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LAB REPORT on

Analysis and Design of Algorithms

Submitted by

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in partial fulfillment for the award of the degree of

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CERTIFICATE

This is to certify that the Lab work entitled “**Analysis and Design of Algorithms**” carried out by **K ADITYA ARVIND (1BM20CS065)**, who is bonafide student of **B. M. S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the year 2022. The Lab report has been approved as it satisfies the academic requirements in respect of a **Analysis and Design of Algorithms - (19CS4PCADA)** work prescribed for the said degree.

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Course Outcome

CO1	Ability to analyze time complexity of Recursive and Non-Recursive algorithms using asymptotic notations.
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CO2	Ability to design efficient algorithms using various design techniques.
CO3	Ability to apply the knowledge of complexity classes P, NP, and NP-Complete and prove certain problems are NP-Complete
CO4	Ability to conduct practical experiments to solve problems using an appropriate designing method and find time efficiency.

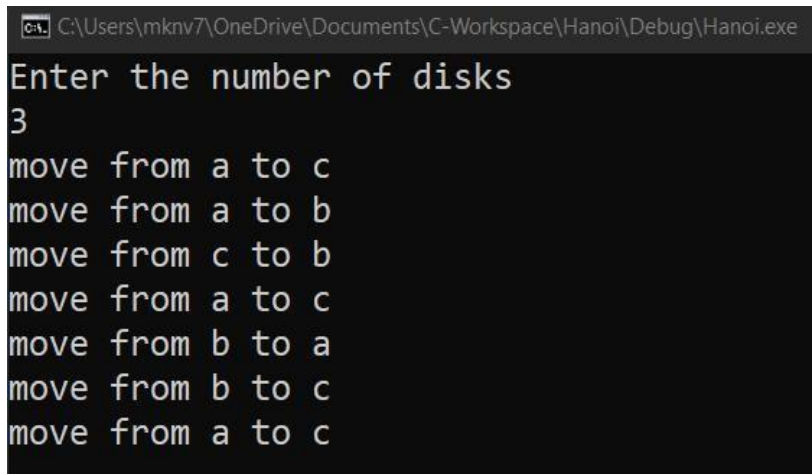
1. Write a recursive program to Solve
a) Towers-of-Hanoi problem b) To find GCD

CODE:

a) TOWER OF HANOI

```
#include <stdio.h> void hanoi(int n, char  
a,char b,char c) { if(n==1) printf("move  
from %c to %c\n",a,c);  
    else {  
        hanoi(n-1,a,c,b); printf("move from  
        %c to %c\n",a,c); hanoi(n-1,b,a,c); }  
}  
void main() { int n; int moves;  
    printf("Enter the number of disks\n");  
    scanf("%d",&n);  
    hanoi(n,'a','b','c'); }
```

OUTPUT:



```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\Hanoi\Debug\Hanoi.exe  
Enter the number of disks  
3  
move from a to c  
move from a to b  
move from c to b  
move from a to c  
move from b to a  
move from b to c  
move from a to c
```

b) GREATEST COMMON DIVISOR

CODE:

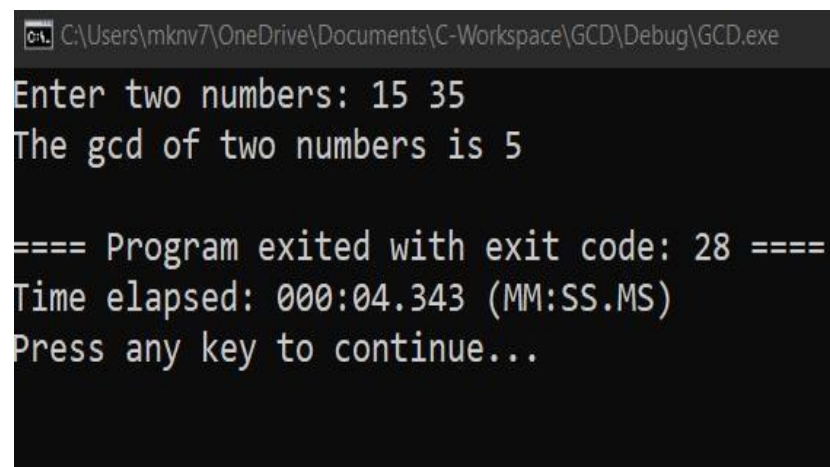
```
#include <stdio.h>
```

```

int gcd(int a,int b) {
    if(b!=0) return
    gcd(b,a%b);
    else
        return a;
}
void main()
{ int a,b,c; printf("Enter two
  numbers: ");
  scanf("%d%d",&a,&b);
  c=gcd(a,b); printf("The gcd of two numbers
  is %d\n",c);
}

```

OUTPUT:



```

C:\Users\mkny7\OneDrive\Documents\C-Workspace\GCD\Debug\GCD.exe
Enter two numbers: 15 35
The gcd of two numbers is 5

==== Program exited with exit code: 28 ====
Time elapsed: 000:04.343 (MM:SS.MS)
Press any key to continue...

```

2. Implement Recursive Binary search and Linear search and determine the time required to search an element. Repeat the experiment for different values of N and plot a graph of the time taken versus N.

CODE:

```

#include<stdio.h>
#include<time.h>
#include<stdlib.h> int
bin_srch(int [],int,int,int);
int lin_srch(int [],int,int,int);
int n,a[1000000];

int main() {
int ch,key,search_status,temp; clock_t
end,start;
unsigned long int i, j;
while(1) {
    printf("\n1: Binary search\t 2: Linear search\t 3: Exit\n");
    printf("\nEnter your choice:\t"); scanf("%d",&ch);
    switch(ch) {
case 1:
    n=1000;
    while(n<=7000)
for(i=0;i<n;i++) a[i]=i;
key=a[n-1];
start=clock();
search_status=bin_srch(a,0,n-1,key); if(search_status==
1)
    printf("\nKey Not Found");
    else
    printf("\n Key found at position %d",search_status);
end=clock();
printf("\nTime for n=%d is %f Secs",n,(double)(end-
start)/CLOCKS_PER_SEC);
n=n+1000;

```

```

}
break; case
    2:
        n=1000;
while(n<=7000) {
    for(i=0;i<n;i++)
        a[i]=i;
    key=a[n-1];
    start=clock();
    search_status=lin_srch(a,0,n-
1,key); if(search_status==-1)
    printf("\nKey Not Found");
    else
        printf("\n Key found at position %d",search_status);
    end=clock();
    printf("\nTime for n=%d is %f Secs",n,(double)(end-
start)/CLOCKS_PER_SEC);
    n=n+1000;
}
break;
default:
    exit(0);
}
getchar();
}
}
int bin_srch(int a[],int low,int high,int key) {
    for(int j=0;j<1000000;j++){ int temp=38/600;}
    int mid; if(low>high)

```



```

    return -1;
mid=(low+high)/2;
if(key==a[mid]) return
mid;
if(key<a[mid])
    return bin_srch(a,low,mid-1,key);
else
    return bin_srch(a,mid+1,high,key);
}
int lin_srch(int a[],int i,int high,int key) {
    for(int j=0;j<10000;j++){ int temp=38/600;}
if(i>high) return
-1;
if(key==a[i])
    return i;
else
    return lin_srch(a,i+1,high,key);
}

```

OUTPUT:

```

C:\Users\mknv7\OneDrive\Documents\C-Workspace\binary_linear\Debug\binary_linear.exe

1: Binary search          2: Linear search          3: Exit
Enter your choice:      1

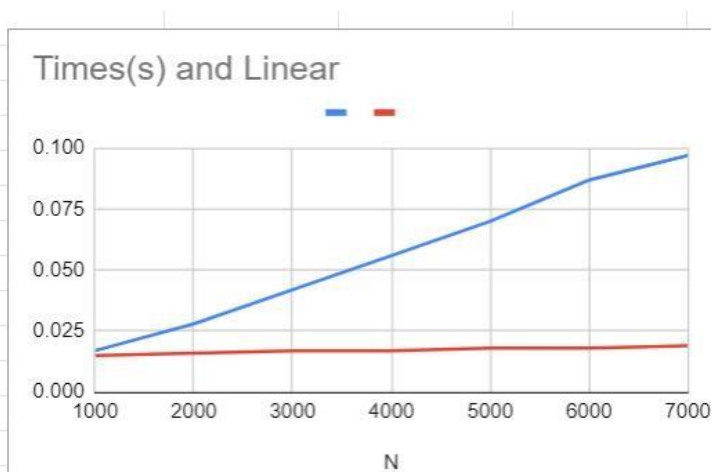
Key found at position 999
Time for n=1000 is 0.015000 Secs
Key found at position 1999
Time for n=2000 is 0.016000 Secs
Key found at position 2999
Time for n=3000 is 0.017000 Secs
Key found at position 3999
Time for n=4000 is 0.017000 Secs
Key found at position 4999
Time for n=5000 is 0.018000 Secs
Key found at position 5999
Time for n=6000 is 0.018000 Secs
Key found at position 6999
Time for n=7000 is 0.019000 Secs
1: Binary search          2: Linear search          3: Exit
Enter your choice:      2

Key found at position 999
Time for n=1000 is 0.017000 Secs
Key found at position 1999
Time for n=2000 is 0.028000 Secs
Key found at position 2999
Time for n=3000 is 0.042000 Secs
Key found at position 3999
Time for n=4000 is 0.056000 Secs
Key found at position 4999
Time for n=5000 is 0.070000 Secs
Key found at position 5999
Time for n=6000 is 0.087000 Secs
Key found at position 6999
Time for n=7000 is 0.097000 Secs

```

GRAPH:

	Linear	Binary
N	Times(s)	Time(s)
1000	0.017	0.015
2000	0.028	0.016
3000	0.042	0.017
4000	0.056	0.017
5000	0.07	0.018
6000	0.087	0.018
7000	0.097	0.019



3.Sort a given set of N integer elements using Selection Sort technique and compute its time taken. Run the program for different values of N and record the time taken to sort.

