JOHNSON-TROTTER ALGORITHM

```
#include <stdio.h>
#include <stdbool.h>
#define LEFT TO RIGHT true
#define RIGHT TO LEFT false
int searchArr(int a[], int n, int mobile) {
  for (int i = 0; i < n; i++) {
     if (a[i] == mobile) {
        return i + 1;
     }
  }
  return -1;
int getMobile(int a[], bool dir[], int n) {
  int mobile prev = 0, mobile = 0;
  for (int i = 0; i < n; i++) {
     if (dir[a[i] - 1] == RIGHT TO LEFT && i != 0) {
        if (a[i] > a[i - 1] && a[i] > mobile_prev) {
          mobile = a[i];
          mobile prev = mobile;
        }
     if (dir[a[i] - 1] == LEFT TO RIGHT && i != n - 1) {
        if (a[i] > a[i + 1] && a[i] > mobile_prev) {
          mobile = a[i];
          mobile prev = mobile;
        }
     }
  if (mobile == 0 && mobile_prev == 0) {
     return 0;
  } else {
     return mobile;
  }
}
```

```
void printOnePerm(int a[], bool dir[], int n) {
  int mobile = getMobile(a, dir, n);
  int pos = searchArr(a, n, mobile);
  if (dir[a[pos - 1] - 1] == RIGHT_TO_LEFT) {
     int temp = a[pos - 1];
     a[pos - 1] = a[pos - 2];
     a[pos - 2] = temp;
  } else if (dir[a[pos - 1] - 1] == LEFT_TO_RIGHT) {
     int temp = a[pos];
     a[pos] = a[pos - 1];
     a[pos - 1] = temp;
  }
  for (int i = 0; i < n; i++) {
     if (a[i] > mobile) {
        if (dir[a[i] - 1] == LEFT_TO_RIGHT) {
           dir[a[i] - 1] = RIGHT_TO_LEFT;
        } else if (dir[a[i] - 1] == RIGHT_TO_LEFT) {
          dir[a[i] - 1] = LEFT_TO_RIGHT;
        }
     }
  for (int i = 0; i < n; i++) {
     printf("%d", a[i]);
  }
  printf(" ");
}
int fact(int n) {
  int res = 1;
  for (int i = 1; i \le n; i++) {
     res = res * i;
  }
  return res;
}
void printPermutation(int n) {
  int a[n];
  bool dir[n];
  for (int i = 0; i < n; i++) {
     a[i] = i + 1;
```

```
printf("%d", a[i]);
  }
  printf(" ");
  for (int i = 0; i < n; i++) {
     dir[i] = RIGHT_TO_LEFT;
  for (int i = 1; i < fact(n); i++) {
     printOnePerm(a, dir, n);
  }
}
int main() {
  int n;
  printf("Enter the value of n: ");
  scanf("%d", &n);
  printPermutation(n);
  return 0;
}
```