

Unit 3

1.floyd warshall:

```
#include <iostream>

#include <vector>

#include <climits> // For INT_MAX

// Function to implement Floyd-Warshall algorithm

void floydWarshall(std::vector<std::vector<int>>& graph, int V) {

    // dist[][] will be the output matrix that will hold the shortest distance
    between every pair of vertices

    std::vector<std::vector<int>> dist = graph;

    // Apply Floyd-Warshall algorithm
    for (int k = 0; k < V; ++k) {
        for (int i = 0; i < V; ++i) {
            for (int j = 0; j < V; ++j) {
                if (dist[i][k] != INT_MAX && dist[k][j] != INT_MAX && dist[i][j] >
dist[i][k] + dist[k][j]) {
                    dist[i][j] = dist[i][k] + dist[k][j];
                }
            }
        }
    }

    // Print the shortest distance matrix
    std::cout << "Shortest distance matrix:" << std::endl;

    for (int i = 0; i < V; ++i) {
        for (int j = 0; j < V; ++j) {
            if (dist[i][j] == INT_MAX)
                std::cout << "INF ";
```

```

        else
            std::cout << dist[i][j] << " ";
        }
        std::cout << std::endl;
    }
}

int main() {
    int V; // Number of vertices
    std::cout << "Enter the number of vertices: ";
    std::cin >> V;
    // Initialize the graph with distances
    std::vector<std::vector<int>> graph(V, std::vector<int>(V, INT_MAX));
    std::cout << "Enter the adjacency matrix (use " << INT_MAX << " for no
edge):" << std::endl;
    for (int i = 0; i < V; ++i) {
        for (int j = 0; j < V; ++j) {
            std::cin >> graph[i][j];
        }
    }
    // Run Floyd-Warshall algorithm
    floydWarshall(graph, V);
    return 0;
}

```

2.coin changing:

```

#include <iostream>

#include <vector>

#include <algorithm> // For std::min

```

```

// Function to find the minimum number of coins for the given amount
int coinChange(std::vector<int>& coins, int amount) {
    // Create a DP array and initialize it with a large number (representing
    infinity)
    std::vector<int> dp(amount + 1, amount + 1);
    dp[0] = 0; // Base case: no coins needed to make amount 0

    // Loop through each amount from 1 to 'amount'
    for (int i = 1; i <= amount; ++i) {
        // Loop through each coin denomination
        for (int coin : coins) {
            if (i - coin >= 0) {
                dp[i] = std::min(dp[i], dp[i - coin] + 1);
            }
        }
    }

    // If dp[amount] is still a large number, return -1 (indicating no solution)
    return dp[amount] > amount ? -1 : dp[amount];
}

int main() {
    int amount, n;
    std::cout << "Enter the amount: ";
    std::cin >> amount;

```

```
std::cout << "Enter the number of coin denominations: ";
```

```
std::cin >> n;
```

```
std::vector<int> coins(n);
```

```
std::cout << "Enter the coin denominations: ";
```

```
for (int i = 0; i < n; ++i) {
```

```
    std::cin >> coins[i];
```

```
}
```

```
int result = coinChange(coins, amount);
```

```
if (result == -1) {
```

```
    std::cout << "It's not possible to make the given amount with the provided  
coins." << std::endl;
```

```
} else {
```

```
    std::cout << "Minimum coins required: " << result << std::endl;
```

```
}
```

```
return 0;
```

```
}
```

3.friendspairing:

```
// C++ program for solution of
```

```
// friends pairing problem
```

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
// Returns count of ways n people
```

```
// can remain single or paired up.
```

```

int countFriendsPairings(int n)
{
    int dp[n + 1];

    // Filling dp[] in bottom-up manner using
    // recursive formula explained above.
    for (int i = 0; i <= n; i++) {
        if (i <= 2)
            dp[i] = i;
        else
            dp[i] = dp[i - 1] + (i - 1) * dp[i - 2];
    }

    return dp[n];
}

```

// Driver code

```

int main()
{
    int n = 4;
    cout << countFriendsPairings(n) << endl;
    return 0;
}

```

Unit 4

1.Sieve of Sundaram:

```
#include <iostream>
```

```
#include <vector>
```

```
#include <cmath>
```

```
void sieveOfSundaram(int N) {
```

```
    // Calculate the maximum value for i and j
```

```
    int n = (N - 1) / 2;
```

```
    // Create a boolean array and initialize all values as true
```

```
    std::vector<bool> marked(n + 1, false);
```

```
    // Mark numbers of the form  $i + j + 2ij$ 
```

```
    for (int i = 1; i <= n; ++i) {
```

```
        for (int j = i; (i + j + 2 * i * j) <= n; ++j) {
```

```
            marked[i + j + 2 * i * j] = true;
```

```
        }
```

```
    }
```

```
    // Print all primes using the information in 'marked'
```

```
    std::cout << "Prime numbers less than " << 2 * N + 2 << " are: " << std::endl;
```