CODE:

```
#include<stdio.h>
#include<time.h>
#include<stdlib.h>

void selsort(int n,int a[])
{ int i,j,t,small,pos;
  for(i=0;i<n-1;i++)
  { pos=i;
    small=a[i];
    for(j=i+1;j<n;j++)
    )
    { if(a[j]<small)
      {
        small=a[j]
        ;
        pos=j;
      }
    } t=a[i];
    a[i]=a[pos]
    ;
    a[pos]=t;
  }
}

void main()
{ int a[15000],n,i,j,ch,temp;
  clock_t start,end;
```

```

while(1) {
    printf("\n1:To display time taken for sorting number of elements N
in the range 500 to 14500");
    printf("\n2:To exit");
    printf("\nEnter your choice:");
    scanf("%d", &ch);
    switch(ch)
    {
        case 1:
            n=500;
            while(n<=14500) {
                for(i=0;i<n;i++) a[i]=n-
                i;
                start=clock();
                selsort(n,a);
                for(j=0;j<500000;j++){ temp=38/600;}
                end=clock();
                printf("\n Time taken to sort %d numbers is %f Secs",n,
                (((double)(end-start))/CLOCKS_PER_SEC));
                n=n+1000;
            }
            break;
        case 2: exit(0);
    }
    getchar();
}

```

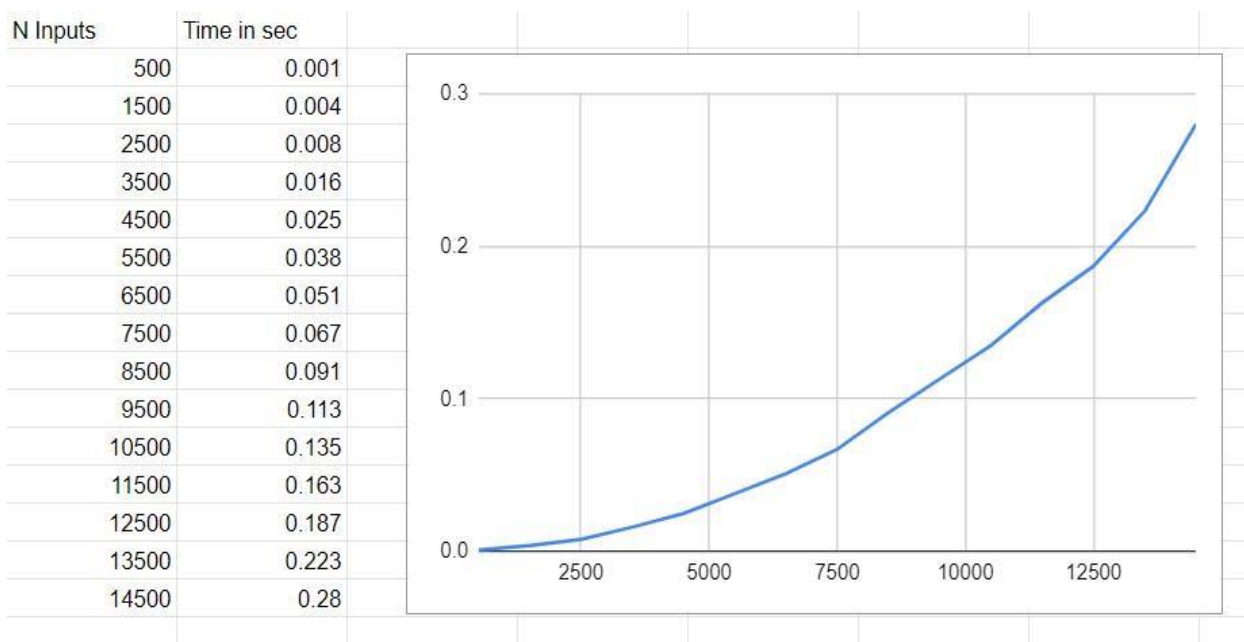
OUTPUT:

```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\select_sort\Debug\select_sort.exe

1:To display time taken for sorting number of elements N in the range 500 to 14500
2:To exit
Enter your choice:1

Time taken to sort 500 numbers is 0.001000 Secs
Time taken to sort 1500 numbers is 0.004000 Secs
Time taken to sort 2500 numbers is 0.008000 Secs
Time taken to sort 3500 numbers is 0.016000 Secs
Time taken to sort 4500 numbers is 0.025000 Secs
Time taken to sort 5500 numbers is 0.038000 Secs
Time taken to sort 6500 numbers is 0.051000 Secs
Time taken to sort 7500 numbers is 0.067000 Secs
Time taken to sort 8500 numbers is 0.091000 Secs
Time taken to sort 9500 numbers is 0.113000 Secs
Time taken to sort 10500 numbers is 0.135000 Secs
Time taken to sort 11500 numbers is 0.163000 Secs
Time taken to sort 12500 numbers is 0.187000 Secs
Time taken to sort 13500 numbers is 0.223000 Secs
Time taken to sort 14500 numbers is 0.280000 Secs
```

GRAPH:



4. Write program to do the following:

- Print all the nodes reachable from a given starting node in a digraph using BFS method.**
- Check whether a given graph is connected or not using DFS method.**

a) BREADTH FIRST SEARCH

CODE:

```
#include<stdio.h>
#include<conio.h>
int a[10][10],n;
void bfs(int);

void main() { int
    i,j,src;
    printf("\nEnter the no of nodes:\t");
    scanf("%d",&n);
    printf("\nEnter the adjacency matrix:\n");
    for(i=1;i<=n;i++)
        for(j=1;j<=n;j++)
            scanf("%d",&a[i][j]);
    printf("\nEnter the source node:\t");
    scanf("%d",&src);
    bfs(src);
}

void bfs(int src) { int
    q[10],f=0,r=-1,vis[10],i,j;
    for(j=1;j<=n;j++)
        vis[j]=0;
    vis[src]=1;
    r=r+1; q[r]=src;
    while(f<=r) {
        i=q[f]; f=f+1;
        for(j=1;j<=n;j+
        +)
            { if(a[i][j]==1&&vis[j]!=1)
                {
```

```

    vis[j]=1;
    r=r+1;
    q[r]=j;
}
}
} for(j=1;j<=n;j++)
{
    if(vis[j]!=1)
        printf("\nNode %d is not reachable",j);
    else printf("\nNode %d is
    reachable",j);
}
}

```

OUTPUT:

```

C:\Users\mknv7\OneDrive\Documents\C-Workspace\BFS\Debug\BFS.exe
Enter the no of nodes: 5
Enter the adjacency matrix:
0 1 1 1 0
0 0 0 0 0
0 0 0 0 1
0 0 0 0 0
0 0 0 0 0
Enter the source node: 3
Node 1 is not reachable
Node 2 is not reachable
Node 3 is reachable
Node 4 is not reachable
Node 5 is reachable

```

b)DEPTH FIRST SEARCH

CODE:

```

#include<stdio.h>
#include<conio.h>

```

```

int a[10][10],n,vis[10];
int dfs(int);
void main()
{ int i,j,src,ans;
  for(j=1;j<=n;j++)
    vis[j]=0;
  printf("\nEnter the no of nodes:\t");
  scanf("%d",&n);
  printf("\nEnter the adjacency matrix:\n");
  for(i=1;i<=n;i++)
    for(j=1;j<=n;j++)
      scanf("%d",&a[i][j]);
  printf("\nEnter the source node:\t");
  scanf("%d",&src); ans=dfs(src);
  if(ans==1)
    printf("\nGraph is connected\n");
  else printf("\nGraph is not
  connected\n");
  getch(); } int
dfs(int src)
{ int j; vis[src]=1;
  for(j=1;j<=n;j++)
    if(a[src][j]==1&
      &vis[j]!=1)
      dfs(j);
  for(j=1;j<=n;j++) {
    if(vis[j]!=1)
      return 0;
  }
  return 1;
}

```


OUTPUT:

```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\DFS\Debug\DFS.exe

Enter the no of nodes: 4

Enter the adjacency matrix:
0 1 1 0
0 0 0 0
0 0 0 1
0 1 0 0

Enter the source node: 1

Graph is connected
```

```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\DFS\Debug\DFS.exe

Enter the no of nodes: 4

Enter the adjacency matrix:
0 1 1 0
0 0 0 0
0 1 0 0
0 0 0 0

Enter the source node: 1

Graph is not connected
```

5.Sort a given set of N integer elements using Insertion Sort technique and compute its time taken.

