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LAB REPORT on

Analysis and Design of Algorithms

Submitted by

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in partial fulfillment for the award of the degree of BACHELOR OF ENGINEERING in COMPUTER SCIENCE AND ENGINEERING



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CERTIFICATE

This is to certify that the Lab work entitled "Analysis and Design of Algorithms" carried out by Ishita Ray(1BM20CS061), who is a bonafide student of B. M. S. College of Engineering. It is in partial fulfillment for the award of Bachelor of Engineering in Computer Science and Engineering of the Visvesvaraya Technological University, Belgaum during the year 2022. The Lab report has been approved as it satisfies the academic requirements in respect of a Analysis and Design of Algorithms - (19CS4PCADA) work prescribed for the said degree.

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Index Sheet

SI. No.	Experiment Title	Page No.
1	Write a recursive program to Solve	5-7
	a) Towers-of-Hanoi problem b) To find GCD	
2	Implement Recursive Binary search and Linear search and determine	
	the time required to search an element. Repeat the experiment for	8-15
	different values of N and plot a graph of the time taken versus N.	
3	Sort a given set of N integer elements using Selection Sort technique and compute its time taken. Run the program for different values of	16-18
	N and record the time taken to sort.	
4	Write program to do the following:	10.22
4	a) Print all the nodes reachable from a given starting node in a	19-23
	digraph using BFS method.	
	b) Check whether a given graph is connected or not using DFS	
	method.	
5	Sort a given set of N integer elements using Insertion Sort technique and compute its time taken.	24-28
	Write program to obtain the Topological ordering of vertices in a	20.22
6	given digraph.	29-32
7	Implement Johnson Trotter algorithm to generate permutations.	33-39
8	Sort a given set of N integer elements using Merge Sort technique	40-44
	and compute its time taken. Run the program for different values of	
	N and record the time taken to sort.	
9	Sort a given set of N integer elements using Quick Sort technique	45-48
	and compute its time taken.	
10	Sort a given set of N integer elements using Heap Sort technique and compute its time taken.	49-53
11	Implement Warshall's algorithm using dynamic programming	54-56
12	Implement 0/1 Knapsack problem using dynamic programming.	
		57-59
13	Implement All Pair Shortest paths problem using Floyd's algorithm.	60-63
14	Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.	64-68
15	Find Minimum Cost Spanning Tree of a given undirected graph using Kruskals algorithm.	69-72
16	From a given vertex in a weighted connected graph, find shortest	73-77
	paths to other vertices using Dijkstra's algorithm.	
17	Implement "Sum of Subsets" using Backtracking. "Sum of Subsets" problem: Find a subset of a given set S = {s1,s2,,sn} of n	79-82
	positive integers whose sum is equal to a given positive integer d.	
	For example, if $S = \{1,2,5,6,8\}$ and $d = 9$ there are two solutions	
L	To example, if 3 - (1,2,3,0,0) and a - 3 there are two solutions	

	{1,2,6} and {1,8}. A suitable message is to be displayed if the given problem instance doesn't have a solution.	
18	Implement "N-Queens Problem" using Backtracking.	83-84

Course Outcome

CO1	Ability to analyze time complexity of Recursive and Non-Recursive algorithms using asymptotic notations.
CO2	Ability to design efficient algorithms using various design techniques.
соз	Ability to apply the knowledge of complexity classes P, NP, and NP-Complete and prove certain problems are NP-Complete
CO4	Ability to conduct practical experiments to solve problems using an appropriate designing method and find time efficiency.

