

1010011

$$2^2 \geq 7 + 2 + 1 = 9$$

$$2^3 = 16 \geq 7 + 4 + 1 = 12$$

$$2^0 = P1$$

$$\phi 2^1 = P2$$

$$\phi 2^2 = P4$$

$$\phi 2^3 = P8$$

$$2^4 = P16$$

Set - 01

① Item A, ratio = $\frac{30}{5} = 6$

Item B, ratio = $\frac{50}{10} = 5$

Item C, ratio = $\frac{60}{15} = 4$

Item D, ratio = $\frac{70}{7} = 10$

Item E, ratio = $\frac{40}{8} = 5$

Ranking item based on ration (Descending order)

Item	D	A	B	E	C
Weight (kg)	7	5	10	8	15
Value (\$)	70	30	50	40	60
ratio	10	6	5	5	4

$$\frac{A_{if}}{A_{if}}$$

(2) ^{and n}: no kg capacity:

Greedy picks in ratio order

~~D full (7 kg, value)~~

Take D full: weight 7 kg, value 70\$, remaining capacity 13 kg

Take A full:

weight 5 kg, value 30\$, remaining capacity 8 kg

Take ~~B full~~, frac: weight 8 kg, value 40\$, remaining cap 0 kg

Total for no kg:

from D: 70kg, 70\$

from A: 5kg, 30\$

from E: 8kg, 40\$

$$\text{maximum value} = 70 + 30 + 40 = 140$$

① ~~Knapsack~~

```
#include <bits/stdc++.h> using namespace std;  
struct Knapsack {  
    char name;  
    double weight, value, ratio;  
};  
int main() {  
    Knapsack items = {  
        {'A', 5, 30},  
        {'B', 10, 50},  
        {'C', 15, 60},  
        {'D', 7, 70},  
        {'E', 8, 40}  
    };  
}
```

$$\text{double capacity} = 20$$

```
sort for (auto &itm : items) {  
    itm.ratio = itm.value / itm.weight;  
}
```

```
sort(items.begin(), items.end(), [] (const Item& a, const Item& b) {
    return a.ratio > b.ratio;
});
```

double remaining = capacity;

double totalValue = 0.0;

```
cout << fixed << setprecision(2);
```

```
cout << "Capacity := " << capacity << " kg\n";
```

```
cout << "Take items (possibly fractional):\n";
```

```
for (auto &itm : items) {
```

```
    if (remaining <= 0)
        break;
```

```
    if (itm.weight <= remaining) {
```

```
        cout << "Take full item" << itm.name
            << " (w=" << itm.weight << ", v=" << itm.
            value << ")\n";
```

```
        remaining -= itm.weight;
```

```
        totalValue += itm.value;
```

```
} else {
```

```
    double frac = remaining / itm.weight;
```

```

double w = remaining;
double v = frac * item.value;

cout << "Take " << frac * 100 << "% of item " <<
    item.name;
cout << "(w=" << w << ", v=" << v << ") \n";
totalValue += v;
remaining = 0;
}

}

cout << "Maximum total value = " << totalValue << endl;
return 0;
}

```

A dynamic programming solution

① Activities : A(1,4), B(3,5), C(0,6), D(5,7)

E(8,9); F(5,9), G(6,10)

Greedy Approach:

→ Pick (A,4) first (earliest + finish)

→ Next that starts ≥ 4 . But B(3,5) starts $3 < 4$, so skip B.

Sort by finish time:

Activity	Start Time	Finish time
A	2	4
B	3	5

→ Pick D(5, 7) starts $5 \geq 9 \rightarrow$ Pick D.

→ E(8, 9) starts $8 \geq 7 \rightarrow$ pick E

→ F(5, 9) starts $5 \not\geq 9 \rightarrow$ skip F

→ G(6, 10) starts $6 \not\geq 9 \rightarrow$ skip G

∴ Selected Activities : A, D, E (3 activities)

Activity - A: first (earliest finish 4) → pick A

Activity - B: starts $3 \not\geq$ finish 4 → skip B

Activity - C: starts $0 \not\geq$ finish 4 → skip C

Activity - D: starts $5 \geq$ finish 4 → pick D
updated finish 7

Activity - E: starts $8 \geq$ finish 7 → pick E
updated finish 9

Activity - F: starts $5 \not\geq$ finish 9 → skip F

Activity - G: starts $6 \not\geq$ finish 9 → skip G

picked Activity A, D, E

} (d& BtivitA teno

② same instructions -> defines a const

③ #include <bits/stdc++.h>

using namespace std;

struct Activity {

char name;

int start, finish;

};

int main() {

vector<Activity> acts = {

{'A', 1, 4},

{'B', 3, 5},

{'C', 0, 6},

{'D', 5, 7},

{'E', 8, 9},

{'F', 5, 9},

{'G', 6, 20}

};

Sort (acts.begin(), acts.end(), [])(const Activity&)

const Activity&b) {

return a.finish < b.finish;

}

cout << "Selected Activities : \n";

int lastFinish = -1;

for (auto &a : acts) {

if (a.start >= lastFinish) {

cout << a.name << " " << a.start << ", "

<< a.finish << ")" \n";

lastFinish = a.finish;

}

}

return 0;

}

Set-03

①.

