

8-07-21

classmate

Date \_\_\_\_\_

Page \_\_\_\_\_

### ADA - Lab Test - 2

3. Implement 0/1 knapsack problem using dynamic programming

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

```
#include <conio.h>
```

```
int max (int a, int b)
```

```
{
```

```
    if a > b
```

```
        return a;
```

```
    else return b;
```

```
}
```

```
void knapsack (int w[], int v[], int s, int n)
```

```
{
```

```
    int tc[n+1][s+1];
```

```
    int i, j, des = 0;
```

```
    int count = 0, weight = 0;
```

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

```
        for (j = 0; j <= s; j++)
```

```
            if (i == 0 || j == 0)
```

```
                tc[i][j] = 0;
```

```
            else if (w[i-1] <= j)
```

```
                tc[i][j] = max (v[i-1] + tc[i-1][j-w[i-1]], tc[i-1][j]);
```

```
            else
```

```
                tc[i][j] = tc[i-1][j];
```

```
}
```

```
res = k[n][s];
```

```
printf ("In Maximum value that can be obtained  
is : %d", res);
```

```
j = s;
```

```
printf ("In And the objects with the respective  
weights selected are :");
```

```
for (i = n; i > 0 && res > 0; i--)
```

```
{  
    if (res == k[i-1][j])  
        continue;
```

```
    else;
```

```
{  
    printf ("%d", w[i-1]);
```

```
    res = res - v[i-1];
```

```
    j = j - w[i-1];
```

```
    count++;
```

```
    weight = weight + w[i-1];
```

```
}  
}
```

```
printf ("In The count of the items selected is : %d",  
count);
```

```
printf ("In The Total weight of the items  
selected : %d", weight);  
}
```

(3)



```
int main()
```

```
{
```

```
    int w[10], v[10], s, n, i;
```

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

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

```
    printf("Enter the weights of the objects:");
```

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

```
        scanf("%d", &w[i]);
```

```
    printf("Enter the values of the objects:");
```

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

```
        scanf("%d", &v[i]);
```

```
    printf("Enter the size of knapsack:");
```

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

```
    knapsack(w, v, s, n);
```

```
}
```