```
    // 2 is a prime number
```

```
    if (N >= 2) {
```

```
        std::cout << 2 << " ";
```

```
    }
```

```
    // All numbers of the form  $2i + 1$  are prime, where 'i' is unmarked
```

```

    for (int i = 1; i <= n; ++i) {
        if (!marked[i]) {
            std::cout << 2 * i + 1 << " ";
        }
    }
    std::cout << std::endl;
}

```

```

int main() {
    int N;
    std::cout << "Enter the value of N: ";
    std::cin >> N;

    sieveOfSundaram(N);

    return 0;
}

```

2.Activity selection:

```

#include <iostream>
#include <vector>
#include <algorithm>

```

```

struct Activity {
    int start;
    int end;
};

```

```
// Function to compare two activities based on their end times
```

```
bool compare(Activity a, Activity b) {
```

```
    return a.end < b.end;
```

```
}
```

```
// Function to perform the Activity Selection
```

```
void activitySelection(std::vector<Activity>& activities) {
```

```
    // Sort activities by end time
```

```
    std::sort(activities.begin(), activities.end(), compare);
```

```
    // Select the first activity
```

```
    int n = activities.size();
```

```
    int lastSelected = 0; // Index of the last selected activity
```

```
    std::cout << "Selected activities: \n";
```

```
    std::cout << "Activity 1: (" << activities[lastSelected].start << ", " <<
activities[lastSelected].end << ")\n";
```

```
    // Loop through the rest of the activities
```

```
    for (int i = 1; i < n; ++i) {
```

```
        // If the start time of the current activity is greater than or equal to the
        end time of the last selected activity
```

```
        if (activities[i].start >= activities[lastSelected].end) {
```

```
            std::cout << "Activity " << i + 1 << ": (" << activities[i].start << ", " <<
activities[i].end << ")\n";
```

```
            lastSelected = i; // Update the index of the last selected activity
```

```
        }
```



```
}  
}
```

```
int main() {  
    int n;  
    std::cout << "Enter the number of activities: ";  
    std::cin >> n;  
  
    std::vector<Activity> activities(n);  
    std::cout << "Enter the start and end times of the activities (start end): \n";  
  
    for (int i = 0; i < n; ++i) {  
        std::cin >> activities[i].start >> activities[i].end;  
    }  
  
    // Perform activity selection  
    activitySelection(activities);  
  
    return 0;  
}
```

3.mice problem:

```
#include <iostream>  
  
#include <vector>  
  
#include <algorithm>  
  
#include <cmath>
```

```

int assignMiceToHoles(std::vector<int>& mice, std::vector<int>& holes) {
    // Sort the positions of mice and holes
    std::sort(mice.begin(), mice.end());
    std::sort(holes.begin(), holes.end());

    // Initialize the variable to track the maximum distance a mouse has to travel
    int maxDistance = 0;

    // Pair each mouse with a hole and calculate the distance
    for (int i = 0; i < mice.size(); ++i) {
        int distance = std::abs(mice[i] - holes[i]);
        maxDistance = std::max(maxDistance, distance);
    }

    return maxDistance;
}

```

```

int main() {
    int n;

    std::cout << "Enter the number of mice and holes: ";
    std::cin >> n;

    std::vector<int> mice(n), holes(n);

    std::cout << "Enter the positions of the mice: ";
    for (int i = 0; i < n; ++i) {

```

```

        std::cin >> mice[i];
    }

    std::cout << "Enter the positions of the holes: ";
    for (int i = 0; i < n; ++i) {
        std::cin >> holes[i];
    }

    int result = assignMiceToHoles(mice, holes);

    std::cout << "The minimum time required for all mice to enter a hole is: " <<
    result << std::endl;

    return 0;
}

```

Unit 5

1.Knight tour problem:

```

#include <iostream>

#include <vector>

using namespace std;

// Size of the chessboard
#define N 8

// Knight's possible moves
int dx[] = {2, 1, -1, -2, -2, -1, 1, 2};
int dy[] = {1, 2, 2, 1, -1, -2, -2, -1};

```

