## 2. Knapsack

Time complexity: O(nlogn)

## Algorithm:

- 1. Input:
  - Take input for the number of items (n).
  - Take input for the weights and values of each item.
  - Take input for the capacity of the knapsack (W).

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- 2. Initialize:
  - Create a 2D array K of size  $(n+1) \times (W+1)$  to store the maximum value that can be obtained for different weights and number of items.

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- 3. Base Case Initialization:
  - Set K[0][w] = 0 for all w (weight) from 0 to w, since with 0 items, the maximum value that can be obtained is 0.(// initialize w)
  - Set K[i][0] = 0 for all i (number of items) from 0 to n, since with 0 capacity, the maximum value that can be obtained is 0.(// initialize n)

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- 4. Dynamic Programming Iteration:
  - Iterate i from 1 to n (number of items) and w from 1 to w (capacity of knapsack):
    - If wt[i 1] <= w (weight of the current item is less than or equal to the current capacity w):
      - K[i][w] = max(val[i 1] + K[i 1][w wt[i 1]],K[i - 1][w]).
    - Else:
      - K[i][w] = K[i 1][w].
- 5. Return Result:
  - Return K[n] [w], which represents the maximum value that can be obtained with n items and a knapsack capacity of w.

## Code:

```
#include <stdio.h>
#define MAX_ITEMS 100
int max(int a, int b) {
  return (a > b) ? a : b;
int knapsack(int W, int wt[], int val[], int n) {
  int i, w;
  int K[n + 1][W + 1];
  for (i = 0; i \le n; i++) {
     for (w = 0; w \le W; w++) \{
        if (i == 0 || w == 0)
           K[i][w] = 0;
        else if (wt[i - 1] \le w)
           K[i][w] = max(val[i - 1] + K[i - 1][w - wt[i - 1]], K[i - 1][w]);
        else
           K[i][w] = K[i - 1][w];
     }
  }
  return K[n][W];
}
int main() {
  int n, W;
  printf("Enter the number of items: ");
  scanf("%d", &n);
  int wt[MAX_ITEMS], val[MAX_ITEMS];
  printf("Enter the weights and profit of items:\n");
  for (int i = 0; i < n; i++) {
     scanf("%d %d", &wt[i], &val[i]);
  }
  printf("Enter the capacity of the knapsack: ");
  scanf("%d", &W);
  printf("Maximum value that can be obtained: %d\n", knapsack(W, wt, val, n));
  return 0;
}
```