CODE:

```
#include <math.h>
#include <stdio.h>
#include<stdlib.h>
#include<time.h>
```

```
void insertionSort(int arr[], int n)
```

```

{ int i, key, j;
  for (i = 1; i < n; i++)
  {
    key = arr[i];
    j = i - 1;
    while (j >= 0 && arr[j] > key)
    {
      for(int k=0;k<100000;k++);
      arr[j + 1] = arr[j];
      j = j - 1;
    }
    arr[j + 1] = key;
  }
}

int main()
{ int i, n;
  clock_t start, end;
  printf("ENTER ARRAY SIZE =");
  scanf("%d", &n);
  int arr[150000];
  printf("ENTER ARRAY ELEMENTS = ");
  for (int j = 0; j < n; j++)
  {
    arr[j] = rand()%10000;
  }
  for (i = 0; i < n; i++)
  { printf(" %d", arr[i]);
    } printf("\n"); start
    = clock();
  insertionSort(arr,
  n); end = clock();
}

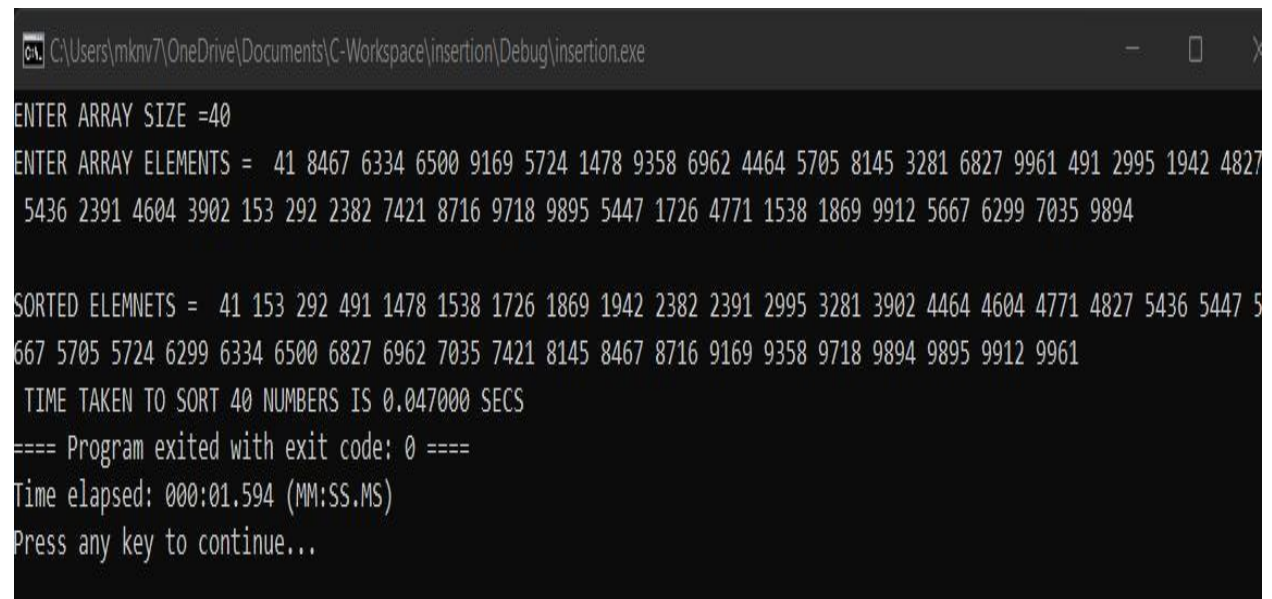
```

```

printf("\nSORTED ELEMNETS = ");
for (i = 0; i < n; i++) {
    printf(" %d", arr[i]);
}
printf("\n TIME TAKEN TO SORT %d NUMBERS IS %f SECS", n,
(((double)(end - start)) / CLOCKS_PER_SEC));
return 0;
}

```

OUTPUT:



```

C:\Users\mkny7\OneDrive\Documents\C-Workspace\insertion\Debug\insertion.exe
ENTER ARRAY SIZE =40
ENTER ARRAY ELEMENTS = 41 8467 6334 6500 9169 5724 1478 9358 6962 4464 5705 8145 3281 6827 9961 491 2995 1942 4827
5436 2391 4604 3902 153 292 2382 7421 8716 9718 9895 5447 1726 4771 1538 1869 9912 5667 6299 7035 9894

SORTED ELEMNETS = 41 153 292 491 1478 1538 1726 1869 1942 2382 2391 2995 3281 3902 4464 4604 4771 4827 5436 5447 5
667 5705 5724 6299 6334 6500 6827 6962 7035 7421 8145 8467 8716 9169 9358 9718 9894 9895 9912 9961

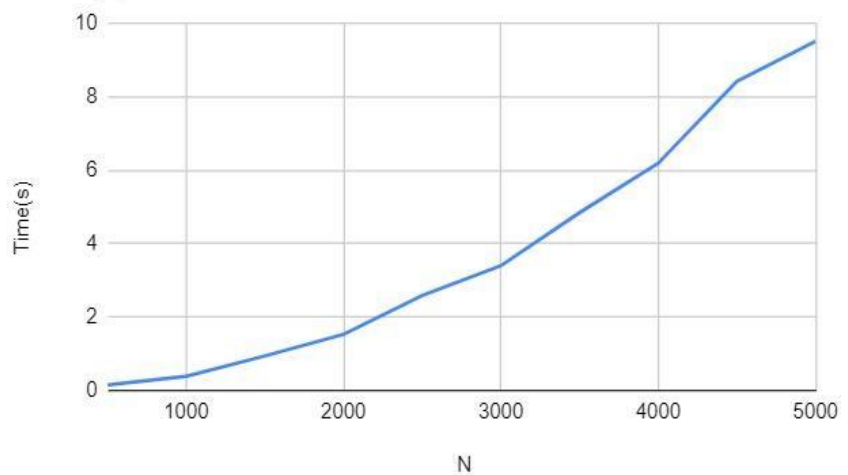
TIME TAKEN TO SORT 40 NUMBERS IS 0.047000 SECS
==== Program exited with exit code: 0 ====
Time elapsed: 000:01.594 (MM:SS.MS)
Press any key to continue...

```

GRAPH:

N	Time(s)
500	0.125
1000	0.361
1500	0.92
2000	1.511
2500	2.573
3000	3.386
3500	4.832
4000	6.184
4500	8.422
5000	9.515

Time(s) vs. N



6. Write program to obtain the Topological ordering of vertices in a given digraph.

CODE:

```
#include<stdio.h>
#include<conio.h>

void source_removal(int n, int a[10][10]) {
    int i,j,k,u,v,top,s[10],t[10],indeg[10],sum;
    for(i=0;i<n;i++) { sum=0;
        for(j=0;j<n;j++)
            sum+=a[j][i];
        indeg[i]=sum;
    } top=-1;
    for(i=0;i<n;i++) {
        if(indeg[i]==0)
            s[++top]=i;
    }
    k=0; while(top!=-1) {
```

```

    u=s[top--];
    t[k++]=u;
    for(v=0;v<n;v++) {
        if(a[u][v]==1) { indeg[v]=indeg[v]-
            1; if(indeg[v]==0)
                s[++top]=v;
        }
    }
}
printf("Topological order :");
for(i=0;i<n;i++)
    printf(" %d", t[i]);
}

```

```

void main() {
int i,j,a[10][10],n; printf("Enter
number of nodes\n"); scanf("%d",
&n); printf("Enter the adjacency
matrix\n");
for(i=0;i<n;i++)
    for(j=0;j<n;j++)
        scanf("%d", &a[i][j]);
source_removal(n,a);
getch(); }

