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//Knapsack problem
#include <iostream>
#include <vector>
#include <algorithm>

using namespace std;

int main() {
    int n, m;

    cout<<"Enter max weight and no
weights"<<endl;

    cin >> m >> n;

    vector<int> p(n); // price array
    vector<int> w(n); // weight array

    for (int i = 0; i < n; i++) {
        cout<<"Enter profit and weight for
"<<i+1<<endl;

        cin >> p[i] >> w[i];
    }

    vector<pair<double, int>> pw(n);
    for (int i = 0; i < n; i++) {
        pw[i] = make_pair((double)p[i] / w[i], i); //
pw ratio of that object
    }

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        sort(pw.begin(), pw.end(),
greater<pair<double, int>>()); // sort in
descending order

        double profit = 0;
        int k = 0;
        while (m > 0 && k < n) {
            int idx = pw[k].second;
            if (w[idx] <= m) {
                m -= w[idx];
                profit += p[idx];

                cout << "Object " << idx + 1 << " added
with weight " << w[idx] << " and profit " <<
p[idx] << endl;
            }
            else {
                profit += (pw[k].first * m); // add
fractional part of pw ratio

                cout << "Object " << idx + 1 << " added
with weight " << m << " and profit " <<
pw[k].first * m << endl;

                m = 0;
            }

            k++;
        }

        cout << "Total profit: " << profit << endl;

        return 0;
    }

```

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PS E:\Git> cd "e:\Git\SEM-4\AOA\" ; if ($?) { g++ Knapsack.cpp -o Knapsack } ; if ($?) { .\Knapsack }
Enter max weight and no weights
15
7
Enter profit and weight for 1
10 2
Enter profit and weight for 2
5 3
Enter profit and weight for 3
15 5
Enter profit and weight for 4
7 7
Enter profit and weight for 5
6 1
Enter profit and weight for 6
18 4
Enter profit and weight for 7
3 1
Object 5 added with weight 1 and profit 6
Object 1 added with weight 2 and profit 10
Object 6 added with weight 4 and profit 18
Object 7 added with weight 1 and profit 3
Object 3 added with weight 5 and profit 15
Object 2 added with weight 2 and profit 3.33333
Total profit: 55.3333
PS E:\Git\SEM-4\AOA>
```