Coin Changing (Dynamic Approach)

```
Practice Problem1:
#include <stdio.h>
#define MIN(x, y) (((x) < (y)) ? (x) : (y))
const int INF = 100000;
int coin_change(int d[], int n, int k)
{
int M[n+1];
M[0] = 0;
int i, j;
for(j=1; j<=n; j++)
int minimum = INF;
for(i=1; i<=k; i++)
{
if(j >= d[i])
minimum = MIN(minimum, 1+M[j-d[i]]);
}
}
M[j] = minimum;
}
return M[n];
}
int main()
int change=16;
```

```
int d[] = {1,2,8,12};
int k=sizeof(d)/sizeof(d[1]);
printf("Coin Need: %d\n", coin_change(d, change,k ));
return 0;
}
Practice Problem2:
#include <stdio.h>
#define MIN(x, y) (((x) < (y)) ? (x) : (y))
const int INF = 100000;
int coin_change(int d[], int n, int k)
{
int M[n+1];
M[0] = 0;
int i, j;
for(j=1; j<=n; j++)
int minimum = INF;
for(i=1; i<=k; i++)
{
if(j >= d[i])
{
minimum = MIN(minimum, 1+M[j-d[i]]);
}
}
M[j] = minimum;
}
```

```
return M[n];
}
int main()
{
  int change=16;
  int d[] = {1,5,10};
  int k=sizeof(d)/sizeof(d[1]);

printf("Coin Need: %d\n", coin_change(d, change,k));
  return 0;
}
```

Fibonacci Number (Dynamic Approach)

```
Practice Problem1:
#include<stdio.h>
int fib(int n)
{
    int f[n+2],i;
    f[0] = 0;
    f[1] = 1;
    for (i = 2; i <= n; i++)
    {
        f[i] = f[i-1] + f[i-2];
    }
    return f[n];
}</pre>
```

```
int main()
{
  int n;
 printf("\nEnter Any Number:");
 scanf("%d",&n);
 printf("\nFibonacci Number: %d",fib(n));
  return 0;
}
Practice Problem2:
#include<stdio.h>
int fib(int n)
{
  int f[n+2],i;
  f[0] = 0;
  f[1] = 1;
  for (i = 2; i <= n; i++)
  {
    f[i] = f[i-1] + f[i-2];
  }
  return f[n];
}
int main()
  int n,t;
  printf("Test Case:");
  scanf("%d",&t);
```

```
for(int i=1;i<=t;i++){
  printf("\nNumber%d:",i);
  scanf("%d",&n);
  printf("\nFibonacci: %d",fib(n));
  }
  return 0;
}</pre>
```