Problem Statement:

Write a program to implement Fractional knapsack using Greedy algorithm and 0/1 knapsack using Dynamic programming. Show that Greedy strategy does not necessarily yield an optimal solution over a dynamic programming approach.

```
// Fractional Knapsack using Greedy Algorithm:
#include <bits/stdc++.h>
using namespace std;
// Structure for an item
struct Item {
  int profit, weight;
  Item(int profit, int weight) {
    this->profit = profit;
    this->weight = weight;
  }
};
// Comparison function to sort items by profit/weight ratio
static bool cmp(struct Item a, struct Item b) {
  double r1 = (double)a.profit / (double)a.weight;
  double r2 = (double)b.profit / (double)b.weight;
  return r1 > r2;
}
// Greedy function to solve fractional knapsack
double fractionalKnapsack(int W, struct Item arr[], int N) {
  // Sort items by ratio
  sort(arr, arr + N, cmp);
  double finalValue = 0.0;
  for (int i = 0; i < N; i++) {
    if (arr[i].weight <= W) {</pre>
```

```
W -= arr[i].weight;
       finalValue += arr[i].profit;
    }
    else {
       finalValue += arr[i].profit * ((double)W / (double)arr[i].weight);
       break;
    }
  }
  return finalValue;
}
int main() {
  int W = 50; // Knapsack capacity
  Item arr[] = \{ \{60, 10\}, \{100, 20\}, \{120, 30\} \};
  int N = sizeof(arr) / sizeof(arr[0]);
  cout << "Maximum profit = " << fractionalKnapsack(W, arr, N);</pre>
  return 0;
}
// 0/1 knapsack using Dynamic programming:
#include <bits/stdc++.h>
using namespace std;
int knapsack_dp(int n, int M, int w[], int p[]) {
  int i, j;
  int knapsack[n+1][M+1];
  for (j = 0; j \le M; j++)
```

```
knapsack[0][j] = 0;
  for (i = 0; i <= n; i++)
    knapsack[i][0] = 0;
  for (i = 1; i <= n; i++) {
    for (j = 1; j \le M; j++) {
       if (w[i-1] \le j) {
         knapsack[i][j] = max(knapsack[i-1][j],
                      p[i-1] + knapsack[i-1][j - w[i-1]]);
       }
       else {
         knapsack[i][j] = knapsack[i-1][j];
       }
     }
  }
  return knapsack[n][M];
}
int main() {
  int n = 4;
  int M = 5;
  int w[] = \{2, 1, 3, 2\};
  int p[] = {12, 10, 20, 15};
  cout << "Maximum profit = " << knapsack_dp(n, M, w, p);</pre>
  return 0;
}
```

Problem Statement:

Write a program to implement Bellman-Ford Algorithm using Dynamic programming and verify the time Complexity.

```
#include <bits/stdc++.h>
using namespace std;
struct Edge {
  int u, v, w;
};
void bellmanFord(int V, int E, vector<Edge>& edges, int src) {
  vector<int> dist(V, INT_MAX), pred(V, -1);
  dist[src] = 0;
// Step 2: Relax edges repeatedly
  for (int i = 1; i \le V - 1; i++) {
     for (int j = 0; j < E; j++) {
       int u = edges[j].u;
       int v = edges[j].v;
       int w = edges[j].w;
       if (dist[u] != INT\_MAX \&\& dist[u] + w < dist[v]) {
         dist[v] = dist[u] + w;
         pred[v] = u;
       }
    }
  }
  // Step 3: Check for negative-weight cycles
  for (int j = 0; j < E; j++) {
    int u = edges[j].u;
```

```
int v = edges[j].v;
    int w = edges[j].w;
    if (dist[u] != INT MAX && dist[u] + w < dist[v]) {
       cout << "Graph contains negative weight cycle\n";</pre>
       return;
    }
  }
cout << "Vertex distances from source " << src << ":\n";</pre>
  for (int i = 0; i < V; i++) {
    if (dist[i] == INT_MAX)
       cout << i << " : INF\n";
     else
       cout << i << " : " << dist[i] << " (Predecessor: " << pred[i] << ")\n";
  }
}
int main() {
  int V = 5, E = 8;
  vector<Edge> edges = {
     \{0, 1, -1\}, \{0, 2, 4\}, \{1, 2, 3\},
    \{1, 3, 2\}, \{1, 4, 2\}, \{3, 2, 5\},
    {3, 1, 1}, {4, 3, -3}
  };
  bellmanFord(V, E, edges, 0);
  return 0;
}
```

Problem Statement:

