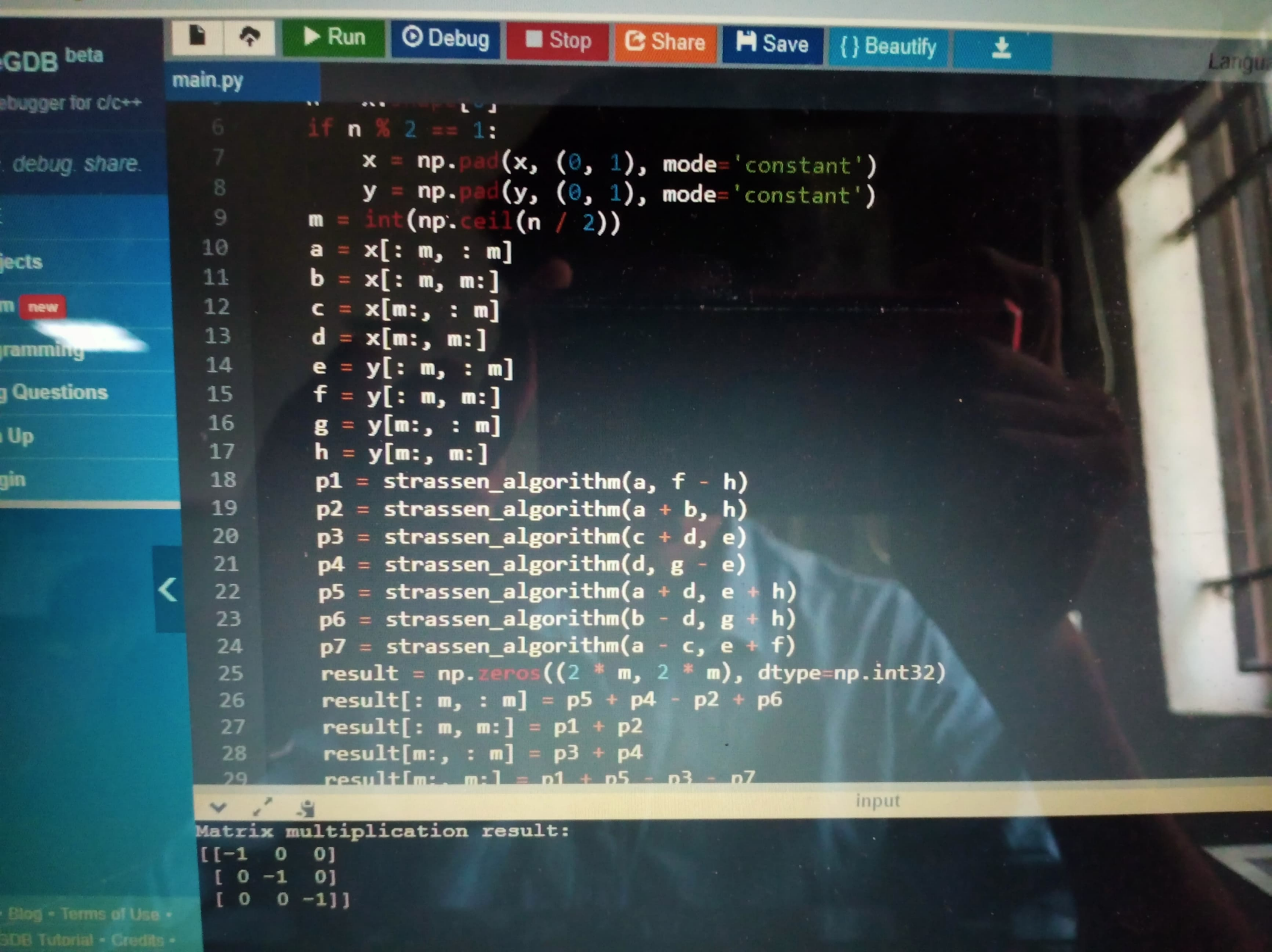
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main.py
if n % 2 == 1:
x = np.pad(x, (0, 1), mode='constant')
y = np.pad(y, (0, 1), mode='constant')
m = int(np.ceil(n / 2))
a = x[: m, : m]
b = x[: m, m:]
c = x[m:, : m]
d = x[m:, m:]
e = y[: m, : m]
f = y[: m, m:]
g = y[m:, : m]
h = y[m:, m:]
p1 = strassen_algorithm(a, f - h)
p2 = strassen_algorithm(a + b, h)
p3 = strassen_algorithm(c + d, e)
p4 = strassen_algorithm(d, g - e)
p5 = strassen_algorithm(a + d, e + h)
p6 = strassen_algorithm(b - d, g + h)
