

EXPERIMENT 7

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

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

```
// Define a structure to represent an item
```

```
typedef struct {
```

```
    int weight;
```

```
    int value;
```

```
    double ratio;
```

```
} Item;
```

```
// Function to sort items based on their value-to-weight ratio using bubble sort
```

```
void bubbleSort(Item items[], int n) {
```

```
    for (int i = 0; i < n - 1; i++) {
```

```
        for (int j = 0; j < n - 1 - i; j++) {
```

```
            if (items[j].ratio < items[j + 1].ratio) {
```

```
                Item temp = items[j];
```

```
                items[j] = items[j + 1];
```

```
                items[j + 1] = temp;
```

```
            }
```

```
        }
```

```
    }
```

```
}
```

```
// Function to solve the continuous Knapsack problem using the greedy method
```

```
void continuousKnapsack(Item items[], int n, int capacity) {
```

```
    bubbleSort(items, n);
```

```
    int currentWeight = 0;
```

```
    double finalValue = 0.0;
```

```

printf("Continuous Knapsack selected items:\n");
for (int i = 0; i < n; i++) {
    if (currentWeight + items[i].weight <= capacity) {
        currentWeight += items[i].weight;
        finalValue += items[i].value;
        printf("Item %d: fully selected\n", i + 1);
    } else {
        int remainingCapacity = capacity - currentWeight;
        finalValue += items[i].value * ((double) remainingCapacity / items[i].weight);
        printf("Item %d: %.2f%% selected\n", i + 1, (double) remainingCapacity / items[i].weight * 100);
        break;
    }
}
printf("Total value: %.2f\n", finalValue);
}

```

// Function to solve the discrete Knapsack problem using the greedy method

```

void discreteKnapsack(Item items[], int n, int capacity) {
    bubbleSort(items, n);

    int currentWeight = 0;
    int finalValue = 0;
    printf("Discrete Knapsack selected items:\n");
    for (int i = 0; i < n; i++) {
        if (currentWeight + items[i].weight <= capacity) {
            currentWeight += items[i].weight;
            finalValue += items[i].value;
            printf("Item %d: selected\n", i + 1);
        }
    }
    printf("Total value: %d\n", finalValue);
}

```

```
}
```

```
// Main function to demonstrate both Knapsack solutions
```

```
int main() {
```

```
    int n, capacity;
```

```
    printf("Enter the number of items: ");
```

```
    scanf("%d", &n);
```

```
    Item items[n];
```

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

```
        printf("Enter weight and value for item %d: ", i + 1);
```

```
        scanf("%d %d", &items[i].weight, &items[i].value);
```

```
        items[i].ratio = (double) items[i].value / items[i].weight;
```

```
    }
```

```
    printf("Enter the knapsack capacity: ");
```

```
    scanf("%d", &capacity);
```

```
    // Solve the continuous Knapsack problem
```

```
    continuousKnapsack(items, n, capacity);
```

```
    // Solve the discrete Knapsack problem
```

```
    discreteKnapsack(items, n, capacity);
```

```
    return 0;
```

```
}
```