```
1. Write a program to find the sum of digits.
Program:
#include<stdio.h>
int main()
int n,sum=0,m;
printf("Enter a number:");
scanf("%d",&n);
while(n>0)
{
m=n%10;
sum=sum+m;
n=n/10;
}
printf("Sum is=%d",sum);
return 0;
Output:
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                                  + | ~
Enter a number:143
 Sum is=8
 Process exited after 8.222 seconds with return value 0
 Press any key to continue . . .
2. Write a program for to perform liner search.
Program:
#include <stdio.h>
int linearSearch(int arr[], int n, int key) {
  for (int i = 0; i < n; i++) {
    if (arr[i] == key) {
      return i;
    }
  }
  return -1;
}
```

```
int main() {
  int n, key;
  printf("Enter the number of elements in the array: ");
  scanf("%d", &n);
  int arr[n];
  printf("Enter the array elements:\n");
  for (int i = 0; i < n; i++) {
    scanf("%d", &arr[i]);
  printf("Enter the element to search: ");
  scanf("%d", &key);
  int result = linearSearch(arr, n, key);
  if (result != -1)
    printf("Element %d found at index %d.\n", key, result);
  else
    printf("Element %d not found in the array.\n", key);
  return 0;
}
```

```
Enter the number of elements in the array: 5
Enter the array elements:
1 33
55
56
57
Enter the element to search: 56
Element 56 found at index 3.
```

3. Write a program to perform n Queens problem using backtracking.

```
Program:
#include <stdio.h>
#include <stdbool.h>
#define MAX N 20
```

```
void printSolution(int board[MAX_N][MAX_N], int N) {
  for (int i = 0; i < N; i++) {
     for (int j = 0; j < N; j++)
       printf("%2d ", board[i][j]);
     printf("\n");
  }
}
bool isSafe(int board[MAX_N][MAX_N], int row, int col, int N) {
  for (int i = 0; i < col; i++)
     if (board[row][i])
       return false;
  for (int i = row, j = col; i \ge 0 \&\& j \ge 0; i--, j--)
     if (board[i][j])
       return false;
  for (int i = row, j = col; i < N && j >= 0; i++, j--)
     if (board[i][j])
       return false;
  return true;
}
bool solveNQueensUtil(int board[MAX N][MAX N], int col, int N) {
  if (col >= N)
     return true;
  for (int i = 0; i < N; i++) {
     if (isSafe(board, i, col, N)) {
       board[i][col] = 1;
       if (solveNQueensUtil(board, col + 1, N))
          return true;
       board[i][col] = 0;
```

```
}
  }
  return false;
}
bool solveNQueens(int N) {
  if (N \le 0 | | N > MAX_N) {
    printf("Invalid board size. Please choose a size between 1 and
%d.\n", MAX_N);
    return false;
  }
  int board[MAX_N][MAX_N] = \{\{0\}\};
  if (!solveNQueensUtil(board, 0, N)) {
    printf("Solution does not exist.\n");
    return false;
  }
  printf("Solution for N-Queens problem:\n");
  printSolution(board, N);
  return true;
}
int main() {
  int N;
  printf("Enter the size of the chessboard (N): ");
  scanf("%d", &N);
  solveNQueens(N);
  return 0;
Output:
```

```
Enter the size of the chessboard (N): 5
Solution for N-Queens problem:

1 0 0 0 0
0 0 0 1 0
0 1 0 0 0
0 0 0 1 0
0 0 0 1 0
```

4. Write a program to inset a number in a list.

```
Program:
#include <stdio.h>
int main() {
  int i, size;
  printf("Enter the size of the array: ");
  scanf("%d", &size);
  if (size \leq 0 \mid | \text{size} > 1000) {
     printf("Invalid array size. Please enter a size between 1 and
1000.\n");
     return 1;
  }
  int myArray[1000];
  for (i = 0; i < size; i++) {
    myArray[i] = i;
  }
  printf("Array elements:\n");
  for (i = 0; i < size; i++) {
     printf("myArray[%d] = %d\n", i, myArray[i]);
  }
  return 0;
Output:
```

```
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Enter the size of the array: 5
Array elements:
myArray[0] = 0
myArray[1] = 1
myArray[2] = 2
myArray[3] = 3
myArray[4] = 4
```

