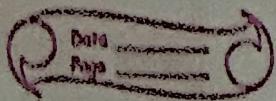


Johnson-Trotter Algorithm



13/06/24

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

```
#include <stdlib.h>
```

```
int flag = 0;
```

```
int swap(int *a, int *b)
```

```
{
```

```
    int t = *a;
```

```
    *a = *b;
```

```
    *b = *t;
```

```
}
```

```
int search(univ aux[], int num, int mobile)
```

```
{
```

```
    int q;
```

```
    for (q = 0; q < num; q++)
```

```
        if (aux[q] == mobile)
```

```
            return q + 1;
```

```
    else
```

```
{
```

```
    flag++;
```

```
}
```

```
}
```

```
return -1;
```

```
int findMobile(univ aux[], int n, int num)
```

```
{
```

```
    int mobile = 0;
```

```
    int mobile_p = 0;
```

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

```
        if (aux[i] - 1 == 0) d[i] = 0;
```

```
{
```

```
    if (d[aux[i] - 1] == 0) d[i] = 0;
```

```
}
```

if (arr[i] > arr[i-1] && arr[i] > mobile[i])

{
mobile = arr[i];

mobile_h = mobile;

}

else

{

flag++;

}

else if ((arr[i]-1 == 18 || i == num-1))

{
if (arr[i] > arr[i+1] && arr[i] > mobile[i])

{
mobile = arr[i];

mobile_h = mobile;

}

else

{

flag++;

}

else

{

flag++;

}

if (mobile_h == 0 && mobile == 0)

return 0;

else

{

return mobile_flag + 1;

}

int main()

{

int num = 0;

int i;

int j;

int z = 0;

funct ("Johnson Trotter algorithm to find all permutations of given numbers In");

printf ("Enter the number 10");

scanf ("%d", &num);

uninitializ();

z = factorial(num);

printf ("Total permutations = %d", z);

funct ("In All possible permutations are : In")

for (i = 0; i < num; i++)

{

df(i) = 0;

arr[i] = i;

permute ("." , arr[i]);

printf ("In"),

for (j = 1; j < z; j++)

permutations (arr, df, num);

printf ("In").

return 0;

}

}

Output

Enter the number: 3

Total permutations: 6

All possible permutations are:

1 2 3

1 3 2

3 1 2

3 2 1

2 3 1

2 1 3

Enter the number: 4

Total permutations = 24

All possible permutations are

1 2 3 4

2 4 1 3

1 2 4 3

2 1 4 3

1 4 2 3

2 1 3 4

4 1 2 3

4 1 3 2

1 4 3 2

1 3 4 2

1 3 2 4

3 1 2 4

3 1 4 2

3 4 1 2

4 3 1 2

4 3 2 1

3 4 2 1

3 2 4 1

3 2 1 4

2 3 1 4

2 3 4 1

2 4 3 1

4 2 3 1

Substring Matching

```
#include <stdio.h>
#include <string.h>
int substringMatch(char *text, char *pattern) {
    int i, j;
    int len_text = strlen(text);
    int pattern_length = strlen(pattern);
    for (int i = 0; i < len_text - pattern_length + 1; i++) {
        int j;
        for (j = 0; j < pattern_length; j++) {
            if (text[i + j] != pattern[j]) {
                break;
            }
        }
        if (j == pattern_length)
            return i;
    }
    return -1;
}

int main() {
    char text[100], pattern[100];
    printf("Enter the main text: ");
    scanf("%s", text);
    printf("Enter the pattern to search: ");
    scanf("%s", pattern);
    int index = substringMatch(text, pattern);
    if (index != -1)
        printf("Substring found at index: %d\n", index);
    else
        printf("Substring not found\n");
    return 0;
}
```

Output:

Enter the main text: FONWORLD

Enter the pattern to search: WORLD

Substring found at index: 3

dektode: finde die k-ttlargest integren in array

```
int cmp (const void *a, const void *b) {
```

```
    const char *str1 = *(const char **)a;
```

```
    const char *str2 = *(const char **)b;
```

```
    if (strcmp(str1) == strcmp(str2)) {
```

```
        return strcmp(str1, str2);
```

}

```
return strcmp(str1, str2);
```

}

```
char *kthlargestNumber(char **nums, int numSize, int k) {
```

```
    qsort(nums, numSize, sizeof(char *), cmp);
```

```
    return nums[numSize - k];
```

}

Aufgabe:

Case 1

Input

nums = ["0", "0"]

k = 2

Aufgabe

"0"

expected

"0"

Case 2

Input

nums = ["3", "6", "7", "10"]

k = 4

Aufgabe

"3"

Expected

"3"

Case 3

Input

nums = ["2", "21", "12", "1"]

k = 3

Aufgabe

"2"

expected

"2"

(?)

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