;j<=n;j++)
            scanf("%d",&a[i][j]);

    floyd(n,a);
    printf("\n\nThe distance matrix is \n");
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=n;j++)
            printf("%d\t",a[i][j]);
        printf("\n");
    }
    return 0;
}
```

/*3b. Design and implement C/C++ Program to find the transitive closure using Warshal's algorithm.*/

```
#include<stdio.h>
#include<conio.h>
void warshall(int p[10][10],int n)
{
    int i,j,k;
    for(k=1;k<=n;k++)
    {
        for(i=1;i<=n;i++)
        {
            for(j=1;j<=n;j++)
            {
                if(p[i][k]==1 && p[k][j]==1)
                {
                    p[i][j]=1;
                }
            }
        }
    }
}

void main()
{
    int a[10][10],i,j,n;
    clrscr();
    printf(" enter the no of vertices:\n");
    scanf("%d",&n);
    printf(" enter the adjacency matrix:\n");
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=n;j++)
        {
            scanf("%d",&a[i][j]);
        }
    }
    warshall(a,n);
    printf(" the resultant path matrix:\n");
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=n;j++)
        {
            printf("%d\t",a[i][j]);
        }
        printf("\n");
    }
    getch();
}
```

/* 4. Design and implement C/C++ Program to find shortest paths from a given vertex in a weighted connected graph to other vertices using Dijkstra's algorithm. */

```
#include<stdio.h>
#include<conio.h>
#define INFINITY 999
void dijkstra(int cost[10][10],int n,int source,int distance[10])
{
    int visited[10],min,u;
    int i,j;
    for(i=1;i<=n;i++)
    {
        distance[i]=cost[source][i];
        visited[i]=0;
    }
    visited[source]=1;
    for(i=1;i<=n;i++)
    {
        min=INFINITY;
        for(j=1;j<=n;j++)
        if(visited[j]==0 && distance[j]<min)
        {
            min=distance[j];
            u=j;
        }
        visited[u]=1;
        for(j=1;j<=n;j++)
        if(visited[j]==0 && (distance[u]+cost[u][j])<distance[j])
        {
            distance[j]=distance[u]+cost[u][j];
        }
    }
}

void main()
{
    int n,cost[10][10],distance[10];
    int i,j,source,sum;
    clrscr();
    printf("\nEnter how many nodes : ");
    scanf("%d",&n);
    printf("\nCost Matrix\nEnter 999 for no edge\n");
    for(i=1;i<=n;i++)
    for(j=1;j<=n;j++)
    scanf("%d",&cost[i][j]);
    printf("Enter the source node\n");
    scanf("%d",&source);
    dijkstra(cost,n,source,distance);
    for(i=1;i<=n;i++)
    printf("\n\nShortest Distance from  %d to %d is %d",source,i,distance[i]);
    getch();
}
```

/*5. Design and implement C/C++ Program to obtain the Topological ordering of vertices in a given digraph. */

```
#include<stdio.h>
#include<conio.h>
int temp[10],k=0;
void topo(int n,int indegree[10],int a[10][10])
{
    int i,j;
    for(i=1;i<=n;i++)
    {
        if(indegree[i]==0)
        {
            indegree[i]=-1;
            temp[++k]=i;
            for(j=1;j<=n;j++)
            {
                if(a[i][j]==1 && indegree[j]!=-1)
                    indegree[j]--;
            }
            i=0;
        }
    }
}
void main()
{
    int i,j,n,indegree[10],a[10][10];
    clrscr();
    printf("Enter the number of vertices: ");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
        indegree[i]=0;
    printf("Enter the adjacency matrix\n");
    for(i=1;i<=n;i++)
        for(j=1;j<=n;j++)
        {
            scanf("%d",&a[i][j]);
            if(a[i][j]==1)
                indegree[j]++;
        }
    topo(n,indegree,a);
    if(k!=n)
        printf("\nTopological ordering is not possible\n");
    else
    {
        printf("The topological ordering is \n");
        for(i=1;i<=k;i++)
            printf("%d\t",temp[i]);
    }
    getch();
}
```


/* 6. Design and implement C/C++ Program to solve 0/1 Knapsack problem using Dynamic Programming method. */