{+,-,0}

{t,s,f}

{c,d,g}

{o,r,s,w}

```

② #include <bits/stdc++.h>
using namespace std;

int lcsLength(const string &a, const string &b) {
    int m = a.size(), n = b.size();
    vector<vector<int>> dp(m+1, vector<int>(n+1, 0));
    for(int i=1; i<=m; i++) {
        for(int j=1; j<=n; j++) {
            if(a[i-1] == b[j-1]) {
                dp[i][j] = dp[i-1][j-1] + 1;
            } else {
                dp[i][j] = max(dp[i-1][j], dp[i][j-1]);
            }
        }
    }
    return dp[m][n];
}

```

```

int main() {
    ;
}

```

③ #include <bits/stdc++.h>
using namespace std;

```
{string lcsString(const string &a, const string &b){  
    int m = a.size(), n = b.size();  
    vector<vector<int>> dp(m+1, vector<int>(n+1, 0));  
    for(int i=1; i<=m; i++) {  
        for(int j=1; j<=n; j++) {  
            if(dp[i][j] == dp[i-1][j-1])  
                if(dp[i-1][j-1] == 0)  
                    if(a[i-1] == b[j-1]) {  
                        dp[i][j] = dp[i-1][j-1] + 1;  
                    } else  
                        dp[i][j] = max(dp[i-1][j], dp[i][j-1]);  
            } } }
```

```
string lcs = "";  
int i=m, j=n;  
while(i>0 && j>0) {
```

```
if (a[i-1] == b[j-1]) {
    lcs.push_back(a[i-1]);
    i--, j--;
}
else if (dp[i-2][j] >= dp[i][j-1]) {
    i--;
}
else {
    reverse(lcs.begin(), lcs.end());
    return lcs;
}
```

Algorithm:

- ① 1. Input : list of n activities with i start[i], fini
2. Sort activities by ascending order of finish time.
3. Select first activity then repeatedly select next activity whose start time \geq finish time of last selected.
4. Output : set of selected activities and count

②

```
struct Activity {
    int id;
    int start, finish;
};

int main() {
    int n;
    cout << "Enter number of activities: ";
    cin >> n;

    vector<Activity> acts(n);
    cout << "Enter start and finish times for each
activity: \n";
```

```
for(int i=0; (i<n); i++) {  
    cout << "Activity " << i+1 << "(start, finish): ";  
    cin >> acts[i].start >> acts[i].finish;  
    acts[i].id = i+1;  
}
```

```
Sort(acts.begin(), acts.end(), [](const Activity  
&a, const Activity &b){  
    return a.finish > b.finish;  
});
```

```
vector<Activity> selected;  
int lastFinish = -1;
```

```
for(auto &a : acts){  
    if(a.start  $\geq$  lastFinish){  
        selected.push_back(a);  
        lastFinish = a.finish;  
    }  
}
```

```
cout << "\nMaximum number of non-overlapping activities: "  
<< selected.size() << endl;  
cout << "selected activities (id, start, finish)"  
<< "
```

```
for( auto &a : facts['selected']) {  
    if(a.id == i) continue;  
    cout << "Activity " << a.id << ":"  
    << endl;  
    cout << a.start << endl << a.finish << endl;  
}  
return 0;  
}  
  
{  
    ActivityA terms[] = {begin, end, middle};  
    for( int i = 0; i < 3; i++) {  
        cout << terms[i] << endl;  
    }  
}  
  
{  
    cout << "ActivityA notes" << endl;  
    cout << "start < finish" << endl;  
    cout << "middle < start" << endl;  
    cout << "end < middle" << endl;  
}  
  
{  
    cout << "ActivityB notes" << endl;  
    cout << "start < finish" << endl;  
    cout << "middle < start" << endl;  
}  
  
{  
    cout << "ActivityC notes" << endl;  
    cout << "start < finish" << endl;  
    cout << "middle < start" << endl;  
}  
  
{  
    cout << "ActivityD notes" << endl;  
    cout << "start < finish" << endl;  
    cout << "middle < start" << endl;  
}
```