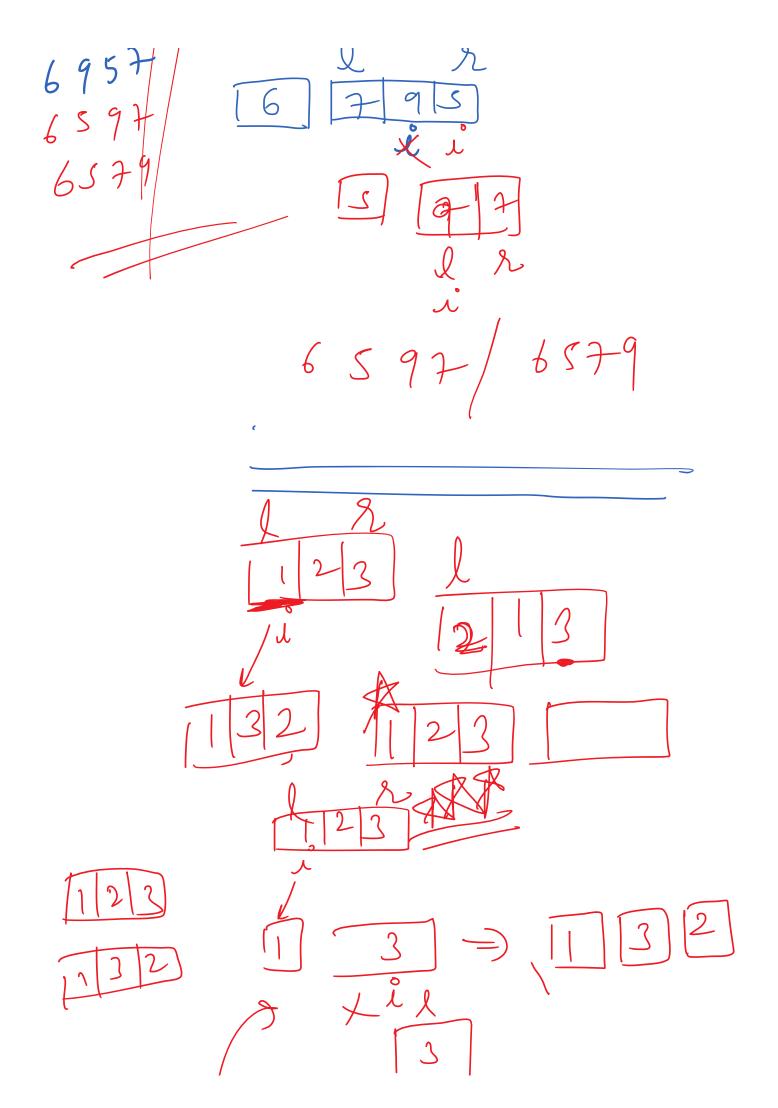
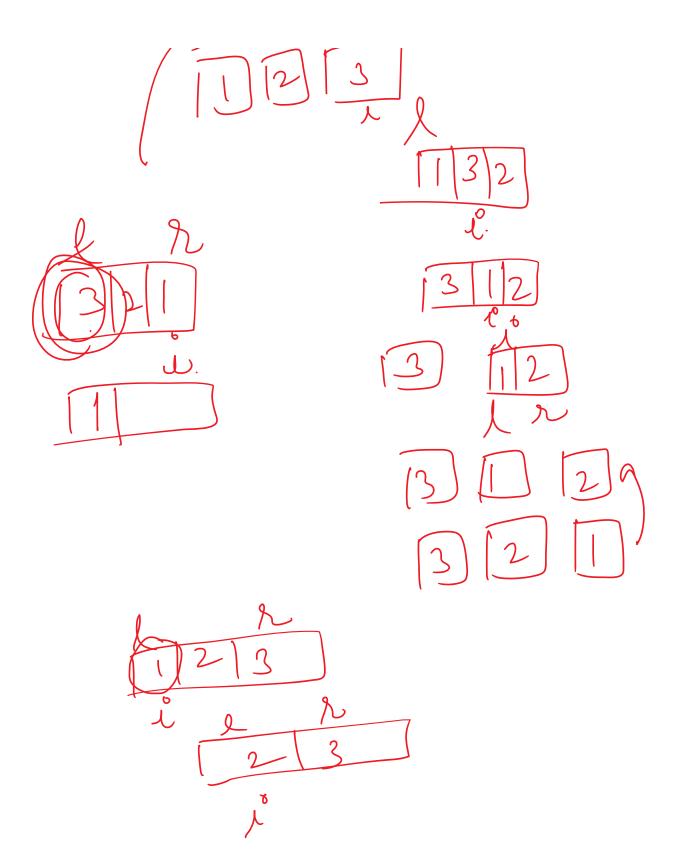


