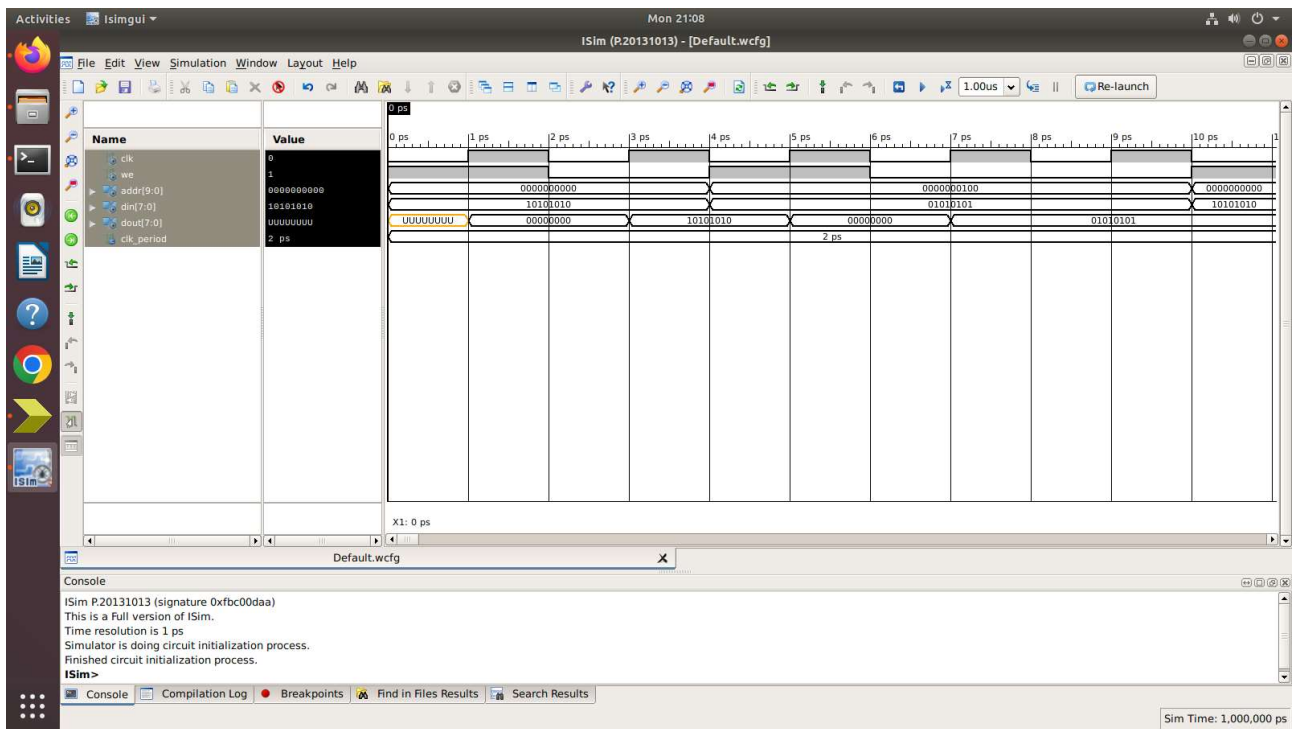