```
#include<stdio.h>
#include<conio.h>
int w[10],p[10],n;
int max(int a,int b)
{
    return a>b?a:b;
}
int knap(int i,int m)
{
    if(i==n)    return w[i]>m?0:p[i];
    if (w[i]>m) return knap(i+1,m);
    return    max(knap(i+1,m),knap(i+1,m-w[i])+p[i]);
}
void main()
{
    int m,i,max_profit;
    clrscr();
    printf("\nEnter the number of objects: ");
    scanf("%d",&n);
    printf("\nEnter the knapsack capacity: ");
    scanf("%d",&m);
    printf("\nEnter profit followed by weight: ");
    for(i=1;i<=n;i++)
        scanf("%d%d",&p[i],&w[i]);
    max_profit=knap(1,m);
    printf("\nMax profit = %d",max_profit);
    getch();
}
```

/* 7. Design and implement C/C++ Program to solve discrete Knapsack and continuous Knapsack problems using greedy approximation method. */

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

```
// Structure to represent items
```

```
struct Item {  
    int value;  
    int weight;  
};
```

```
// Function to compare items by their value-to-weight ratio
```

```
int compare(const void *a, const void *b) {  
    double ratio_a = ((double)((struct Item*)a)->value) / ((struct Item*)a)->weight);  
    double ratio_b = ((double)((struct Item*)b)->value) / ((struct Item*)b)->weight);  
    if (ratio_a < ratio_b)  
        return 1;  
    else if (ratio_a > ratio_b)  
        return -1;  
    else  
        return 0;  
}
```

```
// Function to solve discrete knapsack problem using greedy approximation method
```

```
int discreteKnapsack(struct Item items[], int n, int capacity) {  
    qsort(items, n, sizeof(items[0]), compare); // Sort items based on value-to-weight ratio  
    int totalValue = 0;  
    int currentWeight = 0;  
    for (int i = 0; i < n; i++) {  
        if (currentWeight + items[i].weight <= capacity) {  
            totalValue += items[i].value;  
            currentWeight += items[i].weight;  
        } else {  
            // Take a fraction of the item if it cannot be taken fully  
            double remainingCapacity = capacity - currentWeight;  
            totalValue += (int)((double)items[i].value / items[i].weight * remainingCapacity);  
            break;  
        }  
    }  
    return totalValue;  
}
```

```
// Function to solve continuous knapsack problem using greedy approximation method
```

```
double continuousKnapsack(struct Item items[], int n, int capacity) {  
    qsort(items, n, sizeof(items[0]), compare); // Sort items based on value-to-weight ratio  
    double totalValue = 0.0;  
    int currentWeight = 0;  
    for (int i = 0; i < n; i++) {  
        if (currentWeight + items[i].weight <= capacity) {  
            totalValue += items[i].value;  
            currentWeight += items[i].weight;  
        } else {  
            // Take a fraction of the item if it cannot be taken fully  
            double remainingCapacity = capacity - currentWeight;  
            double fraction = remainingCapacity / items[i].weight;  
            totalValue += items[i].value * fraction;  
            currentWeight += items[i].weight * fraction;  
            break;  
        }  
    }  
    return totalValue;  
}
```

```

        currentWeight += items[i].weight;
    } else {
        // Take a fraction of the item if it cannot be taken fully
        double remainingCapacity = capacity - currentWeight;
        totalValue += (double)items[i].value / items[i].weight * remainingCapacity;
        break;
    }
}
return totalValue;
}

int main() {
    // Example usage
    struct Item items[] = {{60, 10}, {100, 20}, {120, 30}};
    int n = sizeof(items) / sizeof(items[0]);
    int capacity = 50;

    // Solving discrete knapsack problem
    int discreteMaxValue = discreteKnapsack(items, n, capacity);
    printf("Maximum value (discrete knapsack): %d\n", discreteMaxValue);