1.Write a recursive program to Solve:

a)Tower of Hanoi:

```
#include<stdio.h>
void toh(int n,char src, char dest, char aux){
  if(n==1){
    printf("\n%c -> %c",src,dest);
    return;
  }
  else{
    toh(n-1,src,aux,dest);
    printf("\n%c -> %c",src,dest);
    toh(n-1,aux,dest,src);
  }
}
int main(){
  int n;
  printf("\nEnter the number of disks");
  scanf("%d",&n);
  printf("The sequence of moves are:\n");
  toh(n,'A','C','B');
}
```

```
Enter the number of disks 4
The sequence of moves are:
A -> B
A -> C
B -> C
A -> B
C -> A
C -> B
A -> B
A -> C
B -> C
B -> A
C -> A
B -> C
A -> B
A -> C
B -> C
PS D:\ADA\ADA LAB>
```

b)To find GCD:

```
#include<stdio.h>
int gcd(int m,int n){
  if(n==0){
    return m;
  }
  else{
    return(gcd(n,(m%n)));
```

```
}

int main(){
  int n,m;
  int GCD;
  printf("Enter the values:");
  scanf("%d %d",&m,&n);
  GCD=gcd(m,n);
  printf("The gcd of %d and %d is %d",m,n,GCD);
}
```

<u>1.</u>

```
Enter the values:36 48
The gcd of 36 and 48 is 12
PS D:\ADA\ADA LAB>
```

<u>2.</u>

```
Enter the values:38 92
The gcd of 38 and 92 is 2
PS D:\ADA\ADA_LAB>
```

2.Implement Recursive Binary search and Linear search and determine the time required to search an element. Repeat the experiment for different values of N and plot a graph of the time taken versus N.

Binary search:

```
#include <stdio.h>
#include <time.h>
int binary(int element,int arr[], int start_index, int end_index){
 if (end index >= start index){
   int middle = start index + (end index - start index )/2;
   if (arr[middle] == element)
     return middle;
   if (arr[middle] > element)
     return binary( element, arr, start index, middle-1);
   return binary(element, arr, middle+1, end index);
 }
 return -1;
}
int main()
{
  clock t start, end;
  int n;
  int s;
```

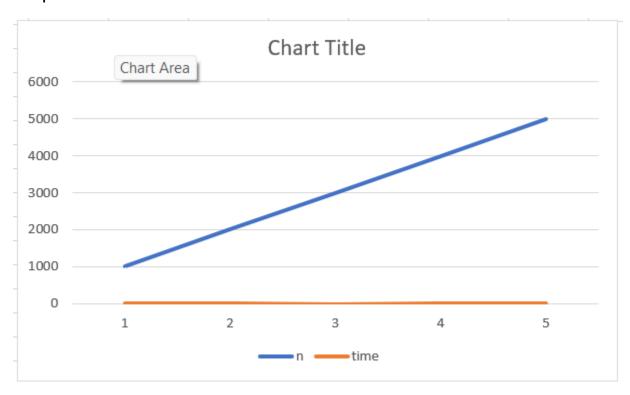
```
printf("Enter array size\n");
scanf("%d",&n);
int arr[n];
for(int i=0;i<n;i++){
  arr[i] = rand();
}
printf("The array elements are:");
for(int i=0;i<n;i++){
  printf("\n%d",arr[i]);
}
printf("\nEnter element to be searched\n");
scanf("%d",&s);
start=clock();
int res= binary(s,arr,0,n-1);
if(res==-1)
{
  printf("Element not found");
}
else
printf("Found in position %d", res);
for(int i=0; i<1000; i++){
  for(int j=0; j<1000000; j++){
```

```
}
}
end=clock();
printf("\ntime taken %f ", difftime(end,start)/CLOCKS_PER_SEC);
}
```

```
Enter array size

5
The array elements are:
41
18467
6334
26500
19169
Enter element to be searched
6334
Found in position 2
time taken 2.482000
PS D:\ADA\ADA_LAB> [
```

Graph:



Linear Search:

```
#include<stdio.h>
#include<stdlib.h>
#include<time.h>
void main()
{
   int n;
   printf("Enter size of array:\n");
   scanf("%d",&n);
   int a[n];
   time_t st,ed;
```

```
int ele,flag = 0;
for(int i = 0;i<n;i++)
  a[i] = rand();
}
for(int k = 0; k < 500; k++)
{
  printf("%d,",a[k]);
}
printf("\n");
printf("ENTER ELEMENT TO SEARCH \n");
scanf("%d",&ele);
st = time(NULL);
for(int j = 0; j < n; j++)
{
  for(int p = 0; p < 10000000; p++);
  if(a[j] == ele)
  {
    printf("\n ELEMENT FOUND");
```

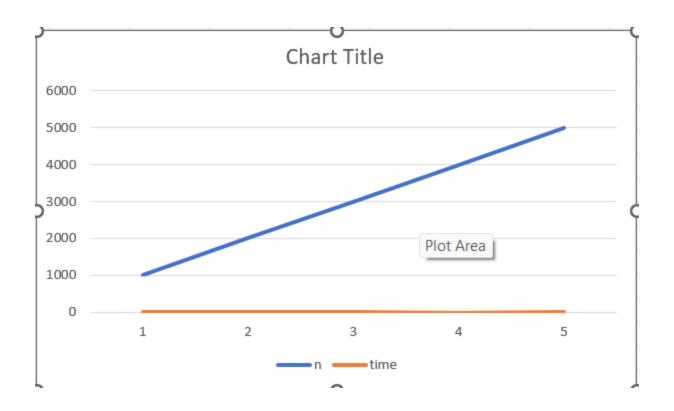
```
flag = 1;
  break;
}

if(flag == 0)
{
  printf("\n ELEMENT NOT FOUND");
}
ed = time(NULL);

printf("\n TIME TAKEN = %f", difftime(ed,st));
return 0;
}
```

```
Enter size of array:
1000
41,18467,6334,26500,19169,15724,11478,29358,26962,24464,5705,28145,23281,16827,9961,49
1,2995,11942,4827,5436,32391,14604,3902,153,292,12382,17421,18716,19718,19895,5447,217
26,14771,11538,1869,19912,25667,26299,17035,9894,28703,23811,31322,30333,17673,4664,15
141,7711,28253,6868,25547,27644,32662,32757,20037,12859,8723,9741,27529,778,12316,3035
,22190,1842,288,30106,9040,8942,19264,22648,27446,23805,15890,6729,24370,15350,15006,3
1101,24393,3548,19629,12623,24084,19954,18756,11840,4966,7376,13931,26308,16944,32439,
24626,11323,5537,21538,16118,2082,22929,16541,4833,31115,4639,29658,22704,9930,13977,2
306,31673,22386,5021,28745,26924,19072,6270,5829,26777,15573,5097,16512,23986,13290,91
61,18636,22355,24767,23655,15574,4031,12052,27350,1150,16941,21724,13966,3430,31107,30
191,18007,11337,15457,12287,27753,10383,14945,8909,32209,9758,24221,18588,6422,24946,2
7506,13030,16413,29168,900,32591,18762,1655,17410,6359,27624,20537,21548,6483,27595,40
41,3602,24350,10291,30836,9374,11020,4596,24021,27348,23199,19668,24484,8281,4734,53,1
999,26418,27938,6900,3788,18127,467,3728,14893,24648,22483,17807,2421,14310,6617,22813
,9514,14309,7616,18935,17451,20600,5249,16519,31556,22798,30303,6224,11008,5844,32609,
14989,32702,3195,20485,3093,14343,30523,1587,29314,9503,7448,25200,13458,6618,20580,19
796,14798,15281,19589,20798,28009,27157,20472,23622,18538,12292,6038,24179,18190,29657
,7958,6191,19815,22888,19156,11511,16202,2634,24272,20055,20328,22646,26362,4886,18875
,28433,29869,20142,23844,1416,21881,31998,10322,18651,10021,5699,3557,28476,27892,2438
9,5075,10712,2600,2510,21003,26869,17861,14688,13401,9789,15255,16423,5002,10585,24182
,10285,27088,31426,28617,23757,9832,30932,4169,2154,25721,17189,19976,31329,2368,28692
,21425,10555,3434,16549,7441,9512,30145,18060,21718,3753,16139,12423,16279,25996,16687
,12529,22549,17437,19866,12949,193,23195,3297,20416,28286,16105,24488,16282,12455,2573
4,18114,11701,31316,20671,5786,12263,4313,24355,31185,20053,912,10808,1832,20945,4313,
27756, 28321, 19558, 23646, 27982, 481, 4144, 23196, 20222, 7129, 2161, 5535, 20450, 11173, 10466, 12
044,21659,26292,26439,17253,20024,26154,29510,4745,20649,13186,8313,4474,28022,2168,14
018,18787,9905,17958,7391,10202,3625,26477,4414,9314,25824,29334,25874,24372,20159,118
33,28070,7487,28297,7518,8177,17773,32270,1763,2668,17192,13985,3102,8480,29213,7627,4
802,4099,30527,2625,1543,1924,11023,29972,13061,14181,31003,27432,17505,27593,22725,13
031,8492,142,17222,31286,13064,7900,19187,8360,22413,30974,14270,29170,235,30833,19711
,25760,18896,4667,7285,12550,140,13694,2695,21624,28019,2125,26576,21694,22658,26302,1
7371,22466,4678,22593,23851,25484,1018,28464,21119,23152,2800,18087,31060,1926,9010,47
57,32170,20315,9576,30227,12043,22758,7164,5109,7882,17086,29565,3487,29577,14474,2625
,25627,5629,31928,25423,28520,6902,14962,123,24596,3737,13261,10195,32525,
ENTER ELEMENT TO SEARCH
32170
 ELEMENT FOUND
 TIME TAKEN = 12.000000
PS D:\ADA\ADA LAB>
```