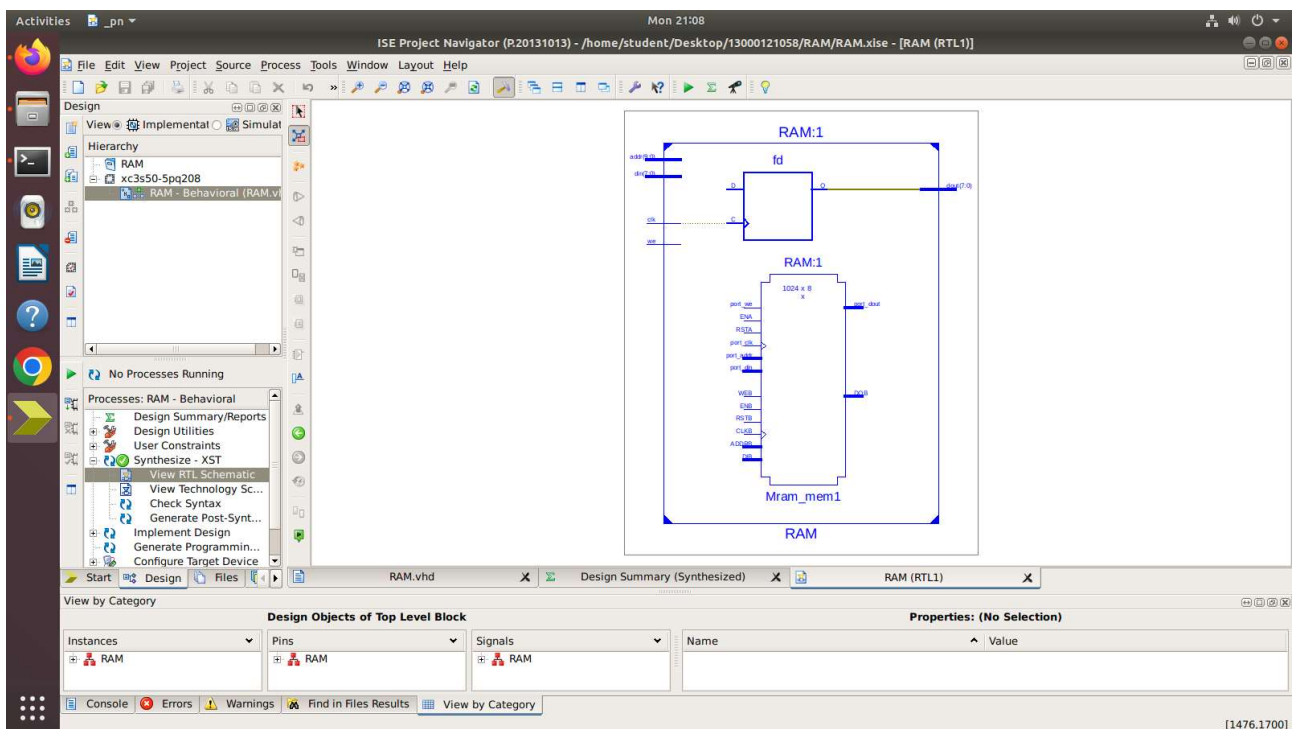