```

OUTPUT:

```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\topo_sort\Debug\topo_sort.exe
Enter number of nodes
6
Enter the adjacency matrix
0 1 1 1 0 0
0 0 0 0 1 0
0 0 0 0 1 1
0 0 0 0 0 1
0 0 0 0 0 0
0 0 0 0 1 0
Topological order : 0 3 2 5 1 4
```

7. Implement Johnson Trotter algorithm to generate permutations.

CODE:

```
#include <stdio.h>
#include <stdlib.h>
int flag = 0;

int swap(int *a,int *b) {
int t = *a; *a
= *b;
*b = t;
}
int search(int arr[],int num,int mobile) {
int g; for(g=0;g<num;g++)
{ if(arr[g] == mobile)
return g+1;
else
flag++;
}
return -1;
}
```

```

int find_Moblie(int arr[],int d[],int num) {
int mobile = 0;
int mobile_p = 0;
int i;
for(i=0;i<num;i++)
{
if((d[arr[i]-1] == 0) && i != 0)
{
if(arr[i]>arr[i-1] && arr[i]>mobile_p) {
mobile = arr[i];
mobile_p = mobile;
} else
flag++;
}
else if((d[arr[i]-1] == 1) & i != num-1)
{ if(arr[i]>arr[i+1] &&
arr[i]>mobile_p)
{
mobile = arr[i];
mobile_p = mobile;
} else
flag++; }
else
flag++;
}
if((mobile_p == 0) && (mobile == 0))
return 0; else
return mobile;
}
void permutations(int arr[],int d[],int num)

```

```

{ int
  i;
  int mobile = find_Moblie(arr,d,num);
  int pos = search(arr,num,mobile);
  if(d[arr[pos]-1]==0)
    swap(&arr[pos-1],&arr[pos-2]); else
    swap(&arr[pos-1],&arr[pos]);
  for(int i=0;i<num;i++)
  {
    if(arr[i] > mobile)
    { if(d[arr[i]-
      1]==0) d[arr[i]-1]
      = 1; else d[arr[i]-
      1] = 0;
    }
  }
  for(i=0;i<num;i++)
  {
    printf(" %d ",arr[i]); }
  }

  int factorial(int k)
  {
    int f = 1;
    int i = 0; for(i=1;i<k+1;i++)
      f = f*i;
    return f;
  }
  int main()
  {

```



```

int num = 0;
int i; int j;
int z = 0; printf("Johnson trotter algorithm to find all permutations
of given
numbers \n");
printf("Enter the number\n");
scanf("%d",&num);
int arr[num],d[num]; z = factorial(num);
printf("total permutations = %d",z);
printf("\nAll possible permutations are: \n");
for(i=0;i<num;i++)
{
d[i] = 0; arr[i] = i+1;
printf(" %d ",arr[i]);
} printf("\n");
for(j=1;j<z;j++) {
permutations(arr,d,num);
printf("\n");
}
return 0;
}

```

OUTPUT:

```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\Jhonson-Trotter\Debug\Jhonson-Trotter.exe
Johnson trotter algorithm to find all permutations of given numbers
Enter the number
3
total permutations = 6
All possible permutations are:
1 2 3
1 3 2
3 1 2
3 2 1
2 3 1
2 1 3

==== Program exited with exit code: 0 ====
Time elapsed: 000:00.719 (MM:SS.MS)
Press any key to continue...
```

8. Sort a given set of N integer elements using Merge Sort technique and compute its time taken. Run the program for different values of N and record the time taken to sort.

CODE:

```
#include<stdio.h>
#include<stdlib.h> #include<time.h> void
mergesort(int a[],int i,int j); void
merge(int a[],int i1,int j1,int i2,int j2);

int main()
{
clock_t start,end; int
a[30000],n=500,i;
while(n<=5000){
for(i=0;i<n;i++)
{
```

```

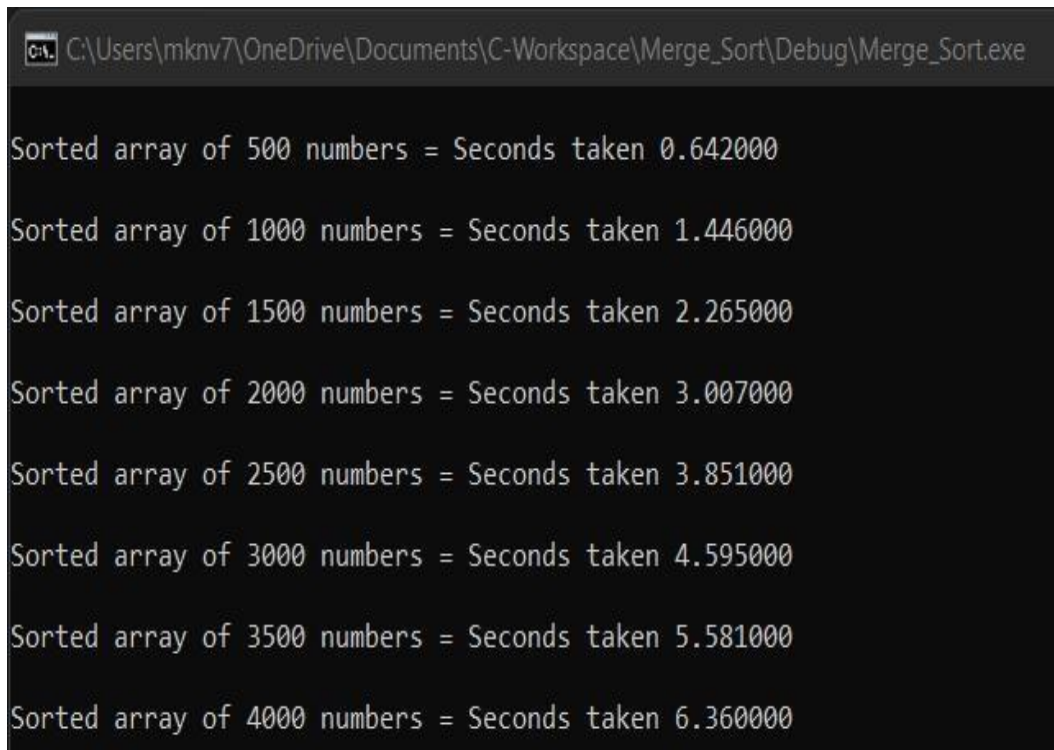
    a[i] = rand()%1000;
} start = clock();
mergesort(a,0,n-1);
end = clock();
printf("\nSorted array of %d numbers = ",n);
printf("Seconds taken %lf",(double)(end-start)/CLOCKS_PER_SEC);
printf("\n");
n+=500;
}
}
void mergesort(int a[],int i,int j)
{
    int mid;
    if(i<j) { mid=(i+j)/2;
    mergesort(a,i,mid);
    mergesort(a,mid+1,j);
    merge(a,i,mid,mid+1,j);
    }
}

void merge(int a[],int i1,int j1,int i2,int j2)
{
    int temp[30000];
    int i,j,k; i=i1; j=i2;
    k=0; while(i<=j1 &&
    j<=j2)
    { for(int j=0;j<100000;j++);
    if(a[i]<a[j])
    temp[k++]=a[i++];
    else
    temp[k++]=a[j++];

```

```
} while(i<=j1)
temp[k++]=a[i++];
while(j<=j2)
temp[k++]=a[j++];
for(i=i1,j=0;i<=j2;i++,j++)
a[i]=temp[j]; }
```