Graph:



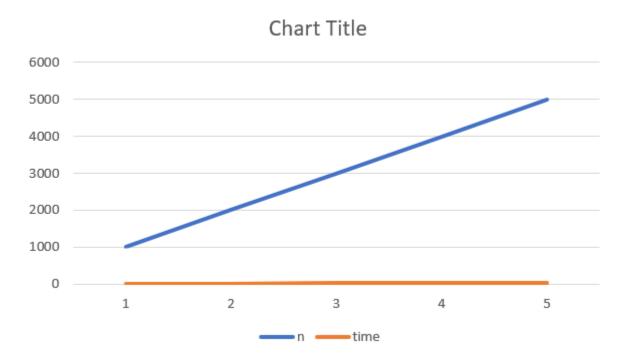
3)Sort a given set of N integer elements using Selection Sort technique and compute its time taken. Run the program for different values of N and record the time taken to sort.

```
#include <stdio.h>
#include <time.h>
int main()
{
  int a[100], n, i, position, swap, j;
  clock t start, end;
  printf("Enter the number of elements");
  scanf("%d", &n);
  printf("Enter %d numbers", n);
  for (i=0; i<n; i++)
  {
    scanf("%d", &a[i]);
  }
  start = clock();
  for (i=0; i<n-1; i++)
  {
    position = i;
    for (j=i+1; j<n; j++)
    {
```

```
if(a[position]>a[j])
       {position = j;}
    }
    if (position != j)
    {
       swap = a[i];
       a[i] = a[position];
       a[position] = swap;
    }
  }
  end = clock();
  printf("Sorted Array\n");
  for (i=0; i<n; i++)
  {
    printf("%d ", a[i]);
  }
  printf("Time is %f", difftime(end, start)/CLOCKS_PER_SEC);
  return 0;
}
```

```
Enter the number of elements5
Enter 5 numbers4
2
1
6
3
Sorted Array
1 2 3 4 6 Time is 0.000000
PS D:\ADA\ADA_LAB>
```

Graph:



- 4) Write program to do the following:
- a) Print all the nodes reachable from a given starting node in a digraph using BFS method.
- b) Check whether a given graph is connected or not using DFS method.

```
4.a)#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
int a[20][20],s[20];
int visited[20],n,i,j,f=0,r=-1;
void bfs(int v)
  for(i=1; i<=n; i++)
    if(a[v][i] && !visited[i])
       s[++r]=i;
  if(f \le r)
  {
    visited[s[f]]=1;
    bfs(s[f++]);
```

```
}
}
void main()
{
  int v;
  printf("\n Enter the number of vertices:");
  scanf("%d",&n);
  for(i=1; i<=n; i++)
  {
    s[i]=0;
    visited[i]=0;
  }
  printf("\n Enter graph data in matrix form:\n");
  for(i=1; i<=n; i++)
    for(j=1; j<=n; j++)
       scanf("%d",&a[i][j]);
  printf("\n Enter the vertex to start:");
  scanf("%d",&v);
  bfs(v);
  printf("\n The node which are reachable are:\n");
  for(i=1; i<=n; i++)
    if(visited[i])
       printf("%d\t",i);
```

```
Enter the number of vertices:4

Enter graph data in matrix form:
0 1 1 0
0 0 1 0
1 0 0 1
0 0 0 1

Enter the vertex to start:3

The node which are reachable are:
1 2 3 4
PS D:\ADA\ADA_LAB>
```

```
4.b)
#include<conio.h>
#include<stdio.h>
int a[20][20],reach[20],n;
```

```
void dfs(int v)
{
  int i;
  reach[v]=1;
  for(i=1; i<=n; i++)
    if(a[v][i] && !reach[i])
       printf("\n %d->%d",v,i);
       dfs(i);
    }
}
void main()
{
  int i,j,count=0;
  printf("\n Enter number of vertices:");
  scanf("%d",&n);
  for(i=1; i<=n; i++)
  {
    reach[i]=0;
    for(j=1; j<=n; j++)
       a[i][j]=0;
  }
  printf("\n Enter the adjacency matrix:\n");
```

```
for(i=1; i<=n; i++)
    for(j=1; j<=n; j++)
      scanf("%d",&a[i][j]);
  dfs(1);
  printf("\n");
  for(i=1; i<=n; i++)
  {
    if(reach[i])
       count++;
  }
  if(count==n)
    printf("\n Graph is connected");
  else
    printf("\n Graph is not connected");
}
```

```
Enter number of vertices:4

Enter the adjacency matrix:
0 1 1 0
0 0 1 0
1 0 0 1
0 0 0 1

1->2
2->3
3->4

Graph is connected
PS D:\ADA\ADA_LAB>
```

5)Sort a given set of N integer elements using Insertion Sort technique and compute its time taken.

```
#include <stdio.h>
#include <time.h>
void insertionSort(int arr[], int n)
{
  int i, key, j;
  for (i = 1; i < n; i++) {
    key = arr[i];
    j = i - 1;
    while (j \ge 0 \&\& arr[j] > key) {
       arr[j + 1] = arr[j];
       j = j - 1;
     }
    arr[j + 1] = key;
  }
}
int main()
{
  int n;
  clock_t start,end;
```

```
printf("Enter the size of the array\n");
 scanf("%d",&n);
 int arr[n];
 for(int i=0;i<n;i++){
    arr[i]=rand();
 }
 printf("\nthe elements of the array\n");
 for(int i=0;i<n;i++){
    printf(" %d ",arr[i]);
 }
start=clock();
 insertionSort(arr, n);
 end=clock();
 printf("\Sorted array: ");
 for (int j = 0; j < n; j++)
    printf("%d ", arr[j]);
 printf("\n");
printf("\ntime taken %f ", difftime(end,start));
 return 0;
```

