```
1. def recur fibo(n):
  if n <= 1:
    return n
  else:
    return(recur_fibo(n-1) + recur_fibo(n-2))
nterms = (int(input("eNTER your terms")))
# check if the number of terms is valid
if nterms <= 0:
  print("Plese enter a positive integer")
else:
  print("Fibonacci sequence:")
  for i in range(nterms):
    print(recur fibo(i))
a=int(input("Enter the first number of the series "))
b=int(input("Enter the second number of the series "))
n=int(input("Enter the number of terms needed "))
print(a,b,end=" ")
while(n-2):
  c=a+b
  a=b
  b=c
  print(c,end="")
  n=n-1
2.import heapq
class node:
   def __init__(self, freq, symbol, left=None, right=None):
      self.freq = freq
      self.symbol = symbol
      self.left = left
      self.right = right
      self.huff = "
```

```
def It (self, nxt):
      return self.freq < nxt.freq
def printNodes(node, val="):
   newVal = val + str(node.huff)
   if(node.left):
      printNodes(node.left, newVal)
   if(node.right):
      printNodes(node.right, newVal)
   if(not node.left and not node.right):
      print(f"{node.symbol} -> {newVal}")
chars = ['a', 'b', 'c', 'd', 'e', 'f]
freq = [5, 9, 12, 13, 16, 45]
nodes = []
for x in range(len(chars)):
   heapq.heappush(nodes, node(freq[x], chars[x]))
while len(nodes) > 1:
   left = heapq.heappop(nodes)
   right = heapq.heappop(nodes)
   left.huff = 0
   right.huff = 1
   newNode = node(left.freq+right.freq, left.symbol+right.symbol, left, right)
   heapq.heappush(nodes, newNode)
printNodes(nodes[0])
3/4.# Online Python compiler (interpreter) to run Python online.
# Write Python 3 code in this online editor and run it.
class Item:
  def __init__(self, value, weight):
     self.value = value
```

```
self.weight = weight
def fractionalKnapsack(W, arr):
  arr.sort(key=lambda x: (x.value/x.weight), reverse=True)
  finalvalue = 0.0
  for item in arr:
     if item.weight <= W:
       W -= item.weight
       finalvalue += item.value
     else:
       finalvalue += item.value * W / item.weight
       break
  return finalvalue
if __name__ == "__main__":
  W = 50
  arr = [Item(60, 10), Item(100, 20), Item(120, 30)]
  max val = fractionalKnapsack(W, arr)
  print(max val)
5.
global N
N = 4
def printSolution(board):
  for i in range(N):
     for j in range(N):
       print(board[i][j], end = " ")
     print()
def isSafe(board, row, col):
  for i in range(col):
     if board[row][i] == 1:
       return False
  for i, j in zip(range(row, -1, -1),
            range(col, -1, -1)):
     if board[i][j] == 1:
```

```
return False
```

```
for i, j in zip(range(row, N, 1),
             range(col, -1, -1)):
     if board[i][j] == 1:
        return False
  return True
def solveNQUtil(board, col):
  if col >= N:
     return True
  for i in range(N):
     if isSafe(board, i, col):
       board[i][col] = 1
       if solveNQUtil(board, col + 1) == True:
          return True
       board[i][col] = 0
  return False
def solveNQ():
  board = [[0, 0, 0, 0],
         [0, 0, 0, 0],
         [0, 0, 0, 0],
         [0, 0, 0, 0]]
  if solveNQUtil(board, 0) == False:
     print ("Solution does not exist")
     return False
```

```
printSolution(board)
  return True
solveNQ()
6. def mulMat(mat1, mat2, R1, R2, C1, C2):
  # List to store matrix multiplication result
  rslt = [[0, 0, 0, 0],
       [0, 0, 0, 0],
       [0, 0, 0, 0],
       [0, 0, 0, 0]
  for i in range(0, R1):
     for j in range(0, C2):
       for k in range(0, R2):
          rslt[i][j] += mat1[i][k] * mat2[k][j]
  print("Multiplication of given two matrices is:")
  for i in range(0, R1):
     for j in range(0, C2):
       print(rslt[i][j], end=" ")
     print("\n", end="")
if name == ' main ':
  R1 = 2
  R2 = 2
  C1 = 2
  C2 = 2
  mat1 = [[1, 1],
      [2, 2]]
  mat2 = [[1, 1],
      [2, 2]]
  if C1 != R2:
     print("The number of columns in Matrix-1" must be equal to the number of rows in " + "Matrix-2", end=")
     print("\n", end=")
     print("Please update MACROs according to your array dimension in #define section", end=")
     print("\n", end=")
  else:
     mulMat(mat1, mat2, R1, R2, C1, C2)
```