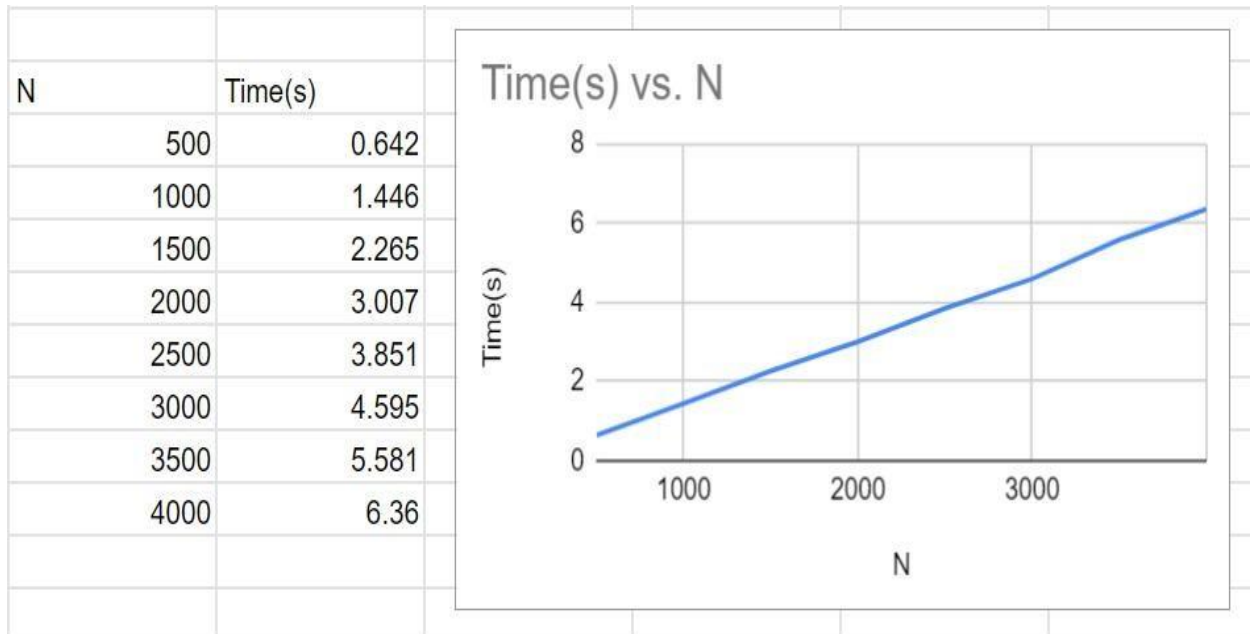
OUTPUT:



```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\Merge_Sort\Debug\Merge_Sort.exe

Sorted array of 500 numbers = Seconds taken 0.642000
Sorted array of 1000 numbers = Seconds taken 1.446000
Sorted array of 1500 numbers = Seconds taken 2.265000
Sorted array of 2000 numbers = Seconds taken 3.007000
Sorted array of 2500 numbers = Seconds taken 3.851000
Sorted array of 3000 numbers = Seconds taken 4.595000
Sorted array of 3500 numbers = Seconds taken 5.581000
Sorted array of 4000 numbers = Seconds taken 6.360000
```

GRAPH:



9. Sort a given set of N integer elements using Quick Sort technique and compute its time taken.

CODE:

```
#include<stdio.h>
#include<time.h>
#include<stdlib.h>
```

```
void quicksort(int number[5000],int first,int last)
{
    int i, j, pivot, temp;
    if(first<last)
    { pivot=first;
      i=first;
      j=last;
      while(i<j)
      {
```

```

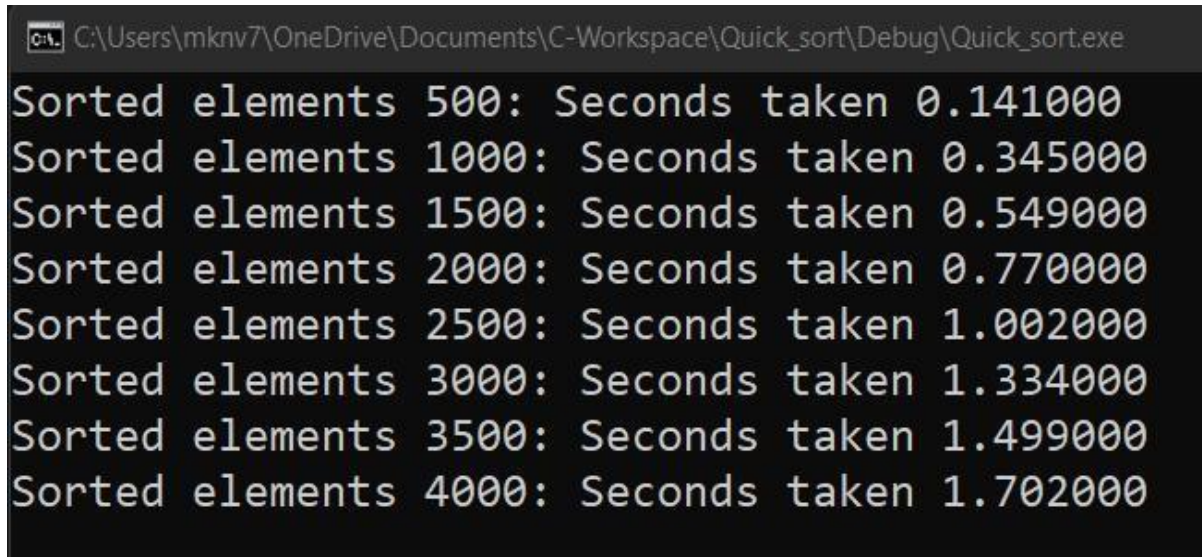
        for(int x=0;x<10000000;x++);
            while(number[i]<=number[pivot]&& i<last)
                i++;
            while(number[j]>number[pivot])
                j--;
            if(i<j)
            {
                temp=number[i];
                number[i]=number[j];
                number[j]=temp;
            }
        }
        temp=number[pivot];
        number[pivot]=number[j];
        number[j]=temp;
        quicksort(number,first,j-1);
        quicksort(number,j+1,last);
    }
}

int main()
{ clock_t start,end; int i,
  count, number[5000];
  printf("No. of elements: ");
  scanf("%d",&count);
  printf("Enter %d elements: ", count);
  for(i=0;i<count;i++)\
  {
      scanf("%d",&number[i]);
  } start =
  clock();

```

```
quicksort(number,0,count-1);
end = clock();
printf("Order of Sorted elements: ");
for(i=0;i<count;i++)
{
    printf(" %d",number[i]);
}
printf("\nSeconds taken %lf",(double)(end-start)/CLOCKS_PER_SEC);
return 0;
}
```

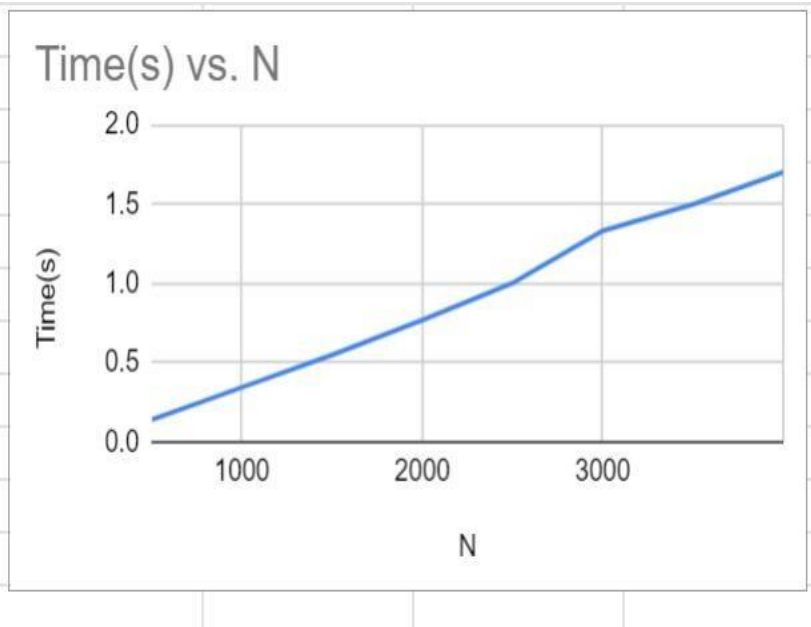
OUTPUT:



```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\Quick_sort\Debug\Quick_sort.exe
Sorted elements 500: Seconds taken 0.141000
Sorted elements 1000: Seconds taken 0.345000
Sorted elements 1500: Seconds taken 0.549000
Sorted elements 2000: Seconds taken 0.770000
Sorted elements 2500: Seconds taken 1.002000
Sorted elements 3000: Seconds taken 1.334000
Sorted elements 3500: Seconds taken 1.499000
Sorted elements 4000: Seconds taken 1.702000
```

GRAPH:

N	Time(s)
500	0.141
1000	0.345
1500	0.549
2000	0.77
2500	1.002
3000	1.334
3500	1.499
4000	1.702



10. Sort a given set of N integer elements using Heap Sort technique and compute its time taken.

CODE:

```
#include <stdio.h>
#include <time.h>
#include <stdlib.h>
#include <math.h> void
swap(int *,int *); void
heapify(int [],int,int); void
heapSort(int[], int);
int main()
{
    int a[15000], n, i, j, ch;
    clock_t start, end;
    while (1)
    {
        printf("\n1:FOR MANUAL ENTRY");
        printf("\n2:DISPLAY TIME TAKEN TO SORT ELEMENTS FROM
```



```

RANGE 500 TO 5500");
printf("\n3:EXIT");
printf("\nENTER YOUR CHOICE:");
scanf("%d", &ch);
switch (ch)
{
case 1:
    printf("\nENTER NUMBER OF ARRAY ELEMENTS: ");
    scanf("%d", &n);
    printf("ENTER ARRAY ELEMENTS: ");
    for (i = 0; i < n; i++)
    {
        scanf("%d", &a[i]);
    } start =
    clock();
    heapSort(a,
    n); end =
    clock();
    printf("\nSORTED ARRAY IS: ");
    for (i = n-1; i >= 0; i--)
        printf("%d\t", a[i]);
    printf("\n TIME TAKEN TO SORT %d NUMBERS IS %f SECS", n,
    (((double)(end - start)) / CLOCKS_PER_SEC));
    break;
case 2: n
    = 500;
    while (n <= 5500)
    {
        for (i = 0; i < n; i++)
        {