    // Solving continuous knapsack problem
    double continuousMaxValue = continuousKnapsack(items, n, capacity);
    printf("Maximum value (continuous knapsack): %.2lf\n", continuousMaxValue);

    return 0;
}

```

```

#include<stdio.h>
int main()
{
    float
weight[50],profit[50],ratio[50],Totalvalue,temp,capacity,amount;
    int n,i,j;
    printf("Enter the number of items :");
    scanf("%d",&n);
    for (i = 0; i < n; i++)
    {
        printf("Enter Weight and Profit for item[%d] :\n",i);
        scanf("%f %f", &weight[i], &profit[i]);
    }
    printf("Enter the capacity of knapsack :\n");
    scanf("%f",&capacity);

    for(i=0;i<n;i++)
        ratio[i]=profit[i]/weight[i];

    for (i = 0; i < n; i++)
        for (j = i + 1; j < n; j++)
            if (ratio[i] < ratio[j])
            {
                temp = ratio[j];
                ratio[j] = ratio[i];
                ratio[i] = temp;

                temp = weight[j];
                weight[j] = weight[i];
                weight[i] = temp;

                temp = profit[j];
                profit[j] = profit[i];
                profit[i] = temp;
            }

    printf("Knapsack problems using Greedy Algorithm:\n");
    for (i = 0; i < n; i++)
    {
        if (weight[i] > capacity)
            break;
        else
        {
            Totalvalue = Totalvalue + profit[i];
            capacity = capacity - weight[i];
        }
    }
    if (i < n)
        Totalvalue = Totalvalue + (ratio[i]*capacity);
    printf("\nThe maximum value is :%f\n",Totalvalue);
    return 0;
}

```

output:-

```

/*Enter the number of items :4
Enter Weight and Profit for item[0] :
2
12

```

```
Enter Weight and Profit for item[1] :  
1  
10  
Enter Weight and Profit for item[2] :  
3  
20  
Enter Weight and Profit for item[3] :  
2  
15  
Enter the capacity of knapsack :  
5  
Knapsack problems using Greedy Algorithm:  
  
The maximum value is :38.333332  
-----*/
```

/* 8. Design and implement C/C++ Program to find a subset of a given set $S = \{s_1, s_2, \dots, s_n\}$ of n positive integers whose sum is equal to a given positive integer d . */

```
#include<stdio.h>
#include<conio.h>
#define MAX 10
int s[MAX],x[MAX];
int d;
void sumofsub(int p,int k,int r)
{
    int i;
    x[k]=1;
    if((p+s[k])==d)
    {
        for(i=1;i<=k;i++)
            if(x[i]==1)
                printf("%d",s[i]);
        printf("\n");
    }
    else if (p+s[k]+s[k+1]<=d)
        sumofsub(p+s[k],k+1,r-s[k]);
    if((p+r-s[k]>=d) && (p+s[k+1]<=d))
    {
        x[k]=0;
        sumofsub(p,k+1,r-s[k]);
    }
}
void main()
{
    int i,n,sum=0;
    clrscr();
    printf("\nEnter max number : ");
    scanf("%d",&n);
    printf("\nEnter the set in increasing order : \n");
    for(i=1;i<=n;i++)
        scanf("%d",&s[i]);
    printf("\nEnter the max subset value : ");
    scanf("%d",&d);
    for(i=1;i<=n;i++)
        sum=sum+s[i];
    if(sum<d || s[1]>d)
        printf("\nNo subset possible");
    else
        sumofsub(0,1,sum);
    getch();
}
```

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

```
void selsort(int a[], int n) {
    int i, j, small, pos, temp;
    for (j = 0; j < n - 1; j++) {
        small = a[j];
        pos = j;
        for (i = j + 1; i < n; i++) {
            if (a[i] < small) {
                small = a[i];
                pos = i;
            }
        }
        temp = a[j];
        a[j] = a[pos];
        a[pos] = temp;
    }
}
```

```
int main() {
    int *a, i, n;
    struct timespec start, end;
    double dura;
```

