```
#include <stdio.h>
#include <stdlib.h>
typedef struct {
int first;
   int n;
   int level;
} Call;
void print(int n, int * a) {
   int i;
   for (i = 0; i \le n; i++) {
printf("%d", a[i]);
printf("\n");
void integerPartition(int n, int * a){
   int first;
   int i;
   int top = 0;
   int level = 0;
   Call * stack = (Call * ) malloc (sizeof(Call) * 1000);
   stack[0].first = -1;
   stack[0].n = n;
   stack[0].level = level;
   while (top >= 0){
      first = stack[top].first;
      n = stack[top].n;
      level = stack[top].level;
      if (n >= 1) {
         if (first == - 1) {
            a[level] = n;
            print(level, a);
            first = (level == 0) ? 1 : a[level-1];
i = first;
         } else {
i = first;
i++;
         }
         if (i<= n / 2) {
            a[level] = i;
            stack[top].first = i;
            top++;
            stack[top].first = -1;
            stack[top].n = n - i;
            stack[top].level = level + 1;
      } else {
         top--;
      }
   } else {
   top --;
   }
}
}
int main(){
  int N = 1;
  int * a = (int * ) malloc(sizeof(int) * N);
```

```
int i;
printf("\nEnter a number N to generate all set partition from 1 to N: ");
scanf("%d", &N);
  for ( i = 1; i<= N; i++)
    {
  printf("\nInteger partition for %d is: \n", i);
  integerPartition (i, a);
  }
  return(0);
}</pre>
```

## **OUTPUT:**

```
Enter a number N to generate all set partition from 1 to N: 5
                                                                         input
Integer partition for 1 is:
Integer partition for 2 is:
2
11
Integer partition for 3 is:
12
111
Integer partition for 4 is:
13
112
1111
22
Integer partition for 5 is:
14
113
1112
11111
122
23
```