p7 = strassen_algorithm(a - c, e + f)
result = np.zeros((2 * m, 2 * m), dtype=np.int32)
result[: m, : m] = p5 + p4 - p2 + p6
result[: m, m:] = p1 + p2
result[m:, : m] = p3 + p4
input
Matrix multiplication result:
[[-1 0 0]
[0 -1 0]
[0 0 -1]]
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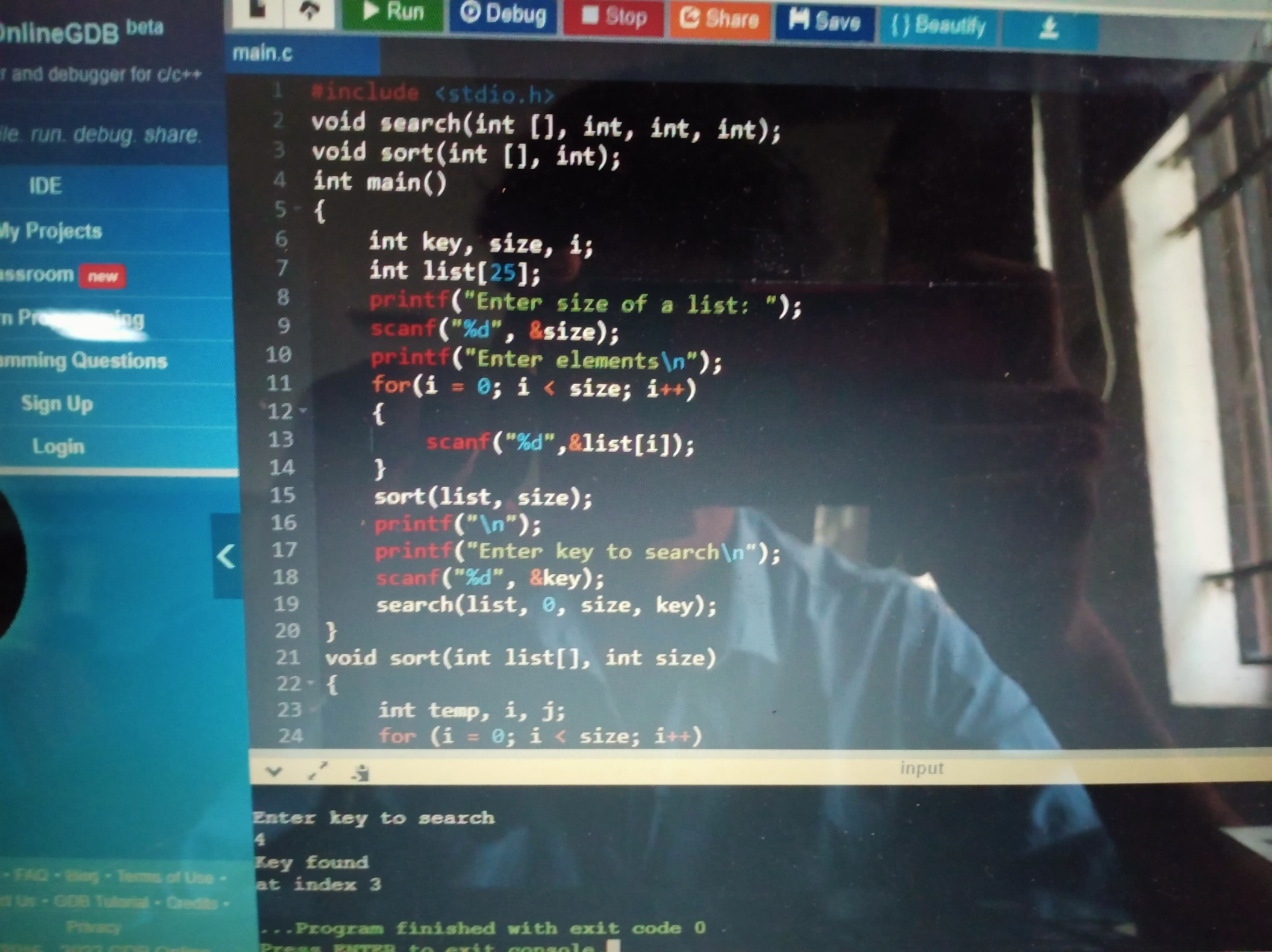
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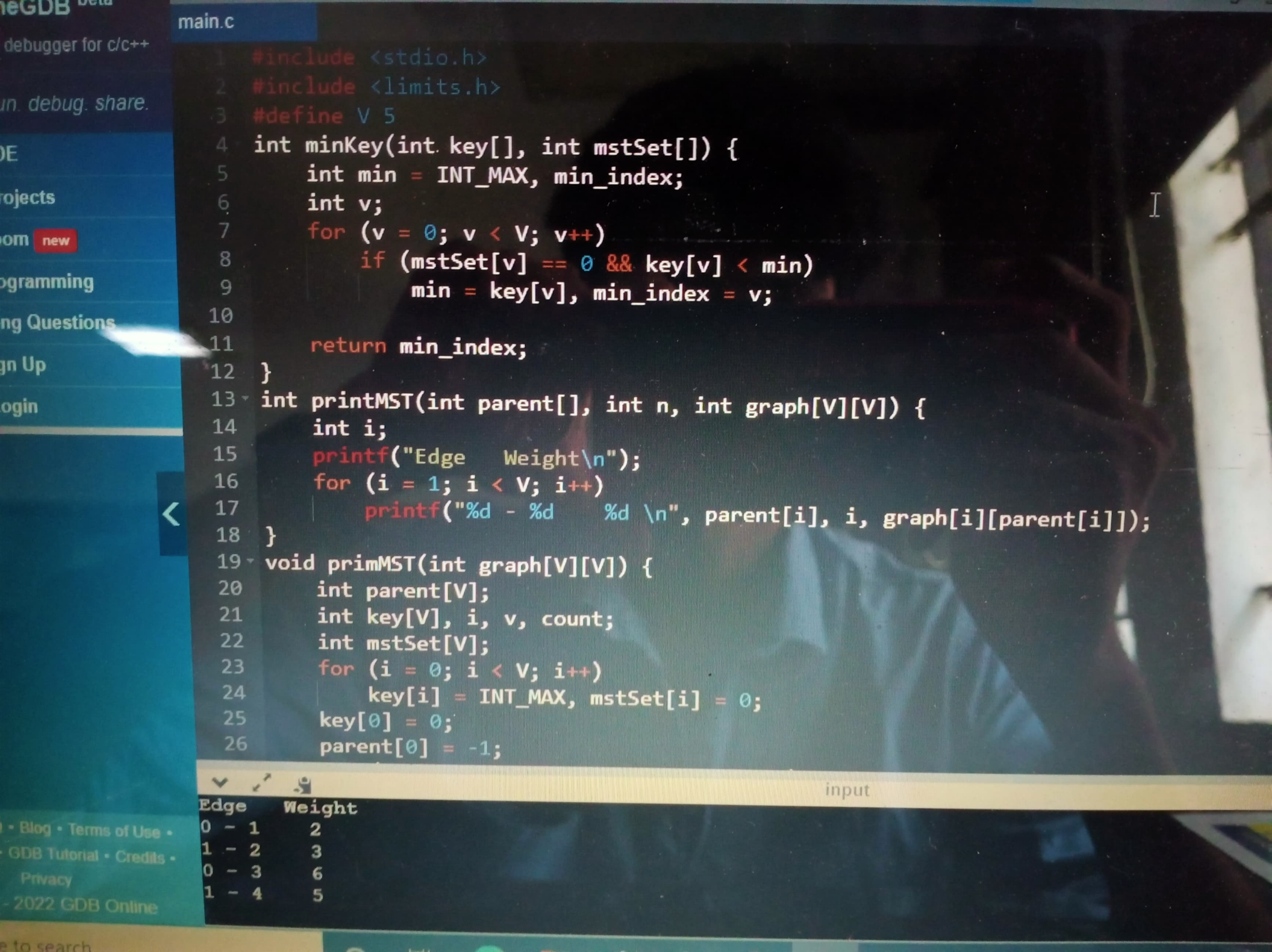
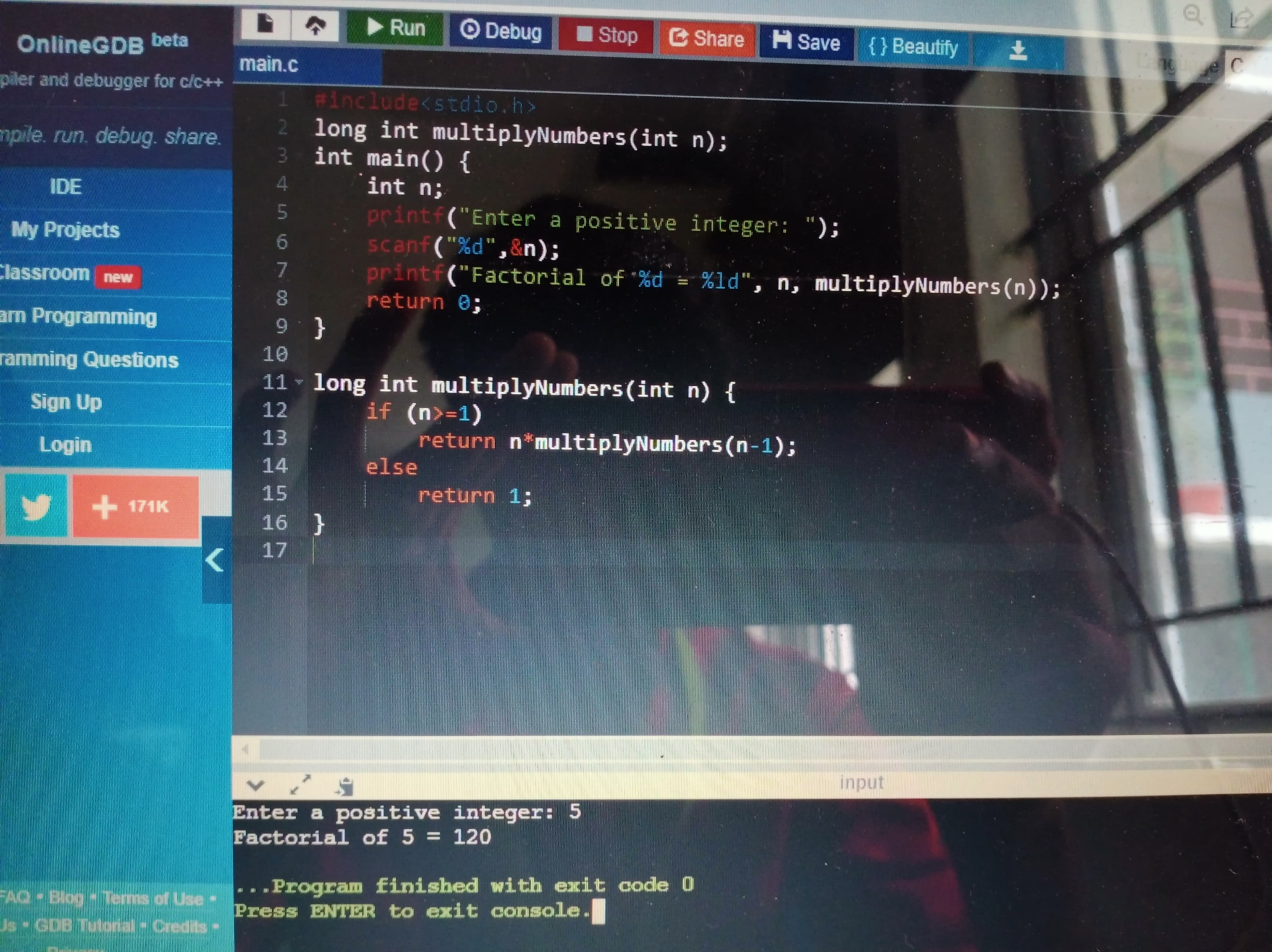
main.c
#include <stdio.h>
void search(int [], int, int, int);