```

```

        //a[i]=rand()%n;
        a[i] = n - i;
    } start =
    clock();
    heapSort(a,
    n);
    end = clock();
    printf("\n TIME TAKEN TO SORT %d NUMBERS IS %f SECS", n,
    (((double)(end - start)) / CLOCKS_PER_SEC));
    n = n + 1000;
    }
    break;
case 3:
    exit(0);
}
getchar();
}
}
void swap(int *a, int *b)
{
    int temp = *a;
    *a = *b;
    *b = temp;
}
void heapify(int arr[], int n, int i)
{
    int temp;
    for (int j = 0; j < 50000; j++)
        temp = 38 / 600;

```

```

int largest = i; int left = 2 * i + 1; int
right = 2 * i + 2; if (left < n &&
arr[left] > arr[largest]) largest = left;
if (right < n && arr[right] > arr[largest])
    largest = right;
if (largest != i)
{ swap(&arr[i], &arr[largest]);
  heapify(arr, n, largest);
}
}
void heapSort(int arr[], int n)
{
    for (int i = n / 2 - 1; i >= 0; i--)
        heapify(arr, n, i);
    for (int i = n - 1; i >= 0; i--)
    { swap(&arr[0], &arr[i]);
      heapify(arr, i, 0); } }

```

OUTPUT:

```

1:FOR MANUAL ENTRY
2:DISPLAY TIME TAKEN TO SORT ELEMENTS FROM RANGE 500 TO 5500
3:EXIT
ENTER YOUR CHOICE:2

TIME TAKEN TO SORT 500 NUMBERS IS 0.270000 SECS
TIME TAKEN TO SORT 1500 NUMBERS IS 0.978000 SECS
TIME TAKEN TO SORT 2500 NUMBERS IS 1.751000 SECS
TIME TAKEN TO SORT 3500 NUMBERS IS 2.580000 SECS
TIME TAKEN TO SORT 4500 NUMBERS IS 3.436000 SECS
TIME TAKEN TO SORT 5500 NUMBERS IS 4.394000 SECS
1:FOR MANUAL ENTRY
2:DISPLAY TIME TAKEN TO SORT ELEMENTS FROM RANGE 500 TO 5500
3:EXIT
ENTER YOUR CHOICE:1

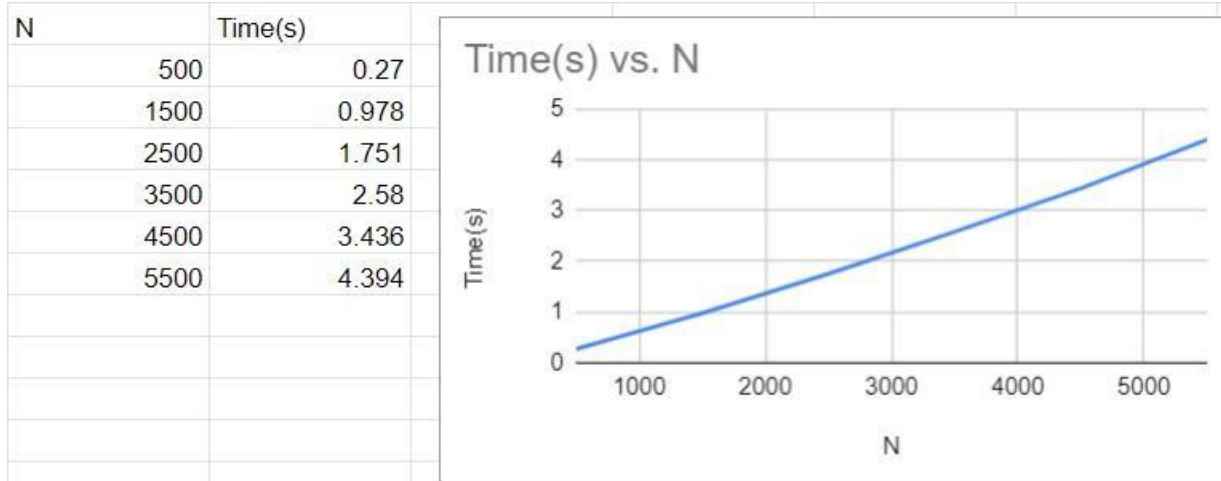
ENTER NUMBER OF ARRAY ELEMENTS: 4

ENTER ARRAY ELEMENTS: 32 8 90 19

SORTED ARRAY IS: 90      32      19      8
TIME TAKEN TO SORT 4 NUMBERS IS 0.000000 SECS

```

GRAPH:



11. Implement Warshall's algorithm using dynamic programming

CODE:

```
#include<stdio.h>
int a[30][30];

void warshall(int n){
    for(int k=1;k<=n;k++)
        for(int i=1;i<=n;i++)
            for(int j=1;j<=n;j++)
                a[i][j]=a[i][j] || (a[i][k] && a[k][j]);
}

int main(){
    int n;
    printf("Enter no of vertices: \n");
    scanf("%d",&n);

    printf("Enter adjacency matrix: \n");
    for(int i=1;i<=n;i++)
```

```

        for(int j=1;j<=n;j++)
            scanf("%d",&a[i][j]);
    warshall(n);
    printf("Transitive Closure: \n");
    for(int i=1;i<=n;i++){
        for(int j=1;j<=n;j++)
            printf("%d ",a[i][j]);
        printf("\n");
    }
}

```

OUTPUT:

```

C:\> Select C:\Users\mknv7\OneDrive\Documents\C-Workspace\Warshalls-algo\Debug
Enter no of vertices:
4
Enter adjacency matrix:
0 1 0 0
0 0 0 1
0 0 0 0
1 0 1 0
Transitive Closure:
1 1 1 1
1 1 1 1
0 0 0 0
1 1 1 1

==== Program exited with exit code: 0 ====
Time elapsed: 000:32.141 (MM:SS.MS)
Press any key to continue...

```

12. Implement 0/1 Knapsack problem using dynamic programming.

CODE:

```

#include<stdio.h>
#include<conio.h>

```

```

void knapsack();
int max(int,int);
int i,j,n,m,p[10],w[10],v[10][10];
void main()
{
    clrscr();
    printf("\nenter the no. of items:\t");
    scanf("%d",&n);
    printf("\nenter the weight of the each item:\n");
    for(i=1;i<=n;i++) scanf("%d",&w[i]);
    printf("\nenter the profit of each item:\n");
    for(i=1;i<=n;i++) scanf("%d",&p[i]);
    printf("\nenter the knapsack's capacity:\t");
    scanf("%d",&m); knapsack(); getch();
}
void knapsack() {
    int x[10];
    for(i=0;i<=n;i++)
    { for(j=0;j<=m;j++)
        { if(i==0 || j==0)
            v[i][j]=0; else
            if(j-w[i]<0)
                v[i][j]=v[i-1][j];
            else v[i][j]=max(v[i-1][j],v[i-1][j-
                w[i]]+p[i]);
        }
    }
}
printf("\nthe output is:\n"); for(i=0;i<=n;i++)
{ for(j=0;j<=m;j++)
    printf("%d\t",v[i][j]);
    printf("\n\n");
}

```

```

}
printf("\nthe optimal solution is %d",v[n][m]); printf("\nthe
solution vector is:\n");
for(i=n;i>=1;i--)
{ if(v[i][m]!=v[i-1][m])
{
x[i]=1;
m=m-w[i];
}
else
x[i]=0; }
for(i=1;i<=n;i++)
printf("%d\t",x[i]);
}
int max(int x,int y) {
if(x>y) return x;
else
return y;
}

```

OUTPUT:

```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\KnapSack\Debug\KnapSack.exe

enter the no. of items: 4

enter the weight of the each item:
2 1 3 2

enter the profit of each item:
12 10 20 15

enter the knapsack's capacity: 4

the output is:
0      0      0      0      0
0      0      12     12     12
0      10     12     22     22
0      10     12     22     30
0      10     15     25     30

the optimal solution is 30
the solution vector is:
0      1      1      0
```

