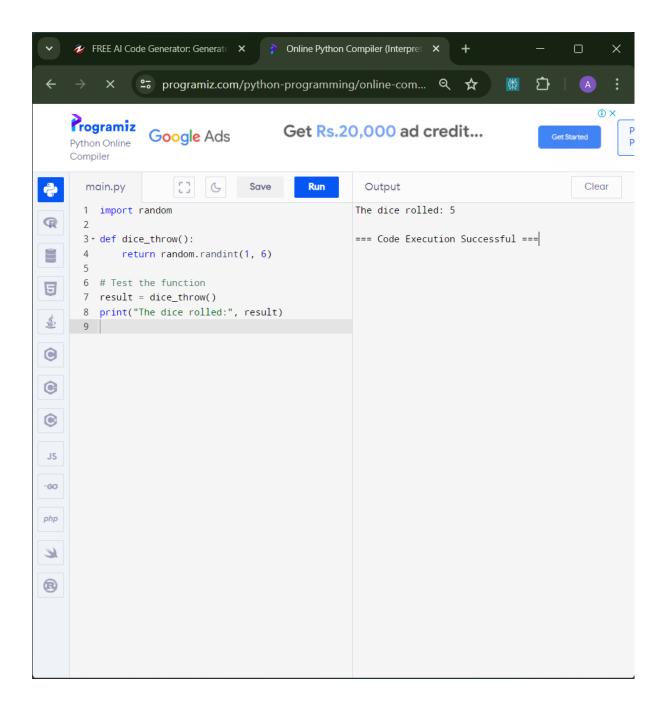
```
1.Dice throw problem:-
Code:-
import random

def dice_throw():
    return random.randint(1, 6)

# Test the function
result = dice_throw()
print("The dice rolled:", result)
Output:-
```



# 2. Sum subset problem:-

```
Code:-
def sum_subset(arr, target):
  if target == 0:
    return True
  if not arr or target < 0:
    return False
  return sum_subset(arr[1:], target - arr[0]) or sum_subset(arr[1:], target)</pre>
```

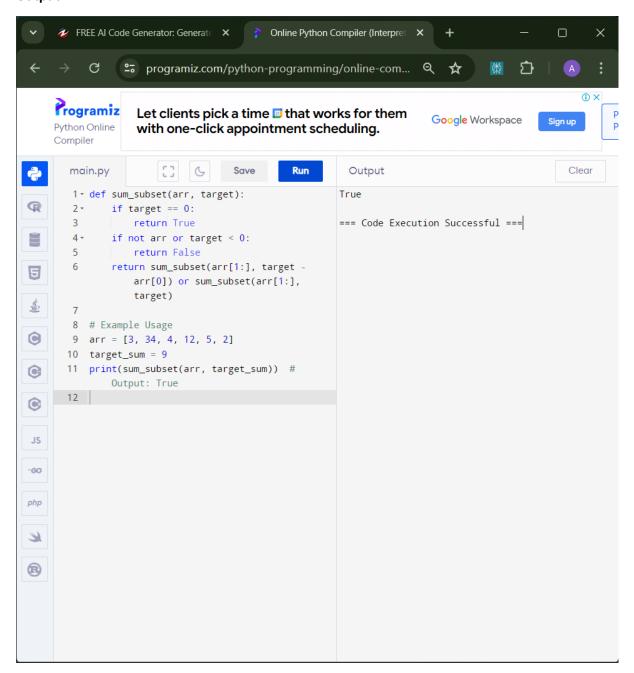
### # Example Usage

arr = [3, 34, 4, 12, 5, 2]

target\_sum = 9

print(sum\_subset(arr, target\_sum)) # Output: True

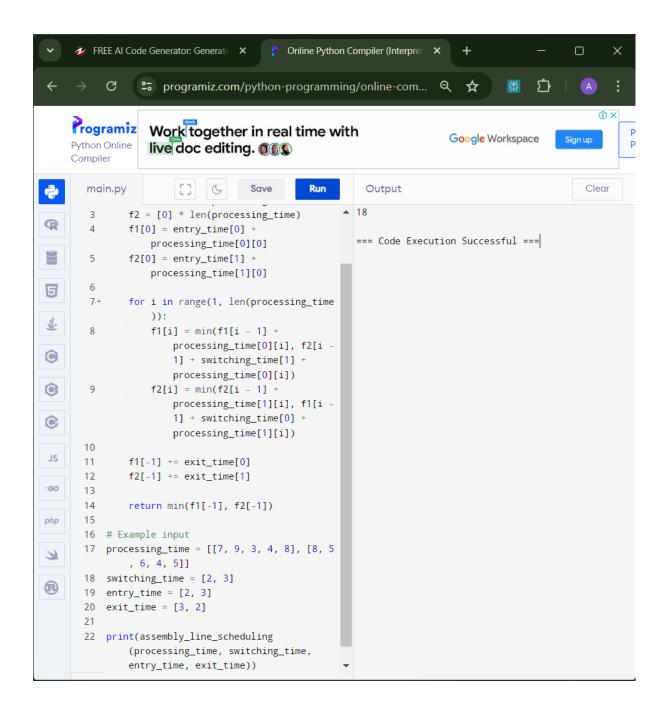
### **Output:-**



# 3.Assembly line scheduling:-

Code:-

```
def assembly_line_scheduling(processing_time, switching_time, entry_time, exit_time):
  f1 = [0] * len(processing_time)
  f2 = [0] * len(processing_time)
  f1[0] = entry_time[0] + processing_time[0][0]
  f2[0] = entry_time[1] + processing_time[1][0]
  for i in range(1, len(processing_time)):
    f1[i] = min(f1[i - 1] + processing_time[0][i], f2[i - 1] + switching_time[1] +
processing_time[0][i])
    f2[i] = min(f2[i - 1] + processing_time[1][i], f1[i - 1] + switching_time[0] +
processing_time[1][i])
  f1[-1] += exit_time[0]
  f2[-1] += exit_time[1]
  return min(f1[-1], f2[-1])
# Example input
processing_time = [[7, 9, 3, 4, 8], [8, 5, 6, 4, 5]]
switching_time = [2, 3]
entry_time = [2, 3]
exit_time = [3, 2]
print(assembly_line_scheduling(processing_time, switching_time, entry_time, exit_time))
Output;-
```



# 4.Longest palindromic subsequence:-

### Code:-

```
def longest_palindromic_subsequence(s):
    n = len(s)
    dp = [[0] * n for _ in range(n)]

for i in range(n-1, -1, -1):
    dp[i][i] = 1
```

```
for j in range(i+1, n):
    if s[i] == s[j]:
        dp[i][j] = 2 + dp[i+1][j-1]
    else:
        dp[i][j] = max(dp[i+1][j], dp[i][j-1])

return dp[0][n-1]

# Example
s = "character"
print(longest_palindromic_subsequence(s))
Output:-
```