5. Write a program to perform sum of subsets problem using backtracking

```
Program:
#include <stdio.h>
#include <stdbool.h>
#define MAX SIZE 100
void printSubset(int subset[], int subsetSize) {
  printf("Subset: { ");
  for (int i = 0; i < subsetSize; i++) {
     printf("%d ", subset[i]);
  }
  printf("}\n");
}
void subsetSumUtil(int set[], int subset[], int n, int target, int sum, int
index, int subsetSize) {
  if (sum == target) {
     printSubset(subset, subsetSize);
     return;
  }
  for (int i = index; i < n; i++) {
     subset[subsetSize] = set[i];
     subsetSumUtil(set, subset, n, target, sum + set[i], i + 1, subsetSize +
1);
  }
```

```
}
void subsetSum(int set[], int n, int target) {
  int subset[MAX SIZE];
  subsetSumUtil(set, subset, n, target, 0, 0, 0);
}
int main() {
  int n, target;
  printf("Enter the size of the set: ");
  scanf("%d", &n);
  if (n \le 0 \mid \mid n > MAX_SIZE) {
    printf("Invalid set size. Please enter a size between 1 and %d.\n",
MAX SIZE);
    return 1;
  }
  int set[MAX_SIZE];
  printf("Enter the elements of the set:\n");
  for (int i = 0; i < n; i++) {
    scanf("%d", &set[i]);
  }
  printf("Enter the target sum: ");
  scanf("%d", &target);
  subsetSum(set, n, target);
  return 0;
}
```

```
Enter the size of the set: 5
Enter the elements of the set: 2 3 7 1 4
Enter the target sum: 8
Subset: { 3 1 4 }
Subset: { 7 1 }
```

```
6. Write a program to perform graph coloring problem using
backtracking.
Program:
#include <stdio.h>
#include <stdbool.h>
#define MAX VERTICES 10
bool isSafe(int vertex, int graph[MAX_VERTICES][MAX_VERTICES], int
colors[MAX VERTICES], int color, int V) {
  for (int i = 0; i < V; i++) {
    if (graph[vertex][i] && color == colors[i]) {
       return false;
    }
  }
  return true;
}
bool graphColoringUtil(int graph[MAX VERTICES][MAX VERTICES], int
colors[MAX VERTICES], int vertex, int V, int m) {
  if (vertex == V)
    return true;
  for (int color = 1; color \leq m; color++) {
    if (isSafe(vertex, graph, colors, color, V)) {
       colors[vertex] = color; r
       if (graphColoringUtil(graph, colors, vertex + 1, V, m))
         return true;
       colors[vertex] = 0;
    }
  }
  return false;
}
```

```
void graphColoring(int graph[MAX VERTICES][MAX VERTICES], int V, int
m) {
  int colors[MAX VERTICES] = {0};
  if (graphColoringUtil(graph, colors, 0, V, m)) {
    printf("Graph coloring is possible with at most %d colors.\n", m);
    printf("Color assignment for each vertex:\n");
    for (int i = 0; i < V; i++) {
       printf("Vertex %d: Color %d\n", i + 1, colors[i]);
    }
  } else {
    printf("Graph coloring is not possible with %d colors.\n", m);
  }
}
int main() {
  int V, m;
  printf("Enter the number of vertices in the graph: ");
  scanf("%d", &V);
  if (V \le 0 \mid V > MAX \ VERTICES) {
    printf("Invalid number of vertices. Please enter a value between 1
and %d.\n", MAX VERTICES);
    return 1;
  }
  int graph[MAX_VERTICES][MAX_VERTICES];
  printf("Enter the adjacency matrix of the graph (%d x %d):\n", V, V);
  for (int i = 0; i < V; i++) {
    for (int j = 0; j < V; j++) {
      scanf("%d", &graph[i][j]);
    }
  }
  printf("Enter the number of colors available: ");
```

```
scanf("%d", &m);
 graphColoring(graph, V, m);
  return 0;
Output:
Enter the number of vertices in the graph: 4
Enter the adjacency matrix of the graph (4 \times 4):
1 0 1 0
1 1 0 1
1 0 1 0
Enter the number of colors available: 3
Graph coloring is possible with at most 3 colors.
Color assignment for each vertex:
Vertex 1: Color 1
Vertex 2: Color 2
Vertex 3: Color 3
Vertex 4: Color 2
7. Write a program to compute container loader Problem.
Program:
#include <stdio.h>
#include <stdlib.h>
typedef struct {
 int id;
 int weight;
} Item;
int compareItems(const void *a, const void *b) {
  return ((Item *)b)->weight - ((Item *)a)->weight;
}
void loadContainer(Item items[], int n, int containerCapacity) {
  qsort(items, n, sizeof(Item), compareItems);
 int currentWeight = 0;
 int containerCount = 1;
```

```
printf("Container %d: ", containerCount);
  for (int i = 0; i < n; i++) {
    if (currentWeight + items[i].weight <= containerCapacity) {</pre>
       printf("%d ", items[i].id);
       currentWeight += items[i].weight;
    } else {
       printf("\nContainer %d: %d ", ++containerCount, items[i].id);
       currentWeight = items[i].weight;
    }
  }
  printf("\nTotal number of containers used: %d\n", containerCount);
}
int main() {
  int n, containerCapacity;
  printf("Enter the number of items: ");
  scanf("%d", &n);
  Item items[n];
  for (int i = 0; i < n; i++) {
    items[i].id = i + 1;
    printf("Enter the weight of item %d: ", i + 1);
    scanf("%d", &items[i].weight);
  }
  printf("Enter the capacity of the container: ");
  scanf("%d", &containerCapacity);
  loadContainer(items, n, containerCapacity);
  return 0;
```

```
Enter the number of items: 5
Enter the weight of item 1: 2
Enter the weight of item 2: 5
Enter the weight of item 3: 7
Enter the weight of item 4: 8
Enter the weight of item 5: 6
Enter the capacity of the container: 20
Container 1: 4 3
Container 2: 5 2 1
Total number of containers used: 2
```