13. Implement All Pair Shortest paths problem using Floyd's algorithm.

CODE:

```
#include<stdio.h> int n;
void display(int dist[][n]);
void floyd (int graph[][n])
{ int dist[n][n], i, j, k;

    for (i = 0; i < n; i++) for (j
        = 0; j < n; j++)
        dist[i][j] = graph[i][j];
```



```

        for (k = 0; k < n; k++) for (i =
            0; i < n; i++) for (j = 0; j <
                n; j++)
                    if (dist[i][k] + dist[k][j] < dist[i][j])
                        dist[i][j] = dist[i][k] + dist[k][j];
        display(dist);
    }

```

```

void display(int dist[][n]) { printf
    ("DISTANCE MATRIX \n"); for
    (int i = 0; i < n; i++)
    {
        for (int j = 0; j < n; j++)
        { if (dist[i][j] == 99)
            printf("99 ");
            else printf ("%d ", dist[i][j]);
        }
        printf("\n");
    }
}

```

```

int main()
{
    printf("ENTER ORDER OF MATRIX \n");
    scanf("%d",&n);
    int graph[n][n];
    printf("ENTER ELEMENTS OF MATRIX and 99 FOR
    INFINITY\n"); for(int i = 0;i < n;i++) for(int j = 0;j < n; j++)
    scanf("%d",&graph[i][j]);
    floyd(graph);
    return 0;
}

```

}

OUTPUT:

```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\Floyd's_Algorithm\Debug\Floyd's_Algorithm.exe
ENTER ORDER OF MATRIX
4
ENTER ELEMENTS OF MATRIX and 99 FOR INFINITY
0 99 3 99
2 0 99 99
99 7 0 1
6 99 99 0
DISTANCE MATRIX
0 10 3 4
2 0 5 6
7 7 0 1
6 16 9 0

==== Program exited with exit code: 0 ====
Time elapsed: 000:47.968 (MM:SS.MS)
Press any key to continue...
```

14. Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.

CODE:

```
#include<stdio.h>
#include<conio.h>
#include<process.h>

void main()
{ int i,j; int
  c[10][10],n;
  printf("\nenter the no. of vertices: ");
  scanf("%d",&n);
  printf("\nenter the cost matrix:\n");
  for(i=1;i<=n;i++)
  { for(j=1;j<=n;j++)
```

```

{
    scanf("%d",&c[i][j]);
    if(c[i][j]==0)
        c[i][j]=1000;
}
} int u,v,min; int
ne=0,mincost=0; int
elec[10];
for(i=1;i<=n;i++)
{ elec[i]=0;
} elec[1]=1;
while(ne!=n-1)
{
    min=1000;
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=n;j++)
        { if(elec[i]==1){
            if(c[i][j]<min)
            {
                min=c[i][j]
                ; u=i; v=j;
            }
        }
    } }
    if(elec[v]==0
    )
    {
        printf("\n%d----->%d=%d\n",u,v,min);
        ne=ne+1;
        mincost=mincost+min;
    }
}

```

```

    }
    elec[v]=1;
    c[u][v]=c[v][u]=1000;
}
printf("\nmincost=%d",mincost);
}

```

OUTPUT:

```

C:\Users\mknv7\OneDrive\Documents\C-Workspace\prim's-algo\Debug\prim's-algo.exe
PRIMS ALGORITHM
Enter the no. of vertices: 6
Enter the cost matrix:
0 3 0 0 6 5
3 0 1 0 0 4
0 1 0 6 0 4
0 0 6 0 8 5
6 0 0 8 0 2
5 4 4 5 2 0

1----->2=3
2----->3=1
2----->6=4
6----->5=2
6----->4=5

mincost=15
==== Program exited with exit code: 12 ====
Time elapsed: 000:03.406 (MM:SS.MS)
Press any key to continue...

```

15. Find Minimum Cost Spanning Tree of a given undirected graph using Kruskals algorithm.

CODE:

```

#include<stdio.h>
void kruskals();
int c[10][10],n;
void main()

```

```

{ int
  i,j;
  printf("\nenter the no. of vertices:\t");
  scanf("%d",&n);
  printf("\nenter the cost matrix:\n");
  for(i=1;i<=n;i++)
  { for(j=1;j<=n;j++)
    {
      scanf("%d",&c[i][j]);
      if(c[i][j]==0)
        c[i][j]=9999;
    }
  }
  } kruskals();
}

```

```

void kruskals()
{ int i,j,u,v,a,b,min;
  int ne=0,mincost=0;
  int parent[10];
  for(i=1;i<=n;i++)
  { parent[i]=0;
  }
  while(ne!=n-1)
  {
    min=9999;
    for(i=1;i<=n;i++)
    {
      for(j=1;j<=n;j++)
      {
        if(c[i][j]<min
        )

```

```

    {
        min=c[i][j];
        u=a=i;
        v=b=j;
    }
}
}
while(parent[u]!=0)
u=parent[u];
while(parent[v]!=0)
    v=parent[v];
if(u!=v)
{
    printf("\n%d-----
    >%d=%d\n",a,b,min); parent[v]=u;
    ne=ne+1;
    mincost=mincost+min;
}
c[a][b]=c[b][a]=9999;
}
printf("\nmincost=%d",mincost);
}

```

OUTPUT:

```
C:\Users\mknv7\OneDrive\Documents\C-Workspace\Kruskals-algo\Debug\Kruskals-algo.exe
KRUSKALS ALGORITHM

Enter the no. of vertices: 6

Enter the cost matrix:
0 3 0 0 6 5
3 0 1 0 0 4
0 1 0 6 0 4
0 0 6 0 8 5
6 0 0 8 0 2
5 4 4 5 2 0

2----->3=1

5----->6=2

1----->2=3

2----->6=4

4----->6=5

mincost=15
==== Program exited with exit code: 11 ====
Time elapsed: 000:08.953 (MM:SS.MS)
Press any key to continue...
```

16. From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.

CODE:

```
#include <stdio.h>
void dijkstras(); int
c[10][10], n, src;
void main()
{ int i,
  j;
  printf("\nenter the no of vertices: ");
  scanf("%d", &n);
  printf("\nenter the cost matrix:\n");
```

```

for (i = 1; i <= n; i++)
{
    for (j = 1; j <= n; j++)
    { scanf("%d",
        &c[i][j]);
        if(c[i][j]==0)
            c[i][j]=9999;
        }
    }
    printf("\nEnter the source node:
    "); scanf("%d", &src); dijkstras();
}
void dijkstras()
{
    int vis[10], dist[10], u, j, count, min;
    for (j = 1; j <= n; j++)
    { dist[j] =
        c[src][j];
        }
    for (j = 1; j <= n; j++)
    { vis[j] =
        0;
        }
    dist[src] = 0;
    vis[src] = 1; count
    = 1; while (count
    != n)
    {
        min = 9999;
        for (j = 1; j <= n; j++)
        {
            if (dist[j] < min && vis[j] != 1)

```



```

    {
        min = dist[j];
        u = j;
    }
}
vis[u] = 1; count++;
for (j = 1; j <= n;
j++)
{
    if (min + c[u][j] < dist[j] && vis[j] != 1)
    {
        dist[j] = min + c[u][j];
    }
}
}
printf("\nthe shortest distance is:\n"); for (j =
1; j <= n; j++) printf("\n%d----->%d=%d", src, j,
dist[j]); }

```

OUTPUT:

```
C:\Users\mkv7\OneDrive\Documents\C-Workspace\djikstras\Debug\djikstras.exe
DJIKSTRAS ALGORITHM

Enter the no of vertices: 6

enter the cost matrix:
0 3 0 0 6 5
3 0 1 0 0 4
0 1 0 6 0 4
0 0 6 0 8 5
6 0 0 8 0 2
5 4 4 5 2 0

Enter the source node: 1

the shortest distance is:

1----->1=0
1----->2=3
1----->3=4
1----->4=10
1----->5=6
1----->6=5
```

17. Implement “Sum of Subsets” using Backtracking. “Sum of Subsets” problem: Find a subset of a given set $S = \{s_1, s_2, \dots, s_n\}$ of n positive integers whose sum is equal to a given positive integer d . For example, if $S = \{1, 2, 5, 6, 8\}$ and $d = 9$ there are two solutions $\{1, 2, 6\}$ and $\{1, 8\}$. A suitable message is to be displayed if the given problem instance doesn’t have a solution.

