

Practical – 7

Write a program to implement Making change problem and Knapsack problem using Greedy Method.

1) Making change problem

Code:

```
#include<stdio.h>

int numberofcoin(int arr[],int total)
{
    int j=0,sum=0,i=0;
    while(sum<=total)
    {
        if(sum+arr[i]<=total)
        {
            sum=arr[i]+sum;
            printf("\t%d",arr[i]);
            j=j+1;
            if(sum==total)
            {
                break;
            }
        }
        else
        {
            i=i+1;
        }
    }
    return j;
}

void main()
{
    int arr[100],n,i,total,s;
    printf("Enter number of units which you have to enter\n");
    scanf("%d",&n);
    printf("\nEnter units\n");
```

```

for(i=0;i<n;i++)
{
    scanf("%d",&arr[i]);
}
printf("\nEnter Total number which you need\n");
scanf("%d",&total);
s=numberofcoin(arr,total);
printf("\nTotal need is = %d ",s);
}

```

2) Knapsap Problem

```

#include<stdio.h>

struct knapsap{
int v,w;
int vw;
}k[100];
void orderofvw(int TW,int n)
{
    int sum=0,i=0,y=0;
    sum=k[i].w;
    while(TW>=sum)
    {
        if(TW==sum)
        {
            break;
        }
        sum=k[i].w+sum;
        y=k[i].v+y;
        i=i+1;
    }
    printf("\nBy orderofVW %d",sum);
}
void inceraseorede(int TW,int n)

```

```

{
    int sum=0,i=0,y=0;
    sum=k[i].w;
    while(TW>=sum)
    {
        if(TW==sum)
        {
            break;
        }
        sum=k[i].w+sum;
        y=k[i].v+y;
        i=i+1;

    }
    printf("\nBy incerase value %d",sum);
}
void decresorder(int TW,int n)
{
    int sum=0,i=0,y=0;
    sum=k[i].w;
    while(TW>=sum)
    {
        if(TW==sum)
        {
            break;
        }
        sum=k[i].w+sum;
        y=k[i].v+y;
        i=i+1;
    }
    printf("\nBy Decreseweight %d",sum);
}
int main()
{
    int TW=100,n,i,j,flag,temp;
    printf("\nEnter no of item in knapsap");

```

```

scanf("%d",&n);
for(i=0;i<n;i++)
{
    printf("\nEnter value & Weight for %d\n",i+1);
    scanf("%d%d",&k[i].v,&k[i].w);
}
for(i=0;i<n-1;i++)
{
    flag=0;
    for(j=0;j<n-i-1;j++)
    {
        if(k[j].v<k[j+1].v)
        {
            temp=k[j].v;
            k[j].v=k[j+1].v;
            k[j+1].v=temp;
            temp=k[j].w;
            k[j].w=k[j+1].w;
            k[j+1].w=temp;
            flag=1;
        }
    }
    if(flag==0)
        break;
}
decreorder(TW,n);
for(i=0;i<n-1;i++)
{
    flag=0;
    for(j=0;j<n-i-1;j++)
    {
        if(k[j].v>k[j+1].v)
        {
            temp=k[j].v;
            k[j].v=k[j+1].v;
            k[j+1].v=temp;

```

```

        temp=k[j].w;
        k[j].w=k[j+1].w;
        k[j+1].w=temp;
        flag=1;
    }
}
if(flag==0)
    break;
}
orderofvw(TW,n);
for(i=0;i<n-1;i++)
{
    flag=0;
    for(j=0;j<n-i-1;j++)
    {
        if((k[j].v/k[j].w)>(k[j+1].v/k[j+1].w))
        {
            temp=k[j].v;
            k[j].v=k[j+1].v;
            k[j+1].v=temp;
            temp=k[j].w;
            k[j].w=k[j+1].w;
            k[j+1].w=temp;
            flag=1;
        }
    }
    if(flag==0)
        break;
}
orderofvw(TW,n);
/*for(i=0;i<n;i++)
{
    printf("\nEnter value & Weight for i+1\n",i);
    printf("%d\t%d",k[i].v,k[i].w);

}

```