Enter the size of the array

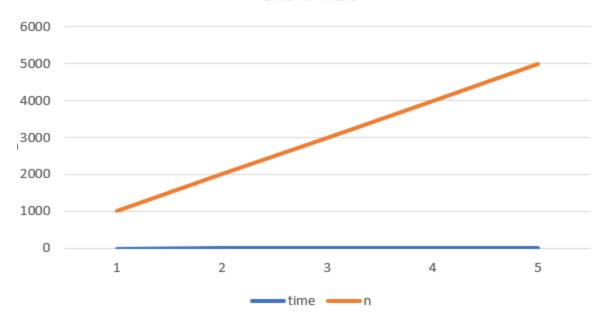
the elements of the array
41 18467 6334 26500 19169 15724 11478 29358 26962 24464 5705 28145 23281 16827 9961 491 2995 11942 4827 5436 32391 14604 3902 153 292 12382 17421 187
16 19718 19895 5447 21726 14771 11538 1869 19912 25667 26299 17935 9894 28703 23811 31322 30333 17673 4664 15141 7711 28253 6868 25547 27644 32662 3275
7 20037 12859 8723 9741 27529 778 12316 3035 22190 1842 288 30106 9040 8942 12054 22648 27446 23805 15890 6729 24370 15350 15906 31101 24393 3548 1965
9 12632 34084 19954 18756 11840 4966 7376 13931 26308 16944 32439 24656 11323 5537 17538 16118 2082 22299 16541 4833 31115 6439 29568 22704 9930 13977
2306 31673 22386 5021 28745 26924 19072 6270 5829 26777 15573 5097 16512 23986 13290 9161 18636 22355 24767 23655 15574 4031 12052 27350 1150 16941 27
24 13966 3430 31107 31091 18807 11337 15457 12287 27753 1083 14945 890 32209 9758 24221 18588 6422 24946 27596 13930 16413 29168 909 32591 18762 165
5 17410 6359 27624 20537 21548 6483 27595 4041 3602 24350 10291 30836 9374 11020 4596 24021 27348 21399 19668 24484 8281 4744 53 1999 26418 2798 6998 22709 2319 24085 3093 14343 30523 1587 29314 9503 7448 25200 13458 6618 20580 19796 14798 15281 19589 20798 28009 27157 20472 23622 18538 12292 6638 24179 18190 29567 7988 6191 19815 22888 19156 11511 16202 2634 24272 20055 20328 22646 25362 4886 18875 28433 19589 20478 23844 4146 21881 31998 61322 18651 10021 5699 3557 28476 27892 24389 5957 19712 2600 2510 21003 26869 17861 14688 13441 1798 1315 20578 54418 12085 27488 13124 62862 22599 17357 9832 20393 4140 2154 25721 17189 19976 31329 2368 2488 2481 6245 42472 20055 20328 22646 25362 4886 18875 28433 1375 36139 12423 16279 25996 1668 18395 14924 14023 2991 14040 2159 2555 16423 5002 10585 24182 10585 31426 2638 24389 5075 19712 2600 2510 21003 26869 17361 14688 13444 1401 9789 15255 16423 5002 16585 24182 10585 31426 2638 24391 2452 25599 17357 20472 2362 18538 13292 2450 16599 3557 28476 27892 24389 5957 19712 2600 2510 24508 24508 24508 24508 24508 24508 24508 24508 24508 24508 24508 24508 24508

1865] 26746 22044 11278 315 8759 11197 7665 25264 12181 28593 3829 23775 20608 20702 5997 17549 20556 25561 31677 6467 20541 20129 31240 27813 2914 20601 6977 20215 8883 8213 23992 25824 5691 23392 15799 2670 26702 28297 1539 303 11422 12098 11247 13584 13686 27871 17864 29213 11075 2567 27819 2013 11075 27857 1539 303 11422 12098 11247 13584 13686 27871 17864 29213 11075 27872 17754 18878 15680 24879 6287 23847 27852 25867 28570 2975 2597 5797 1539 303 11422 12098 11247 13584 13686 28771 17864 29213 11075 24872 11070 24872 2487

time taken 0.001000 PS D:\ADA\ADA_LAB>

Graph:

Chart Title



6) Write program to obtain the Topological ordering of vertices in a given graph

```
#include<stdio.h>
#include<conio.h>
int main()
{
  int i,j,k,n,a[10][10],indeg[10],flag[10],count=0;
  printf("Enter the no of vertices:\n");
  scanf("%d",&n);
  printf("Enter the adjacency matrix:\n");
  for(i=0; i<n; i++)
  {
    printf("Enter row %d\n",i+1);
    for(j=0; j<n; j++)
```

```
scanf("%d",&a[i][j]);
}
for(i=0; i<n; i++)
{
  indeg[i]=0;
  flag[i]=0;
}
for(i=0; i<n; i++)
  for(j=0; j<n; j++)
    indeg[i]=indeg[i]+a[j][i];
printf("\nThe topological order is:");
while(count<n)
{
  for(k=0; k<n; k++)
```

```
{
  if((indeg[k]==0) \&\& (flag[k]==0))
  {
    printf("%d ",(k+1));
    flag [k]=1;
  }
  for(i=0; i<n; i++)
  {
    if(a[i][k]==1)
       indeg[k]--;
  }
}
count++;
```

```
}
```

```
Enter the no of vertices:
4
Enter the adjacency matrix:
Enter row 1
0 1 1 0
Enter row 2
0 0 1 0
Enter row 3
1 0 0 1
Enter row 4
0 0 0 1

The topological order is:1 2 3 4
PS D:\ADA\ADA_LAB>
```

7)Implement Johnson Trotter algorithm to generate permutations.

```
#include <stdio.h>
#include <stdlib.h>
int flag = 0;
int swap(int *a,int *b)
{
  int t = *a;
  *a = *b;
  *b = t;
}
int search(int arr[],int num,int mobile)
{
  int g;
  for(g=0;g<num;g++)</pre>
  {
    if(arr[g] == mobile)
       return g+1;
```

```
}
    else
     flag++;
  }
  return -1;
}
int find_Moblie(int arr[],int d[],int num)
{
  int mobile = 0;
  int mobile_p = 0;
  int i;
  for(i=0;i<num;i++)
  {
    if((d[arr[i]-1] == 0) && i != 0)
    {
      if(arr[i]>arr[i-1] && arr[i]>mobile_p)
       {
         mobile = arr[i];
         mobile_p = mobile;
       }
       else
```

```
flag++; }
  }
  else if((d[arr[i]-1] == 1) & i != num-1)
  {
    if(arr[i]>arr[i+1] && arr[i]>mobile_p)
       mobile = arr[i];
       mobile_p = mobile;
    }
    else
      flag++;
    }
  else
      flag++;
    }
}
if((mobile_p == 0) \&\& (mobile == 0))
  return 0;
else
```

```
return mobile;
}
void permutations(int arr[],int d[],int num)
  int i;
  int mobile = find_Moblie(arr,d,num);
  int pos = search(arr,num,mobile);
  if(d[arr[pos-1]-1]==0)
    swap(&arr[pos-1],&arr[pos-2]);
  else
    swap(&arr[pos-1],&arr[pos]);
  for(int i=0;i<num;i++)</pre>
  {
    if(arr[i] > mobile)
    {
       if(d[arr[i]-1]==0)
         d[arr[i]-1] = 1;
       else
         d[arr[i]-1] = 0;
    }
  }
  for(i=0;i<num;i++)
  {
```

```
printf(" %d ",arr[i]);
  }
}
int factorial(int k)
{
  int f = 1;
  int i = 0;
  for(i=1;i<k+1;i++)
    f = f*i;
  }
  return f;
}
int main()
{
  int num = 0;
  int i;
  int j;
  int z = 0;
  printf("Johnson trotter algorithm to find all permutations of given
numbers \n");
  printf("Enter the number\n");
  scanf("%d",&num);
```

```
int arr[num],d[num];
  z = factorial(num);
  printf("The total permutations are %d",z);
  printf("\nAll possible permutations are: \n");
  for(i=0;i<num;i++)</pre>
  {
    d[i] = 0;
    arr[i] = i+1;
    printf(" %d ",arr[i]);
  }
  printf("\n");
  for(j=1;j<z;j++)
  {
    permutations(arr,d,num);
    printf("\n");
  }
  return 0;
}
```

```
Johnson trotter algorithm to find all permutations of given numbers
Enter the number
The total permutations are 24
All possible permutations are:
1 2 3 4
1 2 4 3
1 4 2 3
4 1
      2
4 1 3 2
     3 2
   4
 1
   3 4 2
1
   3 2 4
 3 1
     2 4
 3 1
     4 2
 3
   4
     1
        2
   3 1 2
      2 1
   3
4
3 4
     2 1
 3 2
     4 1
3 2 1 4
 2 3 1 4
 2
   3
     4 1
 2 4 3 1
4 2 3 1
4 2 1 3
2 4 1 3
 2 1 4 3
 2 1 3 4
PS D:\ADA\ADA LAB>
```

