
Started on Thursday, 19 September 2024, 1:29 PM

State Finished

Completed on Thursday, 19 September 2024, 1:40 PM

Time taken 11 mins 39 secs

Grade **80.00** out of 100.00

Question 1

Correct

Mark 20.00 out of 20.00

Write a python program to implement Boyer Moore Algorithm with Good Suffix heuristic to find pattern in given text string.

For example:

Input	Result
ABAAABAACD	pattern occurs at shift = 0
ABA	pattern occurs at shift = 4

Answer: (penalty regime: 0 %)

Reset answer

```

1 def preprocess_strong_suffix(shift, bpos, pat, m):
2     ##### Add your Code here #####
3     #Start here
4     i = m
5     j = m + 1
6     bpos[i] = j
7     while i > 0:
8         while j <= m and pat[i - 1] != pat[j - 1]:
9             if shift[j] == 0:
10                shift[j] = j - i
11                j = bpos[j]
12            i -= 1
13            j -= 1
14        bpos[i] = j
15    #End here
16 def preprocess_case2(shift, bpos, pat, m):
17     j = bpos[0]
18     for i in range(m + 1):
19         if shift[i] == 0:
20             shift[i] = j
21         if i == j:
22             j = bpos[j]
```

	Input	Expected	Got	
✓	ABAAABAACD ABA	pattern occurs at shift = 0 pattern occurs at shift = 4	pattern occurs at shift = 0 pattern occurs at shift = 4	✓
✓	SaveethaEngineering veetha	pattern occurs at shift = 2 pattern occurs at shift = 22	pattern occurs at shift = 2 pattern occurs at shift = 22	✓

Passed all tests! ✓

Correct

Marks for this submission: 20.00/20.00.

Question 2

Correct

Mark 20.00 out of 20.00

Create a python program to implement Hamiltonian circuit problem using Backtracking.

For example:

Result

Solution Exists: Following is one Hamiltonian Cycle
0 1 2 4 3 0

Answer: (penalty regime: 0 %)

Reset answer

```

1 class Graph():
2     def __init__(self, vertices):
3         self.graph = [[0 for column in range(vertices)]
4                       for row in range(vertices)]
5         self.V = vertices
6     def isSafe(self, v, pos, path):
7         if self.graph[ path[pos-1] ][v] == 0:
8             return False
9         for vertex in path:
10            if vertex == v:
11                return False
12
13            return True
14     def hamCycleUtil(self, path, pos):
15         #####Add your code here#####
16         #Start here
17         if pos == self.V:
18             if self.graph[ path[pos-1] ][ path[0] ] == 1:
19                 return True
20             else:
21                 return False
22         for v in range(1,self.V):

```

	Expected	Got	
✓	Solution Exists: Following is one Hamiltonian Cycle 0 1 2 4 3 0	Solution Exists: Following is one Hamiltonian Cycle 0 1 2 4 3 0	✓

Passed all tests! ✓

Correct

Marks for this submission: 20.00/20.00.

Question 3

Not answered

Mark 0.00 out of 20.00

Write a short recursive Python function that finds the minimum and maximum values in a sequence without using any loops.

For example:

Input	Result
4 51 20 31 47	51
4 12 20 5 6	20

Answer: (penalty regime: 0 %)

1 ||

Question 4

Correct

Mark 20.00 out of 20.00

Write a python program to implement KMP (Knuth Morris Pratt).

For example:

Input	Result
ABABDABACDABABCABAB ABABCABAB	Found pattern at index 10

Answer: (penalty regime: 0 %)

Reset answer

```

1 def KMPSearch(pat, txt):
2     ##### Add your code here #####
3     #Start here
4     M = len(pat)
5     N = len(txt)
6     lps = [0]*M
7     j = 0
8     computeLPSArray(pat, M, lps)
9     i = 0
10    while (N - i) >= (M - j):
11        if pat[j] == txt[i]:
12            i += 1
13            j += 1
14        if j == M:
15            print ("Found pattern at index " + str(i-j))
16            j = lps[j-1]
17        elif i < N and pat[j] != txt[i]:
18            if j != 0:
19                j = lps[j-1]
20            else:
21                i += 1
22    #End here

```

	Input	Expected	Got	
✓	ABABDABACDABABCABAB ABABCABAB	Found pattern at index 10	Found pattern at index 10	✓
✓	SAVEETHAENGINEERING VEETHA	Found pattern at index 2	Found pattern at index 2	✓

Passed all tests! ✓

Correct

Marks for this submission: 20.00/20.00.