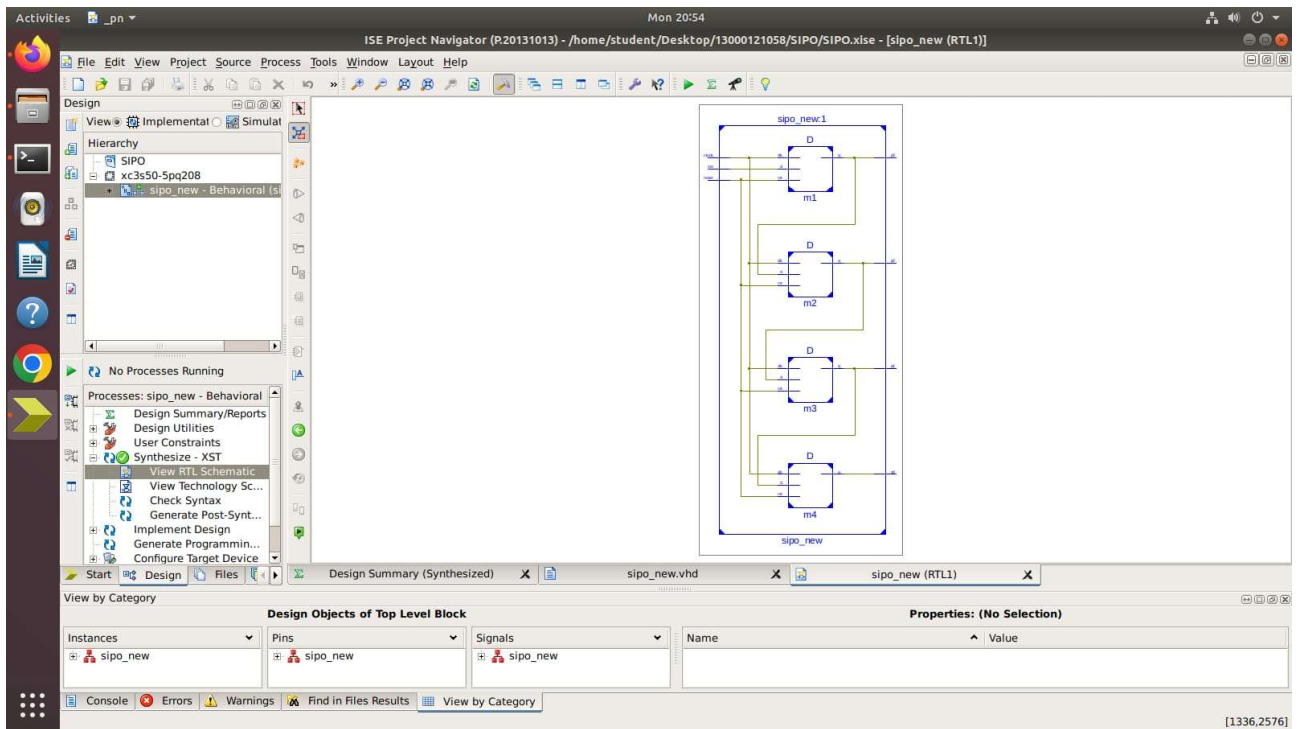
# TEST OUTPUT



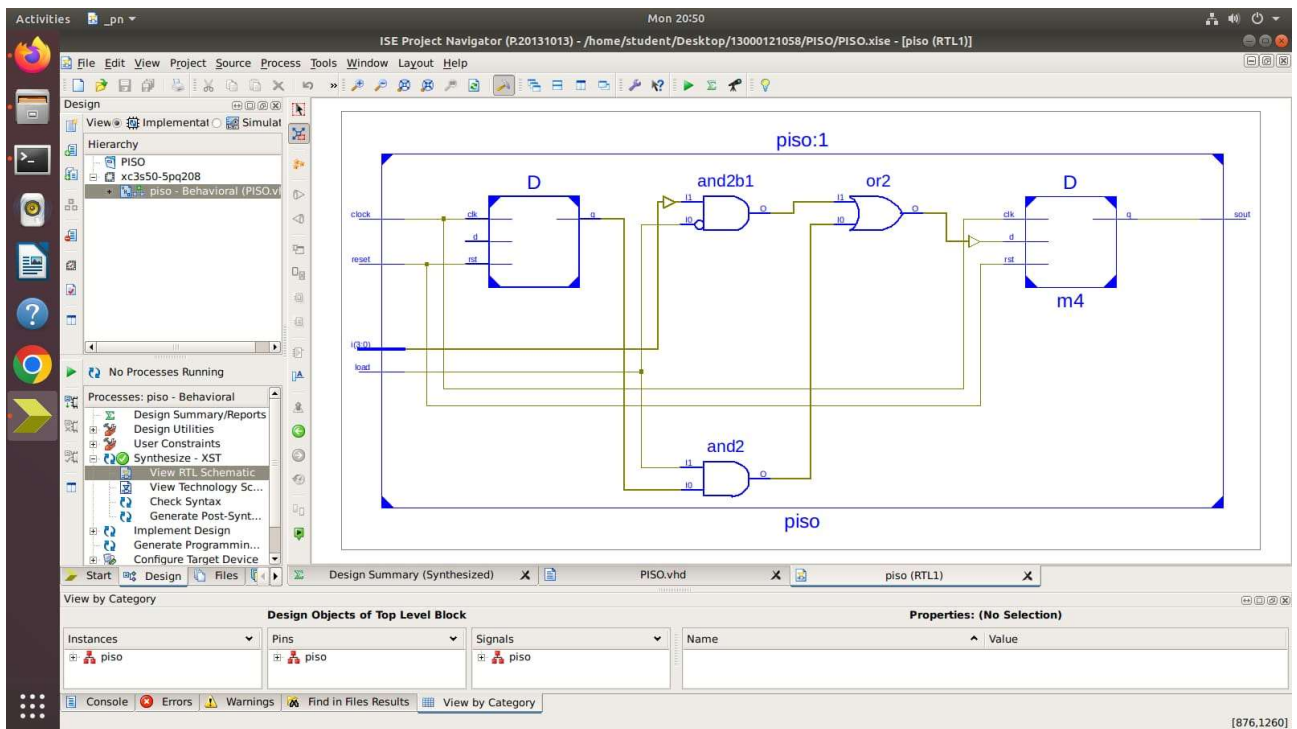
# SCHEMATIC OUTPUT



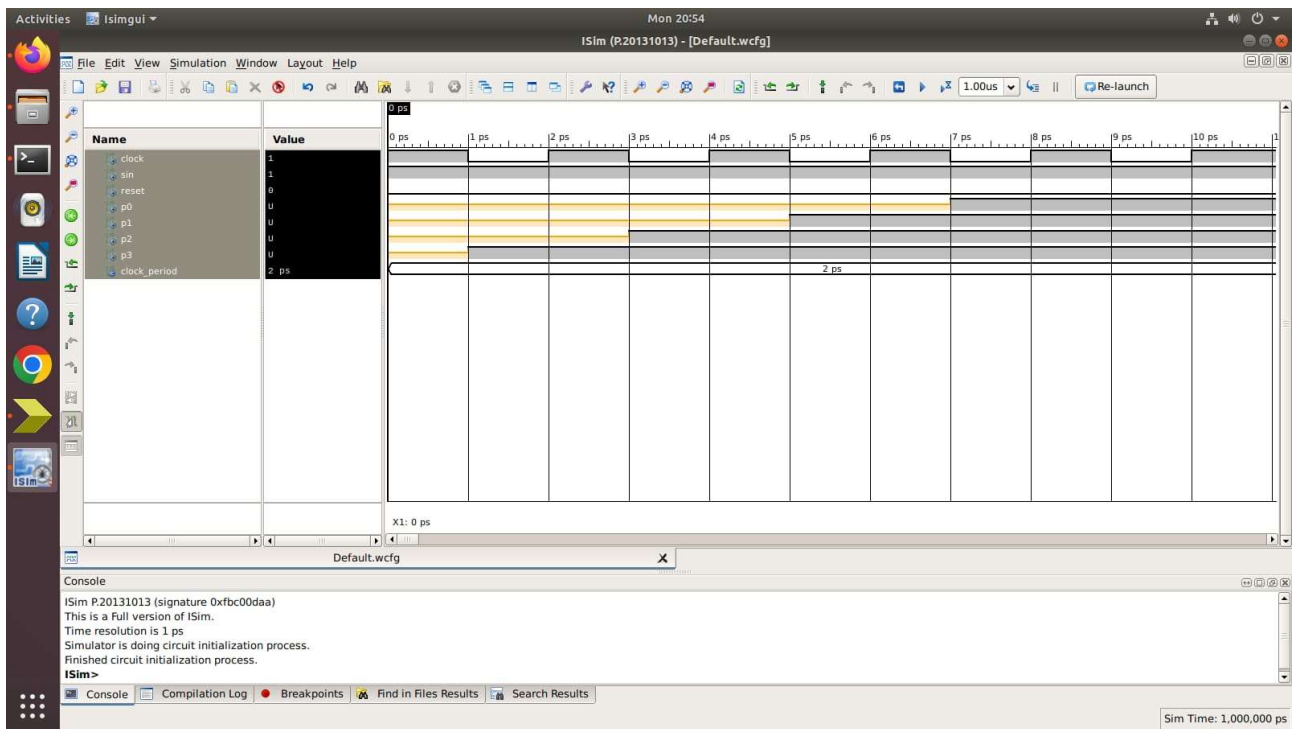
# SCHEMATIC OUTPUT



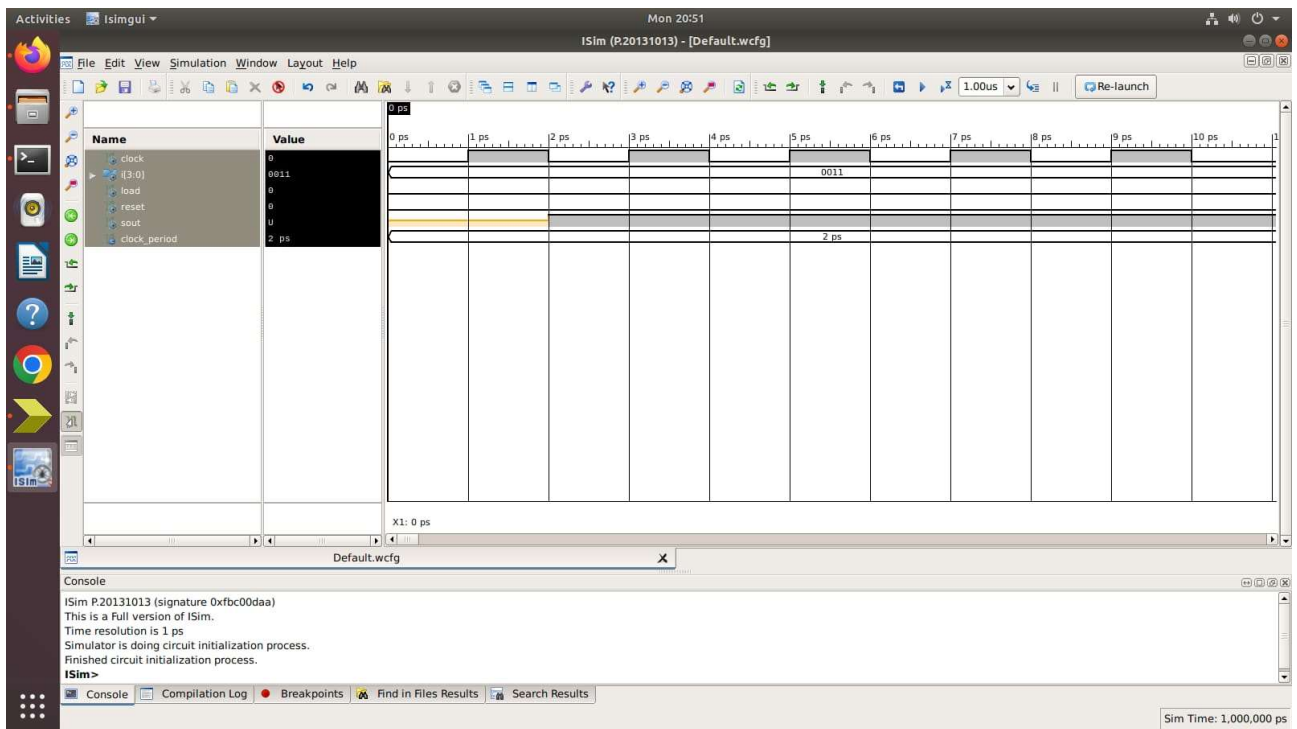
# SCHEMATIC OUTPUT



# TEST OUTPUT



# TEST OUTPUT



# OUTPUT

```
student@c05-60: ~/Desktop/13000121058
Enter number of Queens:4
The number of solutions possible: 2
Solution 1:
      1      2      3      4
1      -      Q      -      -
2      -      -      -      Q
3      Q      -      -      -

student@c05-60:~/Desktop/13000121058$ ./a.out
- N Queens Problem Using Backtracking -
Enter number of Queens:8
The number of solutions possible: 92
Solution 1:
      1      2      3      4      5      6      7      8
1      Q      -      -      -      -      -      -
2      -      -      -      -      Q      -      -
3      -      -      -      -      -      -      -      Q
4      -      -      -      -      -      Q      -      -
5      -      -      Q      -      -      -      -      -
6      -      -      -      -      -      -      Q      -
7      -      Q      -      -      -      -      -      -
8      -      -      -      Q      -      -      -      -
-student@c05-60:~/Desktop/13000121058$
```

