



Worksheet-2.3

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1.Aim: Develop a program and analyze complexity to implement 0-1 Knapsack using Dynamic Programming.

2.Objective: To implement the 0-1 Knapsack problem using Dynamic Programming (Bottom-Up Tabulation) and analyze its time and space complexity for efficient problem solving.

3.Requirements (Hardware/Software): Online Java compiler.

4.Algorithm :

1. Input number of items n , weight array $wt[]$, value array $val[]$, and capacity W .
2. Create a table $dp[n+1][W+1]$.
3. Initialize first row and first column as 0.
4. For each item $i = 1$ to n :
 - For each capacity $w = 1$ to W :
 - a) If $wt[i-1] \leq w$, set
 $dp[i][w] = \max(val[i-1] + dp[i-1][w - wt[i-1]], dp[i-1][w])$.
 - b) Else set $dp[i][w] = dp[i-1][w]$.
5. Return $dp[n][W]$ as the maximum value.
- 6.End.

5.Procedure:

```
class Main {
    static int knapSack(int W, int wt[], int val[], int n) {
        int dp[][] = new int[n+1][W+1];
        for (int i = 1; i <= n; i++) {
            for (int w = 1; w <= W; w++) {
                if (wt[i-1] <= w) {
                    dp[i][w] = Math.max(val[i-1] + dp[i-1][w - wt[i-1]], dp[i-1][w]);
                } else {
                    dp[i][w] = dp[i-1][w];
                }
            }
        }
        return dp[n][W];
    }
    public static void main(String[] args) {
        int val[] = {60, 100, 120};
        int wt[] = {10, 20, 30};
        int W = 50;
        int n = val.length;
        int result = knapSack(W, wt, val, n);
        System.out.println("Maximum value: " + result);
        System.out.println("Time Complexity: O(n * W)");
        System.out.println("Space Complexity: O(n * W)");
    }
}
```

Time Complexity : Best Case: $O(n*w)$

Space complexity : $O(n*w)$

Output:

Output

Clear

Maximum value: 220

Time Complexity: $O(n * W)$

Space Complexity: $O(n * W)$

=== Code Execution Successful ===

Learning Outcomes :

1. Understand the application of Dynamic Programming to solve optimization problems like 0-1 Knapsack..
2. Gain the ability to analyze time and space complexities of DP-based solutions.
3. Develop skills to implement efficient algorithms in Java using bottom-up tabulation.