void sort(int [], int);
int main()
{
int key, size, i;
int list[25];
printf("Enter size of a list: ");
scanf("%d", &size);
printf("Enter elements\n");
for(i = 0; i < size; i++)
{
scanf("%d",&list[i]);
}
sort(list, size);
printf("\n");
printf("Enter key to search\n");
scanf("%d", &key);
search(list, 0, size, key);
}
void sort(int list[], int size)
{
int temp, i, j;
for (i = 0; i < size; i++)
input
Enter key to search
4
Key found
at index 3
...Program finished with exit code 0


main.c
#include <stdio.h>
#include <limits.h>
#define V 5
int minKey(int key[], int mstSet[]) {
int min = INT_MAX, min_index;
int v;
for (v = 0; v < V; v++)
if (mstSet[v] == 0 && key[v] < min)
min = key[v], min_index = v;
return min_index;
}
int printMST(int parent[], int n, int graph[V][V]) {
int i;
printf("Edge Weight\n");
for (i = 1; i < V; i++)
printf("%d - %d %d \n", parent[i], i, graph[i][parent[i]]);
}
void primMST(int graph[V][V]) {
int parent[V];
int key[V], i, v, count;
int mstSet[V];
for (i = 0; i < V; i++)
key[i] = INT_MAX, mstSet[i] = 0;
key[0] = 0;
parent[0] = -1;
input
Edge Weight
0 - 1 2
1 - 2 3
0 - 3 6
1 - 4 5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{ } Beautify
main.c
#include<stdio.h>
long int multiplyNumbers(int n);
int main() {
int n;
printf("Enter a positive integer: ");
scanf("%d",&n);
printf("Factorial of %d = %ld", n, multiplyNumbers(n));
return 0;
}
long int multiplyNumbers(int n) {
if (n>=1)
return n*multiplyNumbers(n-1);
else
return 1;
}
input
Enter a positive integer: 5
Factorial of 5 = 120
...Program finished with exit code 0
Press ENTER to exit console.