8. Write a program to generate the list of all factor for n value using recursion Program: #include <stdio.h> void generateFactors(int n, int i) { if (i > n) { return; } if (n % i == 0) { printf("%d ", i); } generateFactors(n, i + 1); } int main() { int n; printf("Enter the value of n: "); scanf("%d", &n); if (n <= 0) {

printf("Please enter a positive integer for n.\n");

return 1;

```
}
  printf("Factors of %d: ", n);
  generateFactors(n, 1);
  return 0;
Output:
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Enter the value of n: 100
 actors of 100: 1 2 4 5 10 20 25 50 100
Process exited after 7.154 seconds with return value 0
Press any key to continue . .
9. Write a program to perform Assignment problem using branch and
bound.
Program:
#include <stdio.h>
#include <limits.h>
#define N 10
int minCost = INT MAX;
int isValid(int assignment[N], int worker, int job) {
  for (int i = 0; i < N; i++) {
    if (assignment[i] == job || assignment[i] == -1)
      return 0;
  }
  return 1;
}
void branchAndBound(int assignment[N], int costMatrix[N][N], int cost,
int worker) {
  if (worker == N) {
    if (cost < minCost)
      minCost = cost;
    return;
```

```
}
  for (int job = 0; job < N; job++) {
    if (isValid(assignment, worker, job)) {
       assignment[worker] = job;
      branchAndBound(assignment, costMatrix, cost +
costMatrix[worker][job], worker + 1);
      assignment[worker] = -1;
    }
  }
}
int main() {
  int costMatrix[N][N];
  int assignment[N];
  printf("Enter the cost matrix (%d x %d):\n", N, N);
  for (int i = 0; i < N; i++) {
    for (int j = 0; j < N; j++) {
      scanf("%d", &costMatrix[i][j]);
    }
  }
  for (int i = 0; i < N; i++) {
    assignment[i] = -1;
  }
  branchAndBound(assignment, costMatrix, 0, 0);
  printf("Minimum cost of assignment: %d\n", minCost);
  return 0;
```

### 10. Write a program to find out Hamiltonian circuit Using backtracking method

```
Program:
#include <stdio.h>
#define V 5
void printSolution(int path[V]);
int isSafe(int v, int pos, int path[V], int graph[V][V]) {
  if (graph[path[pos - 1]][v] == 0)
     return 0;
  for (int i = 0; i < pos; i++)
    if (path[i] == v)
       return 0;
  return 1;
}
int hamiltonianUtil(int graph[V][V], int path[V], int pos) {
  if (pos == V) {
    if (graph[path[pos - 1]][path[0]] == 1)
       return 1;
     else
       return 0;
  }
  for (int v = 1; v < V; v++) {
    if (isSafe(v, pos, path, graph)) {
```

```
path[pos] = v;
       if (hamiltonianUtil(graph, path, pos + 1) == 1)
         return 1;
       path[pos] = -1;
    }
  }
  return 0;
}
int hamiltonianCycle(int graph[V][V]) {
  int path[V];
  for (int i = 0; i < V; i++)
    path[i] = -1;
  path[0] = 0;
  if (hamiltonianUtil(graph, path, 1) == 0) {
    printf("Solution does not exist.\n");
    return 0;
  }
  printSolution(path);
  return 1;
}
void printSolution(int path[V]) {
```

```
printf("Hamiltonian Cycle: ");
  for (int i = 0; i < V; i++)
     printf("%d ", path[i]);
  printf("%d", path[0]);
  printf("\n");
}
int main() {
  int graph[V][V] = {
     \{0, 1, 0, 1, 0\},\
    {1, 0, 1, 1, 1},
     \{0, 1, 0, 0, 1\},\
    \{1, 1, 0, 0, 1\},\
    \{0, 1, 1, 1, 0\}
  };
  hamiltonianCycle(graph);
  return 0;
}
```

```
Hamiltonian Cycle: 0 1 2 4 3 0

------

Process exited after 0.9022 seconds with return value 0

Press any key to continue . . .
```