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/ * *
 * COMP215-Programming Project 3: 01 Knapsack Problem Analysis.
 * DYNAMICSOLUTION is the Java implementation of the dynamic programming solution to solve the
 01 Knapsack Problem.
 * This implementation is adapted from Sahni et al.
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 * @version 09 March 2017
 * /
class DynamicSolution implements Solution {
    /* --- INSTANCE VARIABLES --- */
   static double[] value;
   static double[] weight;
   static int numberOfObjects;
    /* --- METHODS --- */
     * KNAPSACK returns the solution to the 01 Knapsack Problem, using a dynamic algorithm.
     * @param valuePass, the passed values
     * @param weightPass, the passed weights
     * @param capacity, the knapsack capacity
     * @return double, the best value taken
   public double knapsack(double[] valuePass, double[] weightPass, double capacity) {
        value = valuePass;
        weight = weightPass;
        numberOfObjects = value.length-1;
        if (value.length == 0) {
            return 0;
        return helper(0, capacity);
    }
     *HELPER is a helper method for the dynamic algorithm's solution. It is recursively called.
     * @param i, recursion initiator
     * @param capacity, the capacity
     * @return double, the Knapsack solution
   private static double helper(int i, double capacity) {
        if (i == numberOfObjects) {
            return (capacity < weight[numberOfObjects]) ? 0 : value[numberOfObjects];</pre>
        if (capacity < weight[i]) {</pre>
            return helper(i+1, capacity);
        double r = Math.max(helper(i+1, capacity), helper(i+1, capacity-weight[i]) + value[i]);
        if (KnapsackMain.debug)
            assert assertionFunctioning(r, capacity, i);
        return r;
    }
   private static boolean assertionFunctioning(double r, double capacity, int i) {
        double first = helper(i+1, capacity);
        double second = helper(i+1, capacity-weight[i]) + value[i];
```