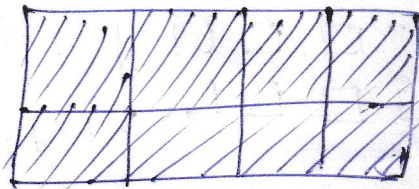
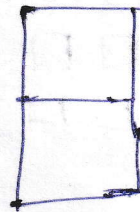


①

Tiling Problem

Given a " $2 \times n$ " board and tiles of size " 2×1 ", count the number of ways to tile the given board using these tiles.

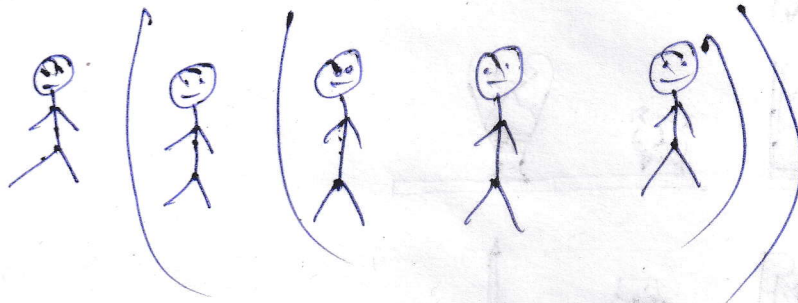
 2×4  2×1 Code:

```
int tilingWays(int n) {
    if (n == 0) {
        return 0;
    }
    if (n == 1) {
        return 1;
    }
    return tilingWays(n-1) + tilingWays(n-2);
}
```

usage: `tilingWays(4)` \Rightarrow `cout << ? << endl;`

② Friends pairing problem

Find the number of ways in which n friends
can remain single or can be paired up.



Code:

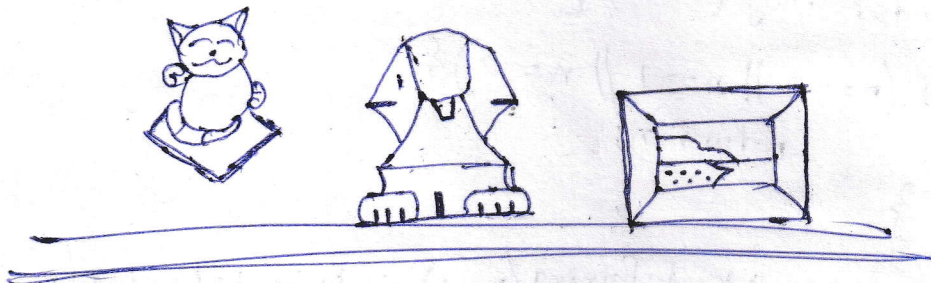
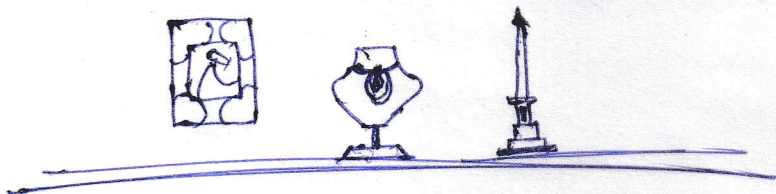
```
int friendsPairing(int n) {  
    if (n == 0 || n == 1 || n == 2) {  
        return n;  
    }  
    return friendsPairing(n-1) + friendsPairing(n-2) * (n-1);  
}
```

usage: `cout << friendsPairing(int n) << endl;`

③ 0-1 Knapsack Problem

Put n items with given weight and value in a knapsack of capacity W to get the maximum total value in the knapsack.

V, W



i	0	1	2
$wt[i]$	10	20	30
$value[i]$	100	50	150

$W = 50$

knapsack.cpp

Code:

```
int knapsack (int value[], int wt[], int n, int W) {  
    if (n == 0 || W == 0) {  
        return 0;  
    }  
    if (wt[n-1] > W) {  
        return knapsack (value, wt, n-1, W);  
    }  
  
    return max(knapsack (value, wt, n-1, W - wt[n-1]) + value[n-1],  
               knapsack (value, wt, n-1, W));  
}
```

usage:

```
int wt[] = {10, 20, 30};
```

```
int value[] = {100, 50, 150};
```

```
int W = 50;
```

```
cout << knapsack (wt, value, 3, W)
```

```
cout << knapsack (value, wt, 3, W) << endl;
```