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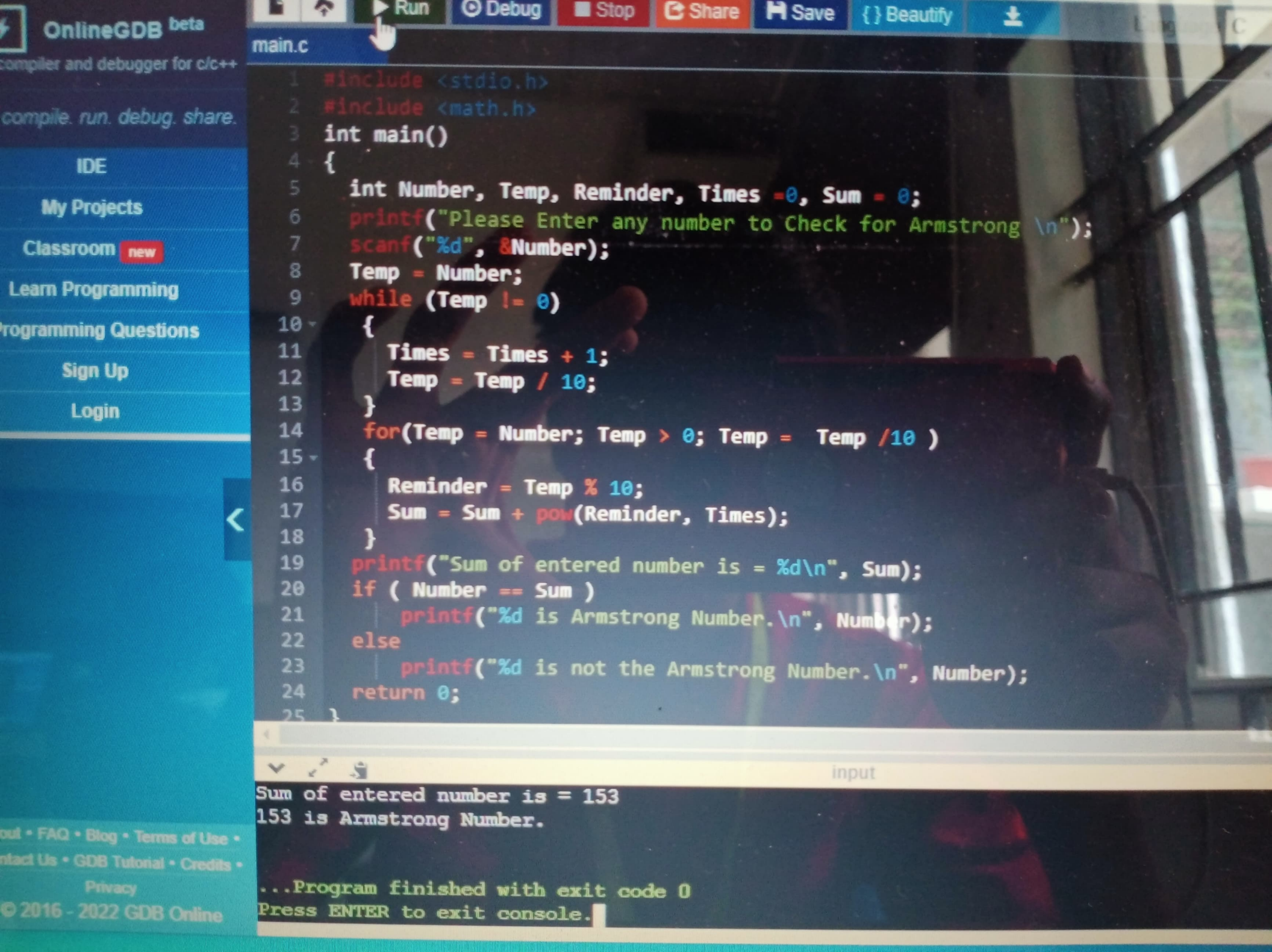
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main.c
#include <stdio.h>
#include <math.h>
int main()
{
int Number, Temp, Reminder, Times =0, Sum = 0;
printf("Please Enter any number to Check for Armstrong \n");
scanf("%d", &Number);
Temp = Number;
while (Temp != 0)
{
Times = Times + 1;
Temp = Temp / 10;
}
for(Temp = Number; Temp > 0; Temp = Temp /10)
{
Reminder = Temp % 10;
Sum = Sum + pow(Reminder, Times);
}
printf("Sum of entered number is = %d\n", Sum);
if (Number == Sum)
printf("%d is Armstrong Number.\n", Number);
else
printf("%d is not the Armstrong Number.\n", Number);
return 0;
}
input
Sum of entered number is = 153
153 is Armstrong Number.
...Program finished with exit code 0
Press ENTER to exit console.
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