```
// Function to check if a move is valid
```

```
bool isSafe(int x, int y, vector<vector<int>>& board) {  
    return (x >= 0 && y >= 0 && x < N && y < N && board[x][y] == -1);  
}
```

```
// Function to print the chessboard
```

```
void printBoard(const vector<vector<int>>& board) {  
    for (int i = 0; i < N; i++) {  
        for (int j = 0; j < N; j++) {  
            cout << board[i][j] << " ";  
        }  
        cout << endl;  
    }  
}
```

```
// Backtracking function to solve the Knight's Tour problem
```

```
bool knightTour(int x, int y, int moveCount, vector<vector<int>>& board) {
```

```
    // If all squares are visited, return true
```

```
    if (moveCount == N * N)
```

```
        return true;
```

```
    // Try all the possible moves for the knight
```

```
    for (int i = 0; i < 8; i++) {
```

```
        int newX = x + dx[i];
```

```
        int newY = y + dy[i];
```

```

    if (isSafe(newX, newY, board)) {
        board[newX][newY] = moveCount;
        if (knightTour(newX, newY, moveCount + 1, board)) {
            return true;
        }
        // Backtrack
        board[newX][newY] = -1;
    }
}

return false; // No valid move found
}

int main() {
    // Initialize the chessboard with -1 (indicating unvisited squares)
    vector<vector<int>> board(N, vector<int>(N, -1));

    // Starting position (usually top-left corner)
    int startX = 0, startY = 0;

    // Mark the starting position
    board[startX][startY] = 0;

    // Start the knight's tour from the initial position
    if (knightTour(startX, startY, 1, board)) {
        // Print the solution
    }
}

```

```

        cout << "Solution found:\n";
        printBoard(board);
    } else {
        cout << "Solution does not exist\n";
    }

    return 0;
}

```

2.subset sum problem:

```
#include <iostream>
```

```
#include <vector>
```

```
using namespace std;
```

```
// Function to solve the Subset Sum Problem using backtracking
```

```
bool isSubsetSum(const vector<int>& set, int n, int target) {
```

```
    // Base cases
```

```
    if (target == 0) {
```

```
        return true; // We found a subset that sums to the target
```

```
    }
```

```
    if (n == 0 && target != 0) {
```

```
        return false; // No elements left and target is not 0, so return false
```

```
    }
```

```
// If last element is greater than target, we can't include it
```

```
if (set[n - 1] > target) {
```

```
    return isSubsetSum(set, n - 1, target); // Exclude last element
```

```
}

// Check two possibilities:
// 1. Include the last element in the subset
// 2. Exclude the last element from the subset
return isSubsetSum(set, n - 1, target) || isSubsetSum(set, n - 1, target - set[n
- 1]);
}
```

```
int main() {
    int n, target;

    // Read the number of elements and the target sum
    cout << "Enter the number of elements in the set: ";
    cin >> n;

    vector<int> set(n);

    cout << "Enter the elements of the set: ";
    for (int i = 0; i < n; i++) {
        cin >> set[i];
    }

    cout << "Enter the target sum: ";
    cin >> target;

    // Call the isSubsetSum function and print the result
```

```

if (isSubsetSum(set, n, target)) {
    cout << "There is a subset with the given sum." << endl;
} else {
    cout << "No subset with the given sum exists." << endl;
}

return 0;
}

```

Unit 2

1.Travelling Salesman:

```
#include <iostream>
```

```
#include <vector>
```

```
#include <climits>
```

```

int tsp(const std::vector<std::vector<int>>& graph, std::vector<bool>& visited,
int current, int n, int count, int cost, int& minCost) {

```

```

    if (count == n && graph[current][0]) {
        minCost = std::min(minCost, cost + graph[current][0]);
        return minCost;
    }

```

```

    for (int i = 0; i < n; i++) {
        if (!visited[i] && graph[current][i]) {
            visited[i] = true;
            tsp(graph, visited, i, n, count + 1, cost + graph[current][i], minCost);
            visited[i] = false;
        }
    }

```



```

    }
    return minCost;
}

int main() {
    int n;
    std::cout << "Enter the number of cities: ";
    std::cin >> n;

    std::vector<std::vector<int>> graph(n, std::vector<int>(n));
    std::cout << "Enter the distance matrix:\n";
    for (int i = 0; i < n; ++i)
        for (int j = 0; j < n; ++j)
            std::cin >> graph[i][j];

    std::vector<bool> visited(n, false);
    visited[0] = true;

    int minCost = INT_MAX;

    std::cout << "Minimum cost: " << tsp(graph, visited, 0, n, 1, 0, minCost) <<
    std::endl;

    return 0;
}

```

2. Assignment problem:

```

#include <iostream>
#include <vector>
#include <algorithm>

```

```
#include <limits.h>
```

```
// Function to calculate the cost for a specific assignment
```

```
int calculateCost(const std::vector<std::vector<int>>& costMatrix, const  
std::vector<int>& assignment) {  
    int totalCost = 0;  
    for (int i = 0; i < assignment.size(); ++i) {  
        totalCost += costMatrix[i][assignment[i]];  
    }  
    return totalCost;  
}
```

```
// Brute force solution to the Assignment Problem
```

```
int solveAssignmentProblem(const std::vector<std::vector<int>>& costMatrix) {  
    int n = costMatrix.size();  
    std::vector<int> assignment(n); // Stores task indices  
    for (int i = 0; i < n; ++i) {  
        assignment[i] = i;  
    }
```

```
    int minCost = INT_MAX;  
    std::vector<int> bestAssignment;
```

```
// Generate all permutations of tasks
```

```
do {  
    int currentCost = calculateCost(costMatrix, assignment);  
    if (currentCost < minCost) {
```

```

        minCost = currentCost;
        bestAssignment = assignment;
    }
} while (std::next_permutation(assignment.begin(), assignment.end()));

// Output the best assignment
std::cout << "Best Assignment:\n";
for (int i = 0; i < bestAssignment.size(); ++i) {
    std::cout << "Agent " << i + 1 << " -> Task " << bestAssignment[i] + 1 <<
"\n";
}

return minCost;
}

int main() {
    int n;

    std::cout << "Enter the number of agents/tasks: ";
    std::cin >> n;

    std::vector<std::vector<int>> costMatrix(n, std::vector<int>(n));
    std::cout << "Enter the cost matrix (row-wise):\n";
    for (int i = 0; i < n; ++i) {
        for (int j = 0; j < n; ++j) {
            std::cin >> costMatrix[i][j];
        }
    }
}

```

```

int minCost = solveAssignmentProblem(costMatrix);

std::cout << "Minimum Cost: " << minCost << std::endl;

return 0;
}

```

Unit 1

1.Rabin Karp:

```

#include <iostream>

#include <string>

#include <cmath>

```

```

const int d = 256; // Number of characters in the input alphabet
const int q = 101; // A prime number for modulo

```

```

void rabinKarp(const std::string& text, const std::string& pattern) {
    int n = text.length();
    int m = pattern.length();
    int p = 0; // Hash value for the pattern
    int t = 0; // Hash value for the text
    int h = 1;

    // Calculate h = d^(m-1) % q
    for (int i = 0; i < m - 1; ++i) {
        h = (h * d) % q;
    }
}

```

```

// Calculate initial hash values for pattern and text
for (int i = 0; i < m; ++i) {
    p = (d * p + pattern[i]) % q;
    t = (d * t + text[i]) % q;
}

// Slide the pattern over the text
for (int i = 0; i <= n - m; ++i) {
    // Check hash values
    if (p == t) {
        // Verify characters
        bool match = true;
        for (int j = 0; j < m; ++j) {
            if (text[i + j] != pattern[j]) {
                match = false;
                break;
            }
        }
        if (match) {
            std::cout << "Pattern found at index " << i << std::endl;
        }
    }

    // Calculate hash for next window
    if (i < n - m) {

```

```

        t = (d * (t - text[i] * h) + text[i + m]) % q;
        if (t < 0) t += q; // Ensure positive hash value
    }
}
}

```

```

int main() {
    std::string text, pattern;
    std::cout << "Enter the text: ";
    std::cin >> text;
    std::cout << "Enter the pattern: ";
    std::cin >> pattern;

    rabinKarp(text, pattern);
    return 0;
}

```

2.Kmp:

```

#include <iostream>
#include <vector>
#include <string>

```

// Function to compute the LPS array

```

void computeLPS(const std::string& pattern, std::vector<int>& lps) {
    int m = pattern.length();
    int len = 0; // Length of the previous longest prefix suffix
    lps[0] = 0; // LPS[0] is always 0
}

```

```

int i = 1;

while (i < m) {
    if (pattern[i] == pattern[len]) {
        ++len;
        lps[i] = len;
        ++i;
    } else {
        if (len != 0) {
            len = lps[len - 1];
        } else {
            lps[i] = 0;
            ++i;
        }
    }
}

// Function to perform KMP pattern matching
void KMP(const std::string& text, const std::string& pattern) {
    int n = text.length();
    int m = pattern.length();
    std::vector<int> lps(m);

