```
1) Implement 0/1 Knapsack problem using dynamic programming.
#include<stdio.h>
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 i, n, val[20], wt[20], W;
  printf("Enter number of items:");
  scanf("%d", &n);
  printf("Enter value and weight of items:\n");
```

```
for(i = 0; i < n; ++i){
  scanf("%d%d", &val[i], &wt[i]);
  }
  printf("Enter size of knapsack:");
  scanf("%d", &W);
  printf("Profit is %d", knapSack(W, wt, val, n));
  return 0;
}
OUTPUT
Enter number of items:4
Enter value and weight of items:
10 1
20 3
Enter size of knapsack:5
2) Implement All Pair Shortest paths problem using Floyd's algorithm.
#include<stdio.h>
#include<conio.h>
int c[10][10],d[10][10],n;
void floyd()
{
  int i,j,k;
  for(i=1;i \le n;i++)
    for(j=1;j<=n;j++)
    {
       d[i][j]=c[i][j];
     }
  }
```

```
for(k=1;k<=n;k++)
  {
     for(i=1;i<=n;i++)
     {
        for(j=1;j<=n;j++)
           d[i][j] \!\! = \!\! (d[i][j] \!\! < \!\! d[i][k] \!\! + \!\! d[k][j])? d[i][j] \!\! : \!\! (d[i][k] \!\! + \!\! d[k][j]);
        }
      }
   }
}
void main()
{
  int i,j;
  printf("Enter the number of vertices:");
  scanf("%d",&n);
  printf("Enter the weight adjacency matrix(999 if infinity):\n");
  for(i=1;i<=n;i++)
   {
     for(j=1;j<=n;j++)
     {
        scanf("%d",&c[i][j]);
      }
   }
  floyd();
  printf("\nThe transitive closure is:\n");
  for(i=1;i<=n;i++)
   {
     for(j=1;j<=n;j++)
```

```
{
    printf("%d\t",d[i][j]);
}
printf("\n");
}
printf("\n The shortest paths are:\n");
for (i=1;i<=n;i++)
    for (j=1;j<=n;j++) {
        if(i!=j&&d[i][j]!=999)
            printf("\n <%d,%d>=%d",i,j,d[i][j]);
}
```

OUTPUT

```
Enter the number of vertices:4
Enter the weight adjacency matrix(999 if infinity):
0 999 3 999
2 0 999 999
999 7 0 1
6 999 999 0
The transitive closure is:
        10
                 3
                          4
        0
                 5
                          6
                 0
        16
                 9
                          0
 The shortest paths are:
 <1,2>=10
 <1,3>=3
 <1,4>=4
 <2,1>=2
 <2,3>=5
 <2,4>=6
 <3,1>=7
 <3,2>=7
 \langle 3, 4 \rangle = 1
 <4,1>=6
 <4,2>=16
 <4,3>=9
```