

① Perform knapsack problem using DP:

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

```
#define N 4
```

```
#define CAPACITY 10
```

```
struct Item {
```

```
    int weight;
```

```
    int profit;
```

```
};
```

```
int max(int a, int b) {
    return (a > b) ? a : b;
}
```

```
void knapsack(struct Item items[], int n, int capacity) {
```

```
    int dp[n+1][capacity+1];
```

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

```
        for(int w=0; w<=capacity; w++) {
```

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

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

```
            else if (items[i-1].weight <= w)
```

```
                dp[i][w] = max(items[i-1].profit + dp[i-1][w-items[i-1].weight], dp[i-1][w]);
```

```
            else
```

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

```
        }
```

```
    }
```

```
int maxProfit = dp[n][capacity];
```

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

N/A
4/7/24


```

int remainingCapacity = capacity;
printf("Items Selected : \n");
for (int i = n; i > 0 && maxProfit > 0; i--) {
    if (maxProfit != dp[i-1][remainingCapacity]) {
        printf("Items %d (weight %d, profit %d) \n", i,
            items[i-1].weight, items[i-1].profit);
        max = items[i-1].profit;
        remainingCapacity -= items[i-1].weight;
    }
}
}
}

```

```

int main() {
    struct Items items[] = {
        {2, 6},
        {3, 4},
        {4, 5},
        {5, 3}
    };
    int n = 4;
    int val[] = {12, 10, 20, 15};
    int wt[] = {2, 3, 4, 5};
    int w = 5;
    Knapsack(w, wt, val, n);
    return 0;
}

```

Q/P1

DP TABLE:

	0	0	0	0	0	0
0	0	12	12	12	12	
0	10	12	22	22	22	
0	10	12	22	30	32	
0	10	15	25	30	37	

Maximum value = 37

items included in the knapsack:

item 4, item 2, item 1

(2)

prims Algorithm:

```
#include <stdio.h>
#include <stdbool.h>
#include <limits.h>
#define V 5
```

```
int minKey(int key[], bool mstSet[]) {
    int min = INT_MAX, min_index;
    for (int v = 0; v < V; v++) {
        if (mstSet[v] == false && key[v] < min)
            min = key[v], min_index = v;
    }
    return min_index;
}
```

```
void printMst(int parent[], int graph[V][V]) {
    printf("Edges \t weight \n");
    for (int i = 1; i < V; i++) {
        printf("%d - %d \t %d \n", parent[i]-1, graph[i][parent[i]]);
    }
}
```

```
void primMST(int graph[V][V]) {
    int parent[V];
    int key[V];
    int mstKey[V];
    for (int i = 0; i < V; i++)
        key[i] = INT_MAX, mstSet[i] = false;
    key[0] = 0;
    parent[0] = -1;
```



```

for(int count=0; count < V; count++) {
    int u = minKey(key, mstSet);
    mstSet[u] = true;
    for(int v=0; v < V; v++) {
        if (graph[u][v] && mstSet[v] == false &&
            graph[u][v] < key[v])
            parent[v] = u, key[v] = graph[u][v];
    }
    printMst(parent, graph);
    return 0;
}

```

O/P:

Edge	Weight
0-1	2
1-2	3
0-3	6
1-4	5