# OUTPUT

```
student@c05-60: ~/Desktop/13000121058
student@c05-60:~/Desktop/13000121058$ gcc activity.c
student@c05-60:~/Desktop/13000121058$ ./a.out
Enter the number of elements: 10
Enter starting time - finishing time : 3 5
Enter starting time - finishing time : 4 7
Enter starting time - finishing time : 5 8
Enter starting time - finishing time : 6 10
Enter starting time - finishing time : 7 11
Enter starting time - finishing time : 8 12
Enter starting time - finishing time : 9 13
Enter starting time - finishing time : 10 14
Enter starting time - finishing time : 11 15
Enter starting time - finishing time : 12 16
The activities are:
Start time      Finish time
3               5
5               8
8               12
12              16
student@c05-60:~/Desktop/13000121058$
```



# OUTPUT

```
student@c05-60: ~/Desktop/13000121058
student@c05-60:~/Desktop/13000121058$ gcc fks.c
student@c05-60:~/Desktop/13000121058$ ./a.out
Enter the number of elements:3
Enter the weight of knapsack: 20
Enter the weight value: 18 25
Enter the weight value: 15 24
Enter the weight value: 10 15
31.50
student@c05-60:~/Desktop/13000121058$
```

# OUTPUT

```
student@c05-60: ~/Desktop/13000121058
student@c05-60:~/Desktop/13000121058$ gcc knap_sp.c
student@c05-60:~/Desktop/13000121058$ ./a.out
Enter the number of elements: 3
Enter the weight of knapsack: 20
Enter the value weight: 25 18
Enter the value weight: 24 15
Enter the value weight: 15 10
Maxinum value: 25
student@c05-60:~/Desktop/13000121058$
```

# OUTPUT

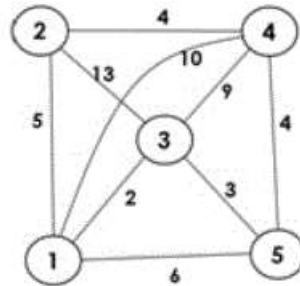
```
student@c05-60: ~/Desktop/13000121058
student@c05-60:~/Desktop/13000121058$ gcc d.c
student@c05-60:~/Desktop/13000121058$ ./a.out
Enter the number of vertices: 5

Enter the source destination weight (-1 -1 -1 to end): 1 2 5
Enter the source destination weight (-1 -1 -1 to end): 1 3 2
Enter the source destination weight (-1 -1 -1 to end): 1 5 6
Enter the source destination weight (-1 -1 -1 to end): 1 4 10
Enter the source destination weight (-1 -1 -1 to end): 3 2 13
Enter the source destination weight (-1 -1 -1 to end): 3 5 3
Enter the source destination weight (-1 -1 -1 to end): 3 4 9
Enter the source destination weight (-1 -1 -1 to end): 2 4 4
Enter the source destination weight (-1 -1 -1 to end): 4 5 4
Enter the source destination weight (-1 -1 -1 to end): -1 -1 -1

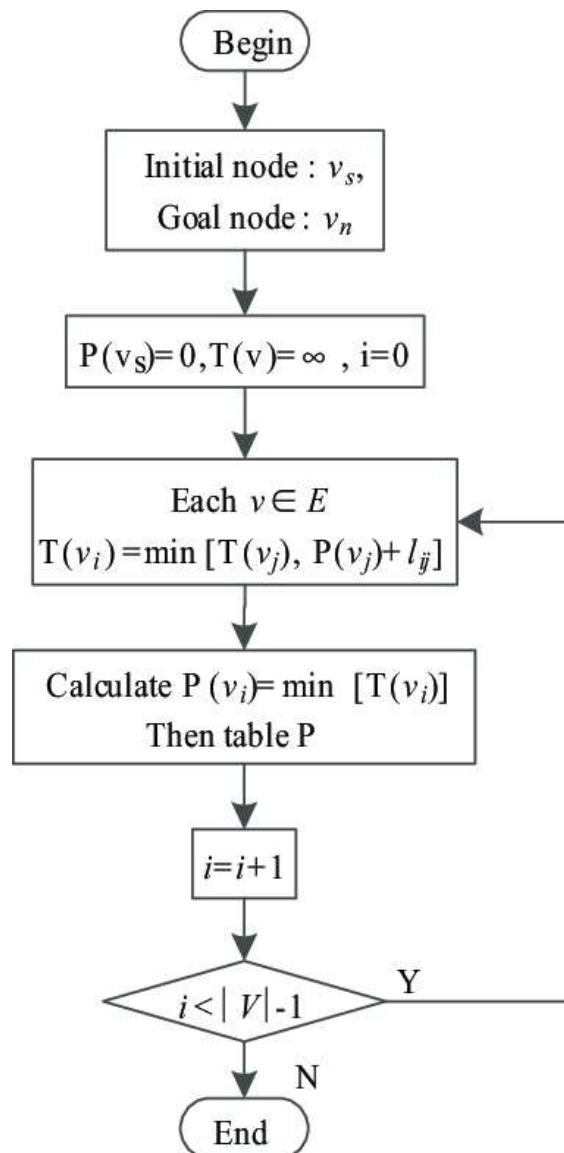
The distance of vertices from source are:
For Vertex 1 -> 0 :
For Vertex 2 -> 5 :
For Vertex 3 -> 2 :
For Vertex 4 -> 9 :
For Vertex 5 -> 5 :
student@c05-60:~/Desktop/13000121058$
```