Question 5

Correct

Mark 20.00 out of 20.00

Write a python program to implement knight tour problem

For example:

Input	Result
5	[1, 12, 25, 18, 3]
5	[22, 17, 2, 13, 24]
	[11, 8, 23, 4, 19]
	[16, 21, 6, 9, 14]
	[7, 10, 15, 20, 5]
	[(0, 0), (1, 2), (0, 4), (2, 3), (4, 4), (3, 2), (4, 0), (2, 1), (3, 3), (4, 1), (2, 0), (0, 1), (1, 3), (3, 4), (4, 2), (3, 0), (1, 1), (0, 3), (2, 4), (4, 3), (3, 1), (1, 0), (2, 2), (1, 4), (0, 2)]
	Done!

Answer: (penalty regime: 0 %)

Reset answer

```

1 import sys
2 class KnightsTour:
3     def __init__(self, width, height):
4         self.w = width
5         self.h = height
6         self.board = []
7         self.generate_board()
8
9     def generate_board(self):
10        for i in range(self.h):
11            self.board.append([0]*self.w)
12
13    def print_board(self):
14
15        for elem in self.board:
16            print (elem)
17
18    def generate_legal_moves(self, cur_pos):
19        possible_pos = []
20        move_offsets = [(1, 2), (1, -2), (-1, 2), (-1, -2),
21                        (2, 1), (2, -1), (-2, 1), (-2, -1)]
22        ##### Add your code here #####

```

	Input	Expected	Got	
✓	5	[1, 12, 25, 18, 3]	[1, 12, 25, 18, 3]	✓
	5	[22, 17, 2, 13, 24]	[22, 17, 2, 13, 24]	
		[11, 8, 23, 4, 19]	[11, 8, 23, 4, 19]	
		[16, 21, 6, 9, 14]	[16, 21, 6, 9, 14]	
		[7, 10, 15, 20, 5]	[7, 10, 15, 20, 5]	
		[(0, 0), (1, 2), (0, 4), (2, 3), (4, 4), (3, 2), (4, 0), (2, 1), (3, 3), (4, 1), (2, 0), (0, 1), (1, 3), (3, 4), (4, 2), (3, 0), (1, 1), (0, 3), (2, 4), (4, 3), (3, 1), (1, 0), (2, 2), (1, 4), (0, 2)]	[(0, 0), (1, 2), (0, 4), (2, 3), (4, 4), (3, 2), (4, 0), (2, 1), (3, 3), (4, 1), (2, 0), (0, 1), (1, 3), (3, 4), (4, 2), (3, 0), (1, 1), (0, 3), (2, 4), (4, 3), (3, 1), (1, 0), (2, 2), (1, 4), (0, 2)]	
		Done!	Done!	

	Input	Expected	Got	
✓	6 6	[1, 32, 9, 18, 3, 34] [10, 19, 2, 33, 26, 17] [31, 8, 25, 16, 35, 4] [20, 11, 36, 27, 24, 15] [7, 30, 13, 22, 5, 28] [12, 21, 6, 29, 14, 23] [(0, 0), (1, 2), (0, 4), (2, 5), (4, 4), (5, 2), (4, 0), (2, 1), (0, 2), (1, 0), (3, 1), (5, 0), (4, 2), (5, 4), (3, 5), (2, 3), (1, 5), (0, 3), (1, 1), (3, 0), (5, 1), (4, 3), (5, 5), (3, 4), (2, 2), (1, 4), (3, 3), (4, 5), (5, 3), (4, 1), (2, 0), (0, 1), (1, 3), (0, 5), (2, 4), (3, 2)] Done!	[1, 32, 9, 18, 3, 34] [10, 19, 2, 33, 26, 17] [31, 8, 25, 16, 35, 4] [20, 11, 36, 27, 24, 15] [7, 30, 13, 22, 5, 28] [12, 21, 6, 29, 14, 23] [(0, 0), (1, 2), (0, 4), (2, 5), (4, 4), (5, 2), (4, 0), (2, 1), (0, 2), (1, 0), (3, 1), (5, 0), (4, 2), (5, 4), (3, 5), (2, 3), (1, 5), (0, 3), (1, 1), (3, 0), (5, 1), (4, 3), (5, 5), (3, 4), (2, 2), (1, 4), (3, 3), (4, 5), (5, 3), (4, 1), (2, 0), (0, 1), (1, 3), (0, 5), (2, 4), (3, 2)] Done!	✓

Passed all tests! ✓

Correct

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