```
1. 0-1 Knapsack problem:
CODE:
import java.util.*;
class Main {
  public static int knapsack(int[] wt, int[] v, int ind, int w, int[][] dp){
    if(ind==0){
      if(wt[0] \le w){
         return v[0];
      }else{
         return 0;
      }
    }
    if(dp[ind][w]!=-1){
      return dp[ind][w];
    }
    int notake=0+knapsack(wt,v,ind-1,w,dp);
    int take=Integer.MIN_VALUE;
    if(wt[ind]<=w){
      take=v[ind]+knapsack(wt,v,ind-1,w-wt[ind],dp);
    }
    dp[ind][w]=Math.max(notake,take);
    return dp[ind][w];
  }
  static int knapsack(int[] wt,int[] v, int n, int w){
    int dp[][]=new int[n][w+1];
    for(int r[]:dp){
      Arrays.fill(r,-1);
    }
    return knapsack(wt,v,n-1,w,dp);
  }
  public static void main(String[] args) {
    int wt[]={1,2,4,5};
    int v[]={5,4,8,6};
    int w=5;
    int n=wt.length;
    System.out.println("Maximum value: " +knapsack(wt,v,n,w));
  }
}
OUTPUT:
Maximum value: 13
=== Code Execution Successful ===
Time Complexity: O(n*w)
2. Floor in sorted array:
CODE:
import java.util.*;
```

public static int floorelement(int[] a, int l, int h, int x){

class Main {

```
if(l>h) return -1;
    if(x>=a[h]) return h;
    int m=(l+h)/2;
    if(a[m]==x) return m;
    if(m>0 && a[m-1]<=x && x<a[m]) return m-1;
    if(x<a[m]) return floorelement(a,l,m-1,x);
    return floorelement(a,m+1,h,x);
  }
  public static void main(String[] args) {
    int a[]={1,2,4,6,10,12,14};
    int x=7;
    int n=a.length;
    int ind=floorelement(a,0,n-1,x);
    if(ind==-1)
       System.out.println("Floor of"+x+"doesn't exist");
    else
       System.out.println("Floor of " +x+ " is: " +a[ind]);
  }
}
OUTPUT:
Floor of 7 is: 6
 === Code Execution Successful ===
Time Complexity: O(log n)
3. Check equal arrays:
CODE:
import java.io.*;
import java.util.*;
class Equal arr{
  public static boolean equal(int a1[], int a2[]){
    int n=a1.length;
    int m=a2.length;
    if(n!=m) return false;
    Map<Integer, Integer> map=new HashMap<Integer, Integer>();
    int c=0;
    for(int i=0;i<n;i++){
       if(map.get(a1[i])==null) map.put(a1[i],1);
      else{
         c=map.get(a1[i]);
         C++;
         map.put(a1[i],c);
      }
    for(int i=0;i<n;i++){
       if(!map.containsKey(a2[i])) return false;
       if(map.get(a2[i])==0) return false;
       c=map.get(a2[i]);
       --c;
```

```
map.put(a2[i],c);
    }
    return true;
  }
  public static void main(String[] args){
    int a1[]={3,5,2,5,2};
    int a2[]={2,3,5,5,2};
    if(equal(a1,a2)) System.out.println("Yes");
    else System.out.println("No");
  }
}
OUTPUT:
```

[Running] cd "c:\Data\Knowledge\DSA\Programs\Day_2\" && javac Equal_arr.java && java Equal_arr

Time Complexity: O(n)

4. Palindrome linked list:

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CODE:
```

```
class Node{
  int data;
  Node next;
  Node(int d){
    data=d;
    next=null;
  }
}
class Palindrome_linked_list{
  static Node reverse(Node head){
    Node prev=null;
    Node curr=head;
    Node next;
    while(curr!=null){
      next=curr.next;
      curr.next=prev;
      prev=curr;
      curr=next;
    }
    return prev;
  }
  static boolean identical(Node n1, Node n2){
    while(n1!=null && n2!=null){
      if(n1.data!=n2.data) return false;
      n1=n1.next;
      n2=n2.next;
    }
    return true;
  }
  static boolean palindrome(Node head){
    if(head==null | | head.next==null) return true;
```

```
Node slow=head, fast=head;
    while(fast.next!=null && fast.next.next!=null){
      slow=slow.next;
      fast=fast.next.next;
    Node head2=reverse(slow.next);
    slow.next=null;
    boolean ret=identical(head,head2);
    head2=reverse(head2);
    slow.next=head2;
    return ret;
  }
  public static void main(String[] args){
    Node head=new Node(1);
    head.next=new Node(2);
    head.next.next=new Node(3);
    head.next.next.next=new Node(2);
    head.next.next.next.next=new Node(1);
    boolean res=palindrome(head);
    if(res) System.out.println("true");
    else System.out.println("false");
 }
OUTPUT:
```

}

[Running] cd "c:\Data\Knowledge\DSA\Programs\Day_2\" && javac Palindrome_linked_list.java && java Palindrome_linked_list true

Time Complexity: O(n)

5. Balanced tree check:

CODE:

```
class Node{
  int data;
  Node left;
  Node right;
  Node(int val){
    data=val;
    left=null;
    right=null;
  }
class Balanced_tree_check{
  public boolean balance(Node root){
    return dfs(root)!=-1;
  }
  public int dfs(Node root){
    if(root==null) return 0;
    int lh=dfs(root.left);
    if(lh==-1) return -1;
```

```
if(rh==-1) return -1;
    if(Math.abs(lh-rh)>1) return -1;
    return Math.max(lh,rh)+1;
  public static void main(String[] args){
    Node root=new Node(1);
    root.left=new Node(2);
    root.right=new Node(3);
    root.left.left=new Node(4);
    root.left.right=new Node(5);
    root.left.right.right=new Node(6);
    root.left.right.right.right=new Node(7);
    Balanced_tree_check checker=new Balanced_tree_check();
    if(checker.balance(root)){
      System.out.println("The tree is balanced");
    }else{
      System.out.println("The tree is not balanced");
    }
  }
OUTPUT:
[Running] cd "c:\Data\Knowledge\DSA\Programs\Day_2\" && javac Balanced_tree_check.java && java
Balanced_tree_check
The tree is not balanced
Time Complexity: O(n)
6. Triplet sum in array:
CODE:
import java.util.*;
public class Triple_sum{
  static boolean tripletsum(int[] a, int sum){
    int n=a.length;
    for(int i=0;i< n-2;i++){
      Set<Integer> s=new HashSet<>();
      int currsum=sum-a[i];
      for(int j=i+1;j<n;j++){
         int required=currsum-a[j];
         if(s.contains(required)){
           System.out.println("Triplet is: "+a[i]+", "+a[j]+", "+required);
           return true;
        }
         s.add(a[j]);
      }
    return false;
  public static void main(String[] args){
    int[] a={1,4,45,6,10,8};
```

int rh=dfs(root.right);

```
int sum=22;
    tripletsum(a,sum);
}
```

OUTPUT:

```
[Running] cd "c:\Data\Knowledge\DSA\Programs\Day_2\" && javac Triple_sum.java && java Triple_sum
Triplet is: 4, 8, 10
```

Time Complexity: O(n^2)