

LAB 7- Johnson Trotter algorithm to generate permutations.

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4-D

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#include<stdio.h>

int left_to_right=1;
int right_to_left=0;

int searcharr(int a[],int n, int mob)
{
    int i;
    for(i=0;i<n;i++)
    {
        if(a[i]==mob)
            return i+1;
    }
    return 0;
}

int getmobile(int a[], int dir[],int n)
{
    int mob_prev=0,mob=0,i;
```

```

for(i=0;i<n;i++)
{
    if(dir[a[i]-1]==right_to_left && i!=0)
    {
        if(a[i]>a[i-1]&&a[i]>mob_prev)
        {
            mob=a[i];
            mob_prev=mob;
        }
    }
    if(dir[a[i]-1]==left_to_right && i!=n-1)
    {
        if(a[i]>a[i+1]&&a[i]>mob_prev)
        {
            mob=a[i];
            mob_prev=mob;
        }
    }
}

if(mob==0&&mob_prev==0)
return 0;
else
return mob;
}

```

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int printoneperm(int a[], int dir[],int n)

```

```

{
    int mob,pos,temp,i;
    mob=getmobile(a,dir,n);
    pos=searcharr(a,n,mob);
    if(dir[a[pos-1]-1]==right_to_left)
    {
        temp=a[pos-1];
        a[pos-1]=a[pos-2];
        a[pos-2]=temp;
    }
    else if(dir[a[pos-1]-1]==left_to_right)
    {
        temp=a[pos];
        a[pos]=a[pos-1];
        a[pos-1]=temp;
    }
    for(i=0;i<n;i++)
    {
        if(a[i]>mob)
        {
            if(dir[a[i]-1]==left_to_right)
                dir[a[i]-1]=right_to_left;
            else if(dir[a[i]-1]==right_to_left)
                dir[a[i]-1]=left_to_right;
        }
    }
}

```

```

    for(i=0;i<n;i++)
    {
        printf("%d",a[i]);
    }
    printf(" ");
    return 0;
}

```

```

void printpermutaions(int n)
{
    int a[n],i;
    int dir[n];
    for(i=0;i<n;i++)
    {
        a[i]=i+1;
        printf("%d",a[i]);
    }
    printf(" ");
    for(i=0;i<n;i++)
    dir[i]=right_to_left;
    while(getmobile(a,dir,n)!=0)
    printoneperm(a,dir,n);
}

```

```
void main()
{
    int n;
    printf("Enter the number\n");
    scanf("%d",&n);
    printf("The Permutations are : \n");
    printpermutaions(n);
    printf("\n");
}
```