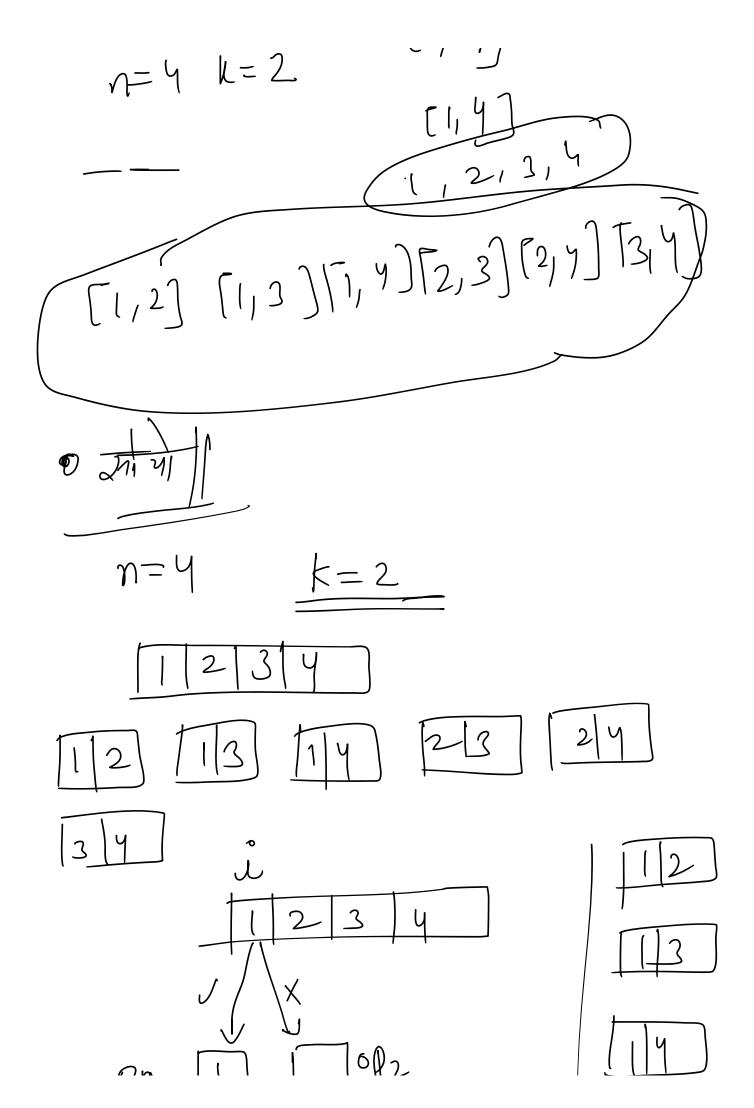
6



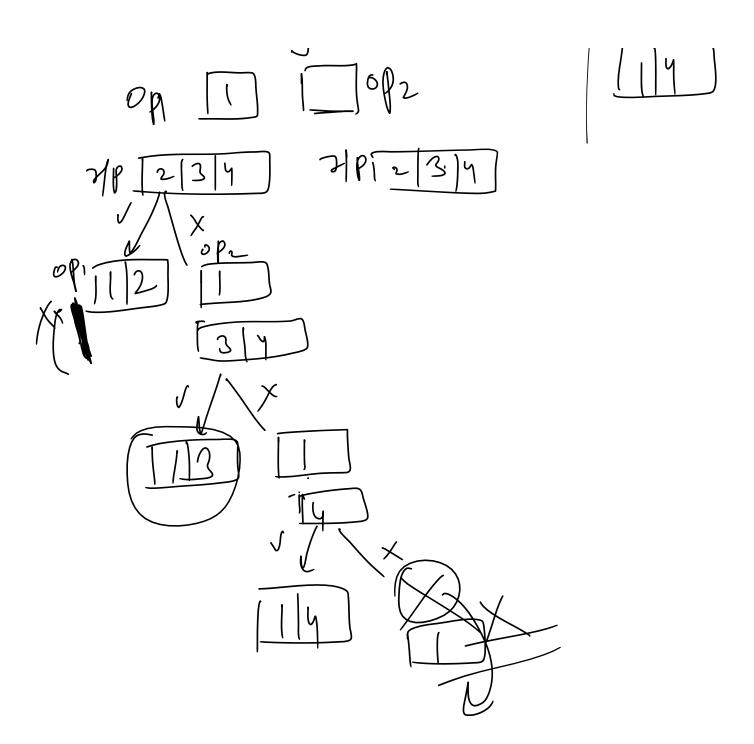
Dynamic Programming Page 4



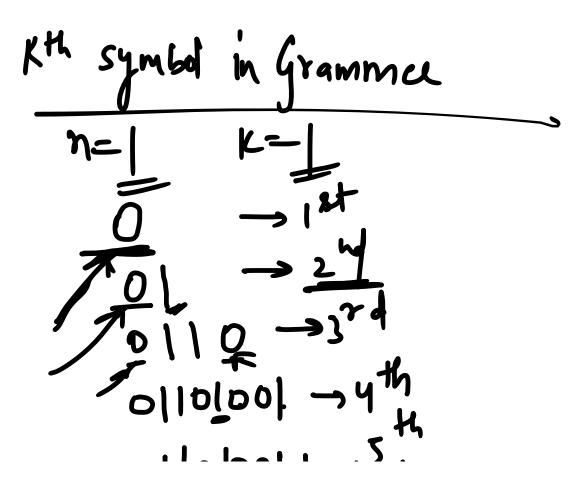
```
void solve(vector<int> &nums,int 1, int r, vector<vector<int>> &ans){
      if(1 == r){
          ans.push_back(nums);
          return;
      for(int i = l;i<=r;i++){
          swap(nums[i],nums[l]);
          solve(nums,l+1,r,ans);
          swap(nums[i],nums[l]);
vector<vector<int>>> permute(vector<int>& nums) {
      int 1 = 0;
      int r = nums.size()-1;
      vector<vector<int>> ans;
      solve(nums,1,r,ans);
      return ans;
```

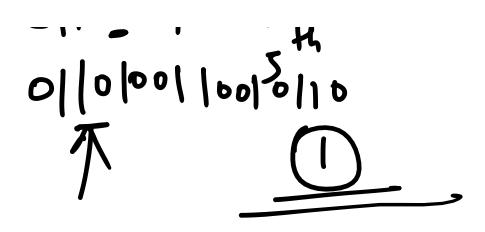


Dynamic Programming Page 7



```
void solve(vector<int> &nums,vector<int> &op,vector<vector<int>> &ans, int i,int k){
    if(op.size() == k){}
        ans.push_back(op);
        return;
    if(i == nums.size()){
       return;
    op.push_back(nums[i]);
    solve(nums,op,ans,i+1,k);
   op.pop_back();
    solve(nums,op,ans,i+1,k);
vector<vector<int>> combine(int n, int k) {
   vector<vector<int>> ans;
    vector<int> nums;
    for(int i = 1; i <= n; i++){}
        nums.push_back(i);
    int i = 0;
    vector<int> op;
    solve(nums,op,ans,i,k);
   return ans;
```





K=6

(n-|th sow) n=5 k=12

= 21 half nth row second half nth New J(n-1)throw 2th Gramer (int n, jut u) s 0. + _ int (Dow (2, n-1));

```
Tent element = jut (pow (2, n-1));
but half elem = element/2.
     halfelment-int(pow(2, h-2));
         K< half clament) {
         kthGramme(n-1, K)?
      return (kthyrammer (n-1, K-half
planet
```

```
bublic:
    int kthGrammar(int n, int k) {\
        if(n == 1) return 0;
        int half_element = int(pow(2,n-2));
        if(k <= half_element){
            return kthGrammar(n-1,k);
        }
        else{
            return !kthGrammar(n-1,k - half_element);
        }
}</pre>
```

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