# ASSIGNMENT 4.1

Implement Single Source shortest Path for a graph (Dijkstra Algorithm) problem to find out the shortest path from the source vertex '1', using the Dijkstra's algorithm, using the dynamic programming technique.



## FLOWCHART

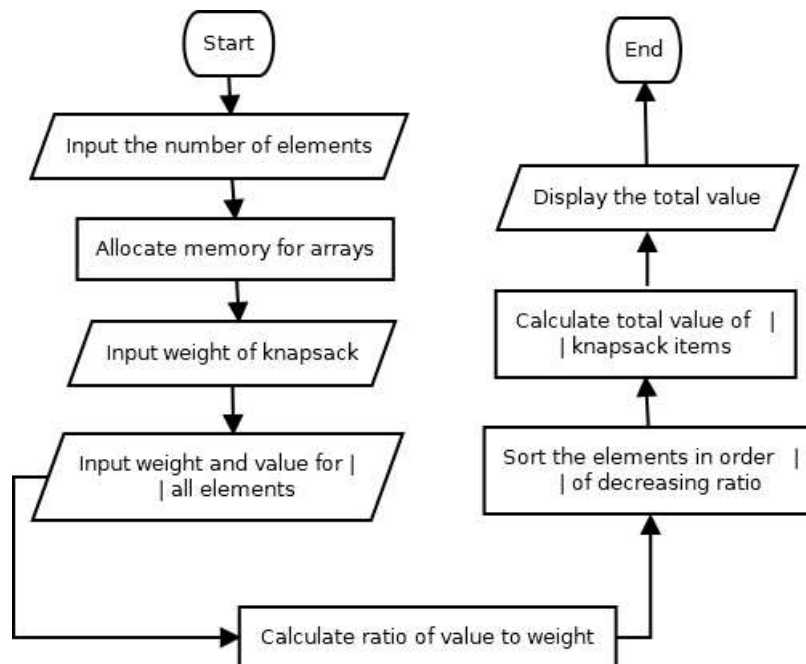


## ASSIGNMENT 8.1

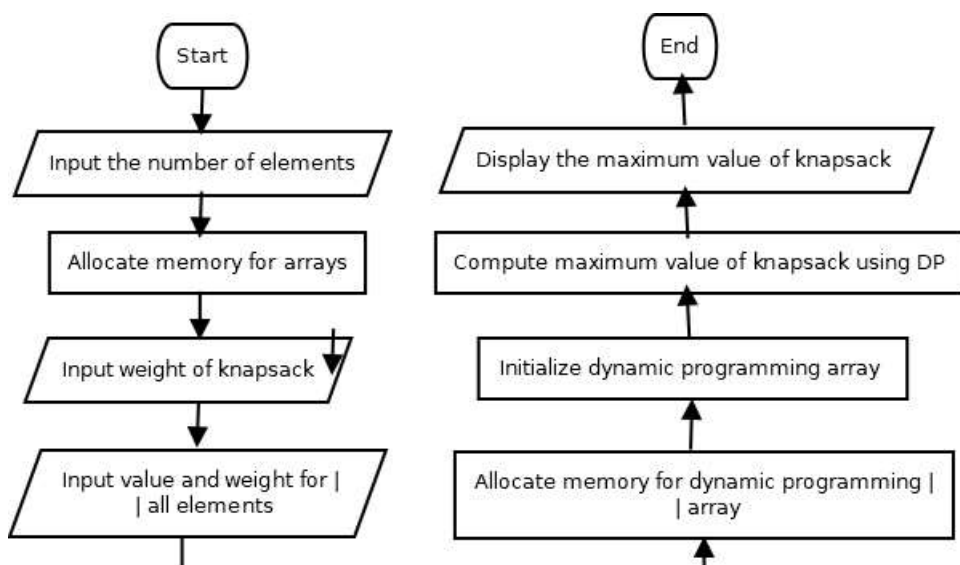
Consider the following knapsack problem where  $n = 3$ ,  $W = 20$  Kgs,  $(v_1, v_2, v_3) = (25, 24, 15)$ , and  $(w_1, w_2, w_3) = (18, 15, 10)$ . WAP to find the optimal solution by fractional knapsack (greedy method) as well as 0 / 1 knapsack (Dynamic programming method).