    // Precompute the LPS array
    computeLPS(pattern, lps);
}

```

```

int i = 0; // Index for text
int j = 0; // Index for pattern

while (i < n) {
    if (text[i] == pattern[j]) {
        ++i;
        ++j;
    }

    if (j == m) {
        std::cout << "Pattern found at index " << i - j << std::endl;
        j = lps[j - 1];
    } else if (i < n && text[i] != pattern[j]) {
        if (j != 0) {
            j = lps[j - 1];
        } else {
            ++i;
        }
    }
}

int main() {
    std::string text, pattern;
    std::cout << "Enter the text: ";

```



```

std::cin >> text;
std::cout << "Enter the pattern: ";
std::cin >> pattern;

KMP(text, pattern);
return 0;
}

3.manacher's:
#include <iostream>
#include <string>
#include <vector>

// Function to preprocess the string for handling even-length palindromes
std::string preprocess(const std::string& s) {
    std::string result = "@"; // Start sentinel
    for (char c : s) {
        result += "#" + std::string(1, c);
    }
    result += "#$"; // End sentinel
    return result;
}

// Manacher's Algorithm
std::string longestPalindromicSubstring(const std::string& s) {
    std::string t = preprocess(s);
    int n = t.length();

```

```

std::vector<int> p(n, 0);
int center = 0, right = 0;

for (int i = 1; i < n - 1; ++i) {
    int mirror = 2 * center - i; // Mirror index

    if (i < right) {
        p[i] = std::min(right - i, p[mirror]);
    }

    // Expand around the center
    while (t[i + p[i] + 1] == t[i - p[i] - 1]) {
        ++p[i];
    }

    // Update center and right boundary
    if (i + p[i] > right) {
        center = i;
        right = i + p[i];
    }
}

// Find the longest palindrome
int maxLength = 0, start = 0;
for (int i = 1; i < n - 1; ++i) {
    if (p[i] > maxLength) {

```

```

        maxLength = p[i];
        start = (i - maxLength) / 2;
    }
}

return s.substr(start, maxLength);
}

int main() {
    std::string str;
    std::cout << "Enter the string: ";
    std::cin >> str;

    std::string result = longestPalindromicSubstring(str);
    std::cout << "Longest palindromic substring: " << result << std::endl;

    return 0;
}

```

N queens problem:

```
#include <iostream>
```

```
#include <vector>
```

```
using namespace std;
```

```
// Function to check if the queen can be placed at (row, col)
```

```
bool isSafe(int row, int col, vector<vector<int>>& board, int N) {
```

```
    // Check column
```

```

for (int i = 0; i < row; i++) {
    if (board[i][col] == 1) {
        return false;
    }
}

// Check upper-left diagonal
for (int i = row, j = col; i >= 0 && j >= 0; i--, j--) {
    if (board[i][j] == 1) {
        return false;
    }
}

// Check upper-right diagonal
for (int i = row, j = col; i >= 0 && j < N; i--, j++) {
    if (board[i][j] == 1) {
        return false;
    }
}

return true;
}

// Backtracking function to solve N Queens problem
bool solveNQueens(vector<vector<int>>& board, int row, int N) {
    // If all queens are placed, return true

```

```

if (row == N) {
    return true;
}

// Consider this row and try all columns
for (int col = 0; col < N; col++) {
    // Check if it's safe to place the queen at (row, col)
    if (isSafe(row, col, board, N)) {
        // Place queen
        board[row][col] = 1;

        // Recur to place the rest of the queens
        if (solveNQueens(board, row + 1, N)) {
            return true;
        }

        // Backtrack: If placing queen in board[row][col] doesn't lead to a
        solution, remove queen
        board[row][col] = 0;
    }
}

return false; // No solution found
}

// Function to print the chessboard
void printBoard(const vector<vector<int>>& board, int N) {

```

```

for (int i = 0; i < N; i++) {
    for (int j = 0; j < N; j++) {
        if (board[i][j] == 1)
            cout << "Q ";
        else
            cout << ". ";
    }
    cout << endl;
}
}

```

```

int main() {
    int N;
    cout << "Enter the size of the board (N): ";
    cin >> N;

    // Initialize the chessboard with 0s
    vector<vector<int>> board(N, vector<int>(N, 0));

    // Try to solve the N Queens problem
    if (solveNQueens(board, 0, N)) {
        cout << "Solution to N Queens problem: \n";
        printBoard(board, N);
    } else {
        cout << "No solution exists." << endl;
    }
}

```

```
return 0;
```

```
}
```