```
    printf("\nEnter the number of elements (n): ");
    scanf("%d", &n);
```

```
a = (int*)malloc(n * sizeof(int));
if (a == NULL) {
    printf("Memory allocation failed!\n");
    return 1;
}
```

```
srand(time(NULL));
```

```
printf("\nGenerated array: ");
for (i = 0; i < n; i++) {
    a[i] = rand() % 1000;
    printf("%d ", a[i]);
}
printf("\n");
```

```
clock_gettime(CLOCK_MONOTONIC, &start);
selsort(a, n);
clock_gettime(CLOCK_MONOTONIC, &end);
```

```
dura = (end.tv_sec - start.tv_sec) + (end.tv_nsec - start.tv_nsec) / 1e9;
printf("\nTime taken to sort: %lf seconds\n", dura);
```

```
printf("\nSorted array is: ");
for (i = 0; i < n; i++) {
    printf("%d ", a[i]);
}
printf("\n");
```



```
free(a);
```

```
return 0;
```

```
}
```

/*10. Design and implement C/C++ Program to sort a given set of n integer elements using Quick Sort method and compute its time complexity. Run the program for varied values of n> 5000 and record the time taken to sort. Plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator.

***/**

```
#include<stdio.h>
#include<conio.h>
#include<time.h>
```

```
int partition(int a[],int low,int high)
{
    int i,j,temp,key;
    key=a[low];
    i=low;
    j=high+1;

    while(i<=j)
    {
        do i++; while(i<=high&&key>=a[i]);
        do j--; while(key<a[j]);

        if(i<j)
        {
            temp=a[i];
            a[i]=a[j];
            a[j]=temp;
        }
    }
    temp=a[low];
    a[low]=a[j];
    a[j]=temp;
    return j;
}
```

```
void quicksort(int a[],int low,int high)
{
    int mid;
    if(low<high)
    {
        mid=partition(a,low,high);
        delay(100);
        quicksort(a,low,mid-1);
        quicksort(a,mid+1,high);
    }
}
```

```
void main()
{
    int a[1000];
    int n,i;
    clock_t start,end;
    clrscr();
    printf("enter the no of elements\n");
    scanf("%d",&n);
    printf("enter the array elements\n");
    for(i=0;i<n;i++)
        a[i]=rand()%100;
    for(i=0;i<n;i++)
        printf("%d\n",a[i]);
    start=clock();
    quicksort(a,0,n-1);
    end=clock();
    printf("the sorted elements are\n");
    for(i=0;i<n;i++)
        printf("%d\t",a[i]);
    printf("the time taken is %f",((double)(end-start)/(CLK_TCK)));
    getch();
}
```

/* 12. Design and implement C/C++ Program for N Queen's problem using Backtracking.

***/**

```
#include<stdio.h>
#include<stdlib.h>
#include<conio.h>
#define MAX 50
int can_place(int c[],int r)
{
    int i;
    for(i=0;i<r;i++)
        if(c[i]==c[r] || (abs(c[i]-c[r])==abs(i-r)))
            return 0;
    return 1;
}
void display(int c[],int n)
{
    int i,j;
    char cb[10][10];
    for(i=0;i<n;i++)
        for(j=0;j<n;j++)
            cb[i][j]='-';
    for(i=0;i<n;i++)
        cb[i][c[i]]='Q';
    for(i=0;i<n;i++)
    {
        for(j=0;j<n;j++)
            printf("%c",cb[i][j]);
        printf("\n");
    }
}
void n_queens(int n)
{
    int r;
    int c[MAX];
    c[0]= -1;
    r=0;
    while(r>=0)
    {
        c[r]++;
        while(c[r]<n && !can_place(c,r))
            c[r]++;
        if(c[r]<n)
        {
            if(r==n-1)
            {
                display(c,n);
                printf("\n");
            }
            else

```

```

        {
            r++;
            c[r]=-1;
        }
    }
    else
        r--;
}
}
void main()
{
    int n;
    clrscr();
    printf("\nEnter the number of queens : ");
    scanf("%d",&n);
    n_queens(n);
    getch();
}

```