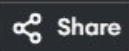




main.py



Run

Output

Clear

```
1 import math
2 def distance(point1, point2):
3     return math.sqrt((point1[0] - point2[0]) ** 2 + (point1[1] -
4         point2[1]) ** 2)
5 def closest_pair(points):
6     min_distance = float('inf')
7     closest_points = (None, None)
8     for i in range(len(points)):
9         for j in range(i + 1, len(points)):
10            dist = distance(points[i], points[j])
11            if dist < min_distance:
12                min_distance = dist
13                closest_points = (points[i], points[j])
14    return closest_points, min_distance
15 points = [(1, 2), (4, 5), (7, 8), (3, 1)]
16 closest_points, min_distance = closest_pair(points)
17 print(f"Closest pair: {closest_points[0]} - {closest_points[1]}
18     Minimum distance: {min_distance}")
```

Closest pair: (1, 2) - (3, 1) Minimum distance: 2.23606797749979

=== Code Execution Successful ===

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main.py



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Output

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```
1 def orientation(p, q, r):
2     return (q[1] - p[1]) * (r[0] - q[0]) - (q[0] - p[0]) * (r[1] -
    q[1])
3 def convex_hull(points):
4     n = len(points)
5     if n < 3:
6         return []
7     hull = []
8     for i in range(n):
9         while len(hull) >= 2 and orientation(hull[-2], hull[-1],
    points[i]) <= 0:
10             hull.pop()
11             hull.append(points[i])
12     return hull
13 points = [(1, 1), (4, 6), (8, 1), (0, 0), (3, 3)]
14 hull = convex_hull(points)
15 print("Convex Hull:", hull)
```

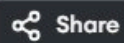
Convex Hull: [(1, 1), (4, 6), (8, 1), (0, 0), (3, 3)]

=== Code Execution Successful ===





main.py



Run

Output

Clear

```
1 import itertools
2 import math
3 def distance(city1, city2):
4     return math.sqrt((city1[0] - city2[0])**2 + (city1[1] - city2[1]
5     )**2)
6 def tsp(cities):
7     start_city = cities[0]
8     other_cities = cities[1:]
9     all_permutations = itertools.permutations(other_cities)
10    min_distance = float('inf')
11    best_path = None
12    for perm in all_permutations:
13        current_path = [start_city] + list(perm) + [start_city]
14        current_distance = 0
15        for i in range(len(current_path) - 1):
16            current_distance += distance(current_path[i],
17            current_path[i+1])
18        if current_distance < min_distance:
19            min_distance = current_distance
20            best_path = current_path
21    return min_distance, best_path
22 cities = [(0, 0), (1, 2), (3, 4), (6, 1)]
```

The shortest distance is: 15.389898319663484  
The shortest path is: [(0, 0), (1, 2), (3, 4), (6, 1), (0, 0)]

=== Code Execution Successful ===



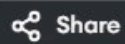
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main.py



Run

Output

Clear

```
1 import itertools
2 import math
3 def calculate_distance(point1, point2):
4     return math.sqrt((point1[0] - point2[0]) ** 2 + (point1[1] -
5         point2[1]) ** 2)
6 def total_distance(path):
7     return sum(calculate_distance(path[i], path[i + 1]) for i in
8         range(len(path) - 1))
9 def find_shortest_path(cities):
10     shortest_distance = float('inf')
11     shortest_path = []
12     for perm in itertools.permutations(cities):
13         current_path = list(perm) + [perm[0]]
14         current_distance = total_distance(current_path)
15         if current_distance < shortest_distance:
16             shortest_distance = current_distance
17             shortest_path = current_path
18     return shortest_distance, shortest_path
19 test_cases = [
20     [(1, 2), (4, 5), (7, 1), (3, 6)],
21     [(2, 4), (8, 1), (1, 7), (6, 3), (5, 9)]
22 ]
```

```
Test Case 1:
Shortest Distance: 16.969112047670894
Shortest Path: [(1, 2), (7, 1), (4, 5), (3, 6), (1, 2)]
Test Case 2:
Shortest Distance: 23.12995011084934
Shortest Path: [(2, 4), (6, 3), (8, 1), (5, 9), (1, 7), (2, 4)]

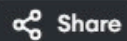
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```



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main.py



Run

Output

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```
1 import itertools
2 def total_cost(assignment, cost_matrix):
3     return sum(cost_matrix[worker][task] for worker, task in
4                 assignment)
5 def assignment_problem(cost_matrix):
6     num_workers = len(cost_matrix)
7     workers = list(range(num_workers))
8     best_assignment = None
9     min_cost = float('inf')
10    for perm in itertools.permutations(workers):
11        assignment = list(zip(workers, perm))
12        current_cost = total_cost(assignment, cost_matrix)
13        if current_cost < min_cost:
14            min_cost = current_cost
15            best_assignment = assignment
16    return best_assignment, min_cost
17 cost_matrix_1 = [[3, 10, 7],
18                  [8, 5, 12],
19                  [4, 6, 9]]
20 optimal_assignment_1, total_cost_1 = assignment_problem
21    (cost_matrix_1)
22 print("Optimal Assignment:", [(f'worker {worker + 1}', f'task {task
```

```
Optimal Assignment: [('worker 1', 'task 3'), ('worker 2', 'task 2'),
                    ('worker 3', 'task 1')]
Total Cost: 16
```

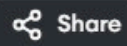
```
=== Code Execution Successful ===
```



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main.py



Run

Output

Clear

```
1 import itertools
2 def total_cost(assignment, cost_matrix):
3     return sum(cost_matrix[worker][task] for worker, task in
4                 assignment)
5 def assignment_problem(cost_matrix):
6     num_workers = len(cost_matrix)
7     workers = list(range(num_workers))
8     best_assignment = None
9     min_cost = float('inf')
10    for perm in itertools.permutations(workers):
11        assignment = list(zip(workers, perm))
12        current_cost = total_cost(assignment, cost_matrix)
13        if current_cost < min_cost:
14            min_cost = current_cost
15            best_assignment = assignment
16    return best_assignment, min_cost
17 cost_matrix_1 = [[3, 10, 7],
18                  [8, 5, 12],
19                  [4, 6, 9]]
20 optimal_assignment_1, total_cost_1 = assignment_problem
21    (cost_matrix_1)
22 print("Optimal Assignment:", [(f'worker {worker + 1}', f'task {task
```

```
Optimal Assignment: [('worker 1', 'task 3'), ('worker 2', 'task 2'),
                    ('worker 3', 'task 1')]
Total Cost: 16
```

```
=== Code Execution Successful ===
```



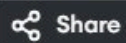
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main.py



Run

Output

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```
1 def total_value(items, values):
2     return sum(values[i] for i in items)
3 def is_feasible(items, weights, capacity):
4     return sum(weights[i] for i in items) <= capacity
5 def knapsack(items, weights, values, capacity):
6     from itertools import combinations
7     best_value = 0
8     best_combination = []
9     for r in range(len(items) + 1):
10         for combination in combinations(items, r):
11             if is_feasible(combination, weights, capacity):
12                 current_value = total_value(combination, values)
13                 if current_value > best_value:
14                     best_value = current_value
15                     best_combination = combination
16     return best_combination, best_value
17 items2 = [0, 1, 2, 3]
18 weights2 = [1, 2, 3, 4]
19 values2 = [2, 4, 6, 3]
20 capacity2 = 6
21 optimal_selection2, total_value2 = knapsack(items2, weights2,
        values2, capacity2)
```

```
Test Case 2:
Optimal Selection: (0, 1, 2)
Total Value: 12
```

```
=== Code Execution Successful ===
```



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