CODE:

```
#include<stdio.h>
#include<conio.h>
#define TRUE 1 #define FALSE 0 int inc[50],w[50],sum,n; int
promising(int i,int wt,int total) {
return(((wt+total)>=sum)&&((wt==sum) || (wt+w[i+1]<=sum))));
}
```

```

void main() { int
    i,j,n,temp,total=0;
    printf("Enter how many numbers:\n");
    scanf("%d",&n);
    printf("Enter %d numbers to th set:\n",n);
    for (i=0;i<n;i++) {
        scanf("%d",&w[i]);
        total+=w[i];
    }
    printf("Input the sum value to create sub set:
"); scanf("%d",&sum); for (i=0;i<=n;i++) for
(j=0;j<n-1;j++) if(w[j]>w[j+1]) { temp=w[j];
    w[j]=w[j+1];
    w[j+1]=temp;
}
    printf("The given %d numbers in ascending order:\n",n);
    for (i=0;i<n;i++) printf("%d ",w[i]);
    if((total<sum))
        printf("\n Subset construction is not possible"); else {
        for (i=0;i<n;i++)
            inc[i]=0;
        printf("\nSolution:\n"); sumset(-
            1,0,total);
    }
    getch();
}

void sumset(int i,int wt,int total) {
    int j;
    if(promising(i,wt,total)) {
        if(wt==sum) {

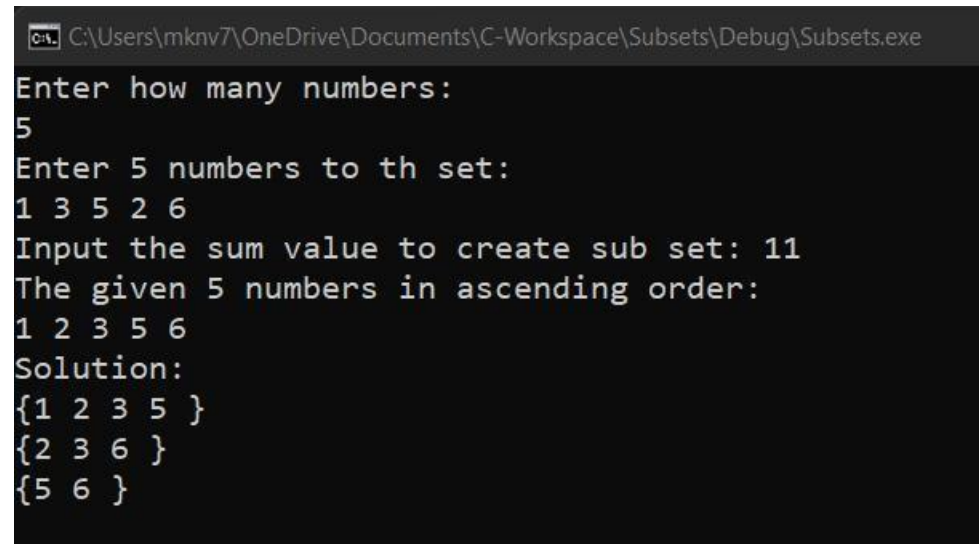
```

```

        printf("{"); for
        (j=0;j<=i;j++)
        if(inc[j])
            printf("%d ",w[j]);
        printf("}\n");
    } else {
        inc[i+1]=TRUE;
        sumset(i+1,wt+w[i+1],total-w[i+1]);
        inc[i+1]=FALSE;
        sumset(i+1,wt,total-w[i+1]);
    }
}
}

```

OUTPUT:



```

C:\Users\mknv7\OneDrive\Documents\C-Workspace\Subsets\Debug\Subsets.exe
Enter how many numbers:
5
Enter 5 numbers to th set:
1 3 5 2 6
Input the sum value to create sub set: 11
The given 5 numbers in ascending order:
1 2 3 5 6
Solution:
{1 2 3 5 }
{2 3 6 }
{5 6 }

```

18. Implement “N-Queens Problem” using Backtracking.

CODE:

```
#include<stdio.h>

#include<math.h>

int board[20],count;

int main()
{
    int n,i,j;
    void queen(int row,int n);

    printf("Enter number of Queens:");
    scanf("%d",&n); queen(1,n);
    return 0;
}

void print(int n)
{
    int i,j;
    printf("\n\nSolution %d:\n\n",++count);
    for(i=1;i<=n;++i)
        printf("\t%d",i);
    for(i=1;i<=n;++i)
    {
        printf("\n\n%d",i);
        for(j=1;j<=n;++j)
        {
            if(board[i]==j)
```

```

    printf("\tQ");
    else
        printf("\t-");
    }
}
}

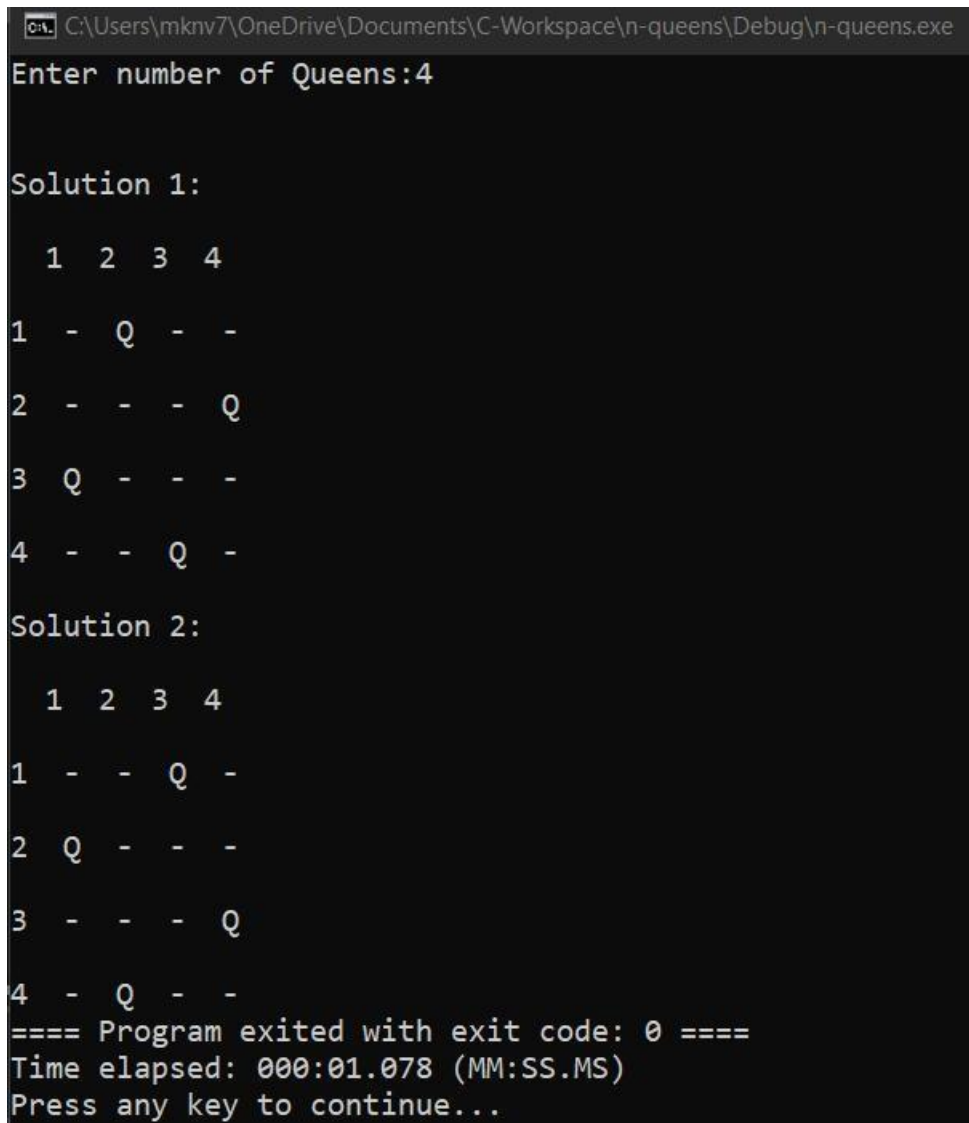
int place(int row,int column)
{ int i;
  for(i=1;i<=row-1;++i)
  {
    if(board[i]==column)
      return 0;
    else
      if(abs(board[i]-column)==abs(i-row))
        return 0;
  }
  return 1;
}

void queen(int row,int n)
{
  int column;
  for(column=1;column<=n;++column)
  {
    if(place(row,column))
    {
      board[row]=column;
      if(row==n)
        print(n);
    }
  }
}

```

```
    else
        queen(row+1,n);
    }
}
```

OUTPUT:



```
C:\Users\mkrv7\OneDrive\Documents\C-Workspace\n-queens\Debug\n-queens.exe
Enter number of Queens:4

Solution 1:

  1  2  3  4
1  -  Q  -  -
2  -  -  -  Q
3  Q  -  -  -
4  -  -  Q  -

Solution 2:

  1  2  3  4
1  -  -  Q  -
2  Q  -  -  -
3  -  -  -  Q
4  -  Q  -  -

==== Program exited with exit code: 0 ====
Time elapsed: 000:01.078 (MM:SS.MS)
Press any key to continue...
```