

```
int main()
```

```
{
```

```
int graph[v][v] = { { 0, 4, INF, 5, INF },
                    { INF, 0, 1, INF, 6 },
                    { 2, INF, 3, INF, 3 },
                    { INF, INF, 4, 0, 2 } };
```

```
floydwarshall(graph);
```

```
return 0;
```

```
}
```

o/p:-

The following matrix shows the shortest distance b/w every pair of vertices

0 4 5 5 7

3 0 1 4 6

2 6 0 3 5

3 7 1 0 2

1 5 5 4 0

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1) prim's :-

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

```
#include <limits.h>
```

```
#define MAX 100
```

```
void prim's (int n, int cost[MAX][MAX], int INF) {
```

```
int s[MAX], d[MAX], p[MAX], T[MAX][2], sum=0, i, j, k, min, u;
```

```
min = INF;
```

```
int source = 0;
```

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

```
for (j=0; j<n; j++) {
```

```
if (cost[i][j] != 0 && cost[i][j] < min) {
```

```
min = cost[i][j];
```

```
source = i;
```

```
}
```

```
}
```

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

```
    s[i] = 0;
    d[i] = cost[source][i];
    p[i] = source;
}
```

```
s[source] = 1;
```

```
k=0;
for(i=1; i<n; i++){
```

```
    min = INF;
    u = -1;
```

```
    for(j=0; j<n; j++){
```

```
        if(s[j] == 0 && d[j] <= min){
            min = d[j];
            u = j;
        }
    }
```

```
    T[k][0] = u;
    T[k][1] = p[u];
```

```
    k++;
```

```
    sum += cost[u][p[u]];
    s[u] = 1;
```

```
    for(j=0; j<n; j++){
```

```
        if(s[j] == 0 && cost[u][j] < d[j]){
            d[j] = cost[u][j];
            p[j] = u;
        }
    }
```

```
}
```

```
if(sum >= INF){
```

```
    printf("Spanning tree does not exist\n");
}
```

```
else{
```

```
    printf("Spanning tree exists & MST is:\n");
```

```
    for(i=0; i<n-1; i++){
```

```
        printf("%d %d\n", T[i][0], T[i][1]);
    }
```

```
}
```

```
    printf("The cost of spanning tree (MST) is: %d", sum);
}
```

```
int main(){
```

```
    int n, cost[MAX][MAX], i, j;
```

```
    int INF = INT_MAX;
```

```
    printf("Enter the number of vertices");
    scanf("%d", &n);
```



```

print f("Enter the cost adjacency matrix (enter 0 for no edges, enter
INF for infinite distance);");
for(i=0; i<n; i++) {
    for(j=0; j<n; j++) {
        scanf("%d", &cost[i][j]);
        if(cost[i][j] == 9999)
            cost[i][j] = INF;
    }
}
prims(n, cost, INF);
return 0;

```

o/p:-

Enter the number of vertices: 5

Enter the cost adjacency matrix (enter 0 for no edge, enter INF for infinite distance);

```

0 5 15 20 9999
5 0 25 9999 9999
15 25 0 30 37
20 9999 30 0 35
9999 9999 37 35 0

```

Spanning tree weights and MST is:

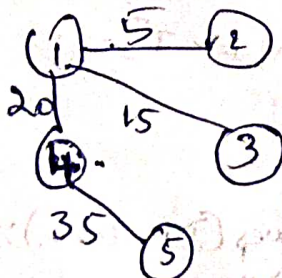
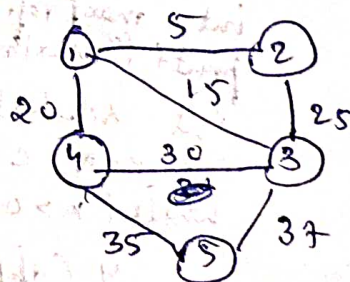
(0, 1)

(0, 2)

(0, 3)

(0, 4)

The cost of spanning tree (MST) is : 75



2) Knapsack :

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

```
#define N 4
```

```
#define CAPACITY 7
```

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

```
    if (a > b){
```

```
        return a;
```

```
    }
```

```
    return b;
```

```
}
```

```
void knapsack(int weights[], int profits[]){
```

```
    int i, w;
```

```
    int dp[N+1][CAPACITY+1];
```

```
    for(i=0; i<=N; i++){
```

```
        for(w=0; w<=CAPACITY; w++){
```

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

```
                dp[i][w] = 0;
```

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

```
                dp[i][w] = max(profits[i-1] + dp[i-1][w],
```

```
                                [w-weights[i-1]] + dp[i-1][w-weights[i-1]]);
```

```
            else
```

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

```
        }
```

```
    }
```

```
    int maxProfit = dp[N][CAPACITY];
```

```
    printf("Maximum profit: %d\n", maxProfit);
```

```
    int selectedObjects[N];
```

```
    int k=N, c=CAPACITY;
```

```
    while (k>0 && c>0){
```

```
        if (dp[k][c] != dp[k-1][c])
```

```
            selectedObjects[k-1] = 1;
```

```
            c = c - weights[k-1];
```

```
        } else {
```

```
            selectedObjects[k-1] = 0;
```

```
        }
```

```
        k--;
```

```
    }
```

```
    printf("\n Table values (DP Table): \n");
```

```
    for(i=0; i<=N; i++){
```

```
        for(w=0; w<=CAPACITY; w++){
```

```
            printf("%d\t", dp[i][w]);
```

```
        }
```



```

3 printf("\n");
3 printf("\n Objects Selected in the Knapsack: \n");
  for (i=0; i<N; i++) {
    if (selectedObject[i] == 1)
      printf("Object %d (weight: %d, Profit: %d)\n",
        i+1, weights[i], profits[i]);
  }
3

```

```

3 int main() {
  int weights[N];
  int profits[N];
  printf("Enter the weights: \n");
  for (int i=0; i<N; i++) {
    scanf("%d", &weights[i]);
  }
  printf("Enter the profits: \n");
  for (int i=0; i<N; i++) {
    scanf("%d", &profits[i]);
  }
  printf("Knapsack Capacity: %d \n", CAPACITY);
  printf("Objects: \n");
  for (int i=0; i<N; i++) {
    printf("Object %d - weight: %d, Profit: %d \n", i+1,
      weights[i], profits[i]);
  }
  Knapsack(weights, profits);
  return 0;
3

```

o/p :-

```

Enter the weights: 1 3 4 5
Enter the profits: 1 4 5 7
Knapsack Capacity: 7
Object:
Object 1 - weight: 1, profit 1
Object 2 - weight: 3, profit 4
Object 3 - weight: 4, profit 5
Object 4 - weight: 5, profit 7

```

Table values (DP Table):

0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1
2	1	1	4	5	5	5	5
3	1	1	4	5	6	6	9
4	1	1	4	5	7	8	9

Objects selected in knapsack:  
 Object 2 (weight: 3, profit: 4)  
 Object 3 (weight: 4, profit: 5)