Write a recursive program to find the solution of placing n queens on a chessboard so that no queen takes each other.

```
#include <iostream>
#include <cmath>
using namespace std;
int x[20]; // x[k] = column position of queen in row k
int solutionCount = 0;
// Function to check if a queen can be placed at row k, column i
bool Place(int k, int i) {
  for (int j = 1; j < k; j++) {
    if (x[j] == i \mid | abs(x[j] - i) == abs(j - k)) {
       return false; // same column or diagonal
    }
  }
  return true;
}
// Recursive function to solve N-Queens
void NQueens(int k, int n) {
  for (int i = 1; i \le n; i++) {
    if (Place(k, i)) {
       x[k] = i;
       if (k == n) {
         solutionCount++;
         cout << "Solution " << solutionCount << ": ";</pre>
         for (int j = 1; j \le n; j++) {
```

```
cout << x[j] << " ";
         }
         cout << endl;
       } else {
         NQueens(k + 1, n);
      }
    }
  }
}
int main() {
  int n;
  cout << "Enter number of queens: ";</pre>
  cin >> n;
  NQueens(1, n);
  cout << "Total number of solutions = " << solutionCount << endl;</pre>
  return 0;
}
```

Problem Statement:

Write a program to solve the travelling salesman problem and to print the path and the cost using Branch and Bound.

```
#include <bits/stdc++.h>
using namespace std;
#define INF INT_MAX
int n;
               // Number of cities
int cost[20][20];
                     // Distance matrix
int finalRes = INF; // Minimum cost
vector<int> finalPath; // Stores the final path
// Copy current path to final path
void copyToFinal(vector<int>& currPath) {
  finalPath = currPath;
  finalPath.push_back(currPath[0]);
}
// Row reduction
int rowReduction(int tempCost[20][20]) {
  int rowRed = 0;
  for (int i = 0; i < n; i++) {
    int rmin = INF;
    for (int j = 0; j < n; j++)
      if (tempCost[i][j] < rmin)</pre>
         rmin = tempCost[i][j];
    if (rmin != INF && rmin != 0) {
      rowRed += rmin;
      for (int j = 0; j < n; j++)
```

```
if (tempCost[i][j] != INF)
            tempCost[i][j] -= rmin;
    }
  }
  return rowRed;
}
// Column reduction
int colReduction(int tempCost[20][20]) {
  int colRed = 0;
  for (int j = 0; j < n; j++) {
    int cmin = INF;
     for (int i = 0; i < n; i++)
       if (tempCost[i][j] < cmin)</pre>
         cmin = tempCost[i][j];
    if (cmin != INF && cmin != 0) {
       colRed += cmin;
       for (int i = 0; i < n; i++)
         if (tempCost[i][j] != INF)
            tempCost[i][j] -= cmin;
    }
  }
  return colRed;
}
// Calculate bound for choosing edge src -> dest
int checkBounds(int src, int dest, int tempCost[20][20], int currCost) {
  int reduced[20][20];
  for (int i = 0; i < n; i++)
     for (int j = 0; j < n; j++)
       reduced[i][j] = tempCost[i][j];
```

```
for (int j = 0; j < n; j++)
    reduced[src][j] = INF;
  for (int i = 0; i < n; i++)
    reduced[i][dest] = INF;
  reduced[dest][src] = INF;
  int row = rowReduction(reduced);
  int col = colReduction(reduced);
  return currCost + row + col + tempCost[src][dest];
}
// Recursive Branch and Bound for TSP
void TSP(vector<int>& currPath, int currCost, vector<bool>& visited) {
  if (currPath.size() == n) {
    currCost += cost[currPath.back()][currPath[0]];
    if (currCost < finalRes) {</pre>
       finalRes = currCost;
       copyToFinal(currPath);
    return;
  }
  for (int i = 0; i < n; i++) {
    if (!visited[i]) {
       int tempCost[20][20];
       memcpy(tempCost, cost, sizeof(cost));
       int bound = checkBounds(currPath.back(), i, tempCost, currCost);
       if (bound < finalRes) {</pre>
```

```
visited[i] = true;
         currPath.push_back(i);
         TSP(currPath, bound, visited);
         currPath.pop_back();
         visited[i] = false;
       }
    }
  }
}
int main() {
  cout << "INPUT:\nNumber of cities: ";</pre>
  cin >> n;
  cout << "Enter distance matrix (" << n << "x" << n << "):\n";
  for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++) {
       cin >> cost[i][j];
       if (cost[i][j] == 0) cost[i][j] = INF;
    }
  vector<int> currPath;
  vector<bool> visited(n, false);
  currPath.push_back(0);
  visited[0] = true;
  int temp[20][20];
  memcpy(temp, cost, sizeof(cost));
  int currCost = rowReduction(temp) + colReduction(temp);
```

```
TSP(currPath, currCost, visited);

cout << "\nOUTPUT:\n";

cout << "Shortest path for traveling salesman problem covering all cities:\n";

for (int i = 0; i < finalPath.size(); i++)

   cout << finalPath[i] + 1 << " ";

cout << "\nMinimum cost: " << finalRes << endl;

return 0;
}</pre>
```