### FLOWCHART

Fractional  
Knapsack



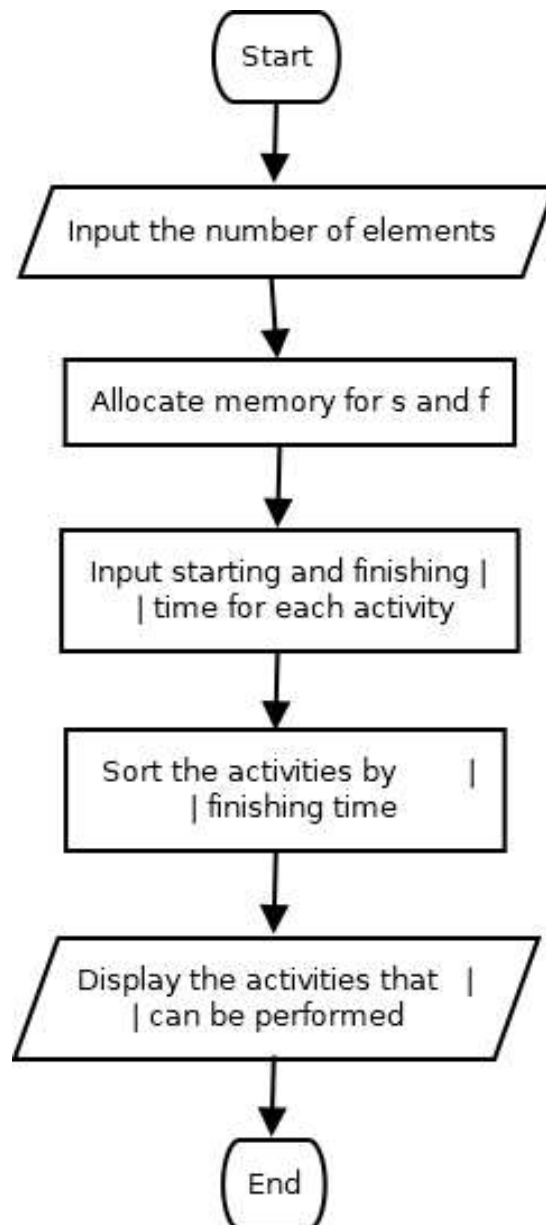
0/1 Knapsack



## ASSIGNMENT 8.2

Given a set of '10' jobs with their  $s_i$  and  $f_i$ , find the optimal sequence of mutually compatible jobs using the greedy method:  $A = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}$ ,  $s_i = \{3, 4, 5, 6, 7, 8, 9, 10, 11, 12\}$  and  $f_i = \{5, 7, 8, 10, 11, 12, 13, 14, 15, 16\}$ .

### FLOWCHART



# ASSIGNMENT 10.1

WAP to implement the N-Queen's problem using the method of backtracking.

## FLOWCHART