8)Sort a given set of N integer elements using Merge Sort technique and compute its time taken. Run the program for different values of N and record the time taken to sort.

```
#include<stdlib.h>
#include<stdio.h>
#include<time.h>
void merge(int arr[], int l, int m, int r)
{
  int i, j, k;
  int n1 = m - l + 1;
  int n2 = r - m;
  int L[n1], R[n2];
  for (i = 0; i < n1; i++)
     L[i] = arr[l + i];
  for (j = 0; j < n2; j++)
     R[j] = arr[m + 1 + j];
  i = 0;
  j = 0;
  k = I;
  while (i < n1 \&\& j < n2)
  {
```

```
if (L[i] \le R[j])
  {
     arr[k] = L[i];
    i++;
  }
  else
  {
     arr[k] = R[j];
    j++;
  }
  k++;
}
while (i < n1)
{
  arr[k] = L[i];
  i++;
  k++;
}
while (j < n2)
{
  arr[k] = R[j];
  j++;
  k++;
```

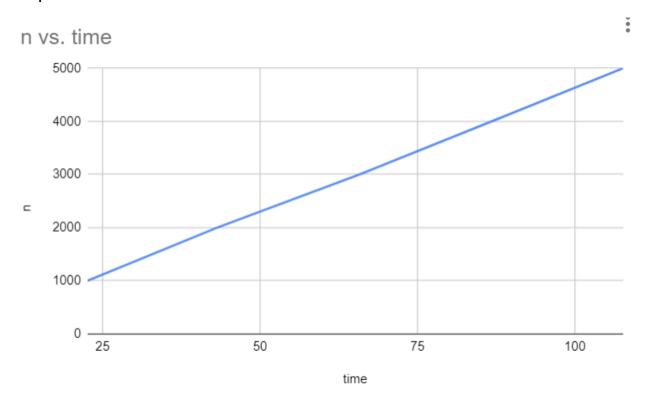
```
}
}
void mergeSort(int arr[], int I, int r)
if (I < r)
{
int m = I+(r-I)/2;
for(int p=0;p<10000000;p++);
mergeSort(arr, I, m);
mergeSort(arr, m+1, r);
merge(arr, I, m, r);
}
}
void printArray(int A[], int size)
{
int i;
for (i=0; i < size; i++)
printf("%d ", A[i]);
printf("\n");
}
int main()
```

```
{
int n;
clock_t st,ed;
  printf("ENTER SIZE OF = ");
  scanf("%d",&n);
  int arr[n];
  printf("ENTER ARRAY ELEMENTS = ");
  for (int j = 0; j < n; j++)
    {
       arr[j] = (rand() \% 1000) + 1;
       printf("%4d", arr[j]);
    }
  printf("\n");
  st = clock();
mergeSort(arr, 0, n - 1);
ed = clock();
printf("\n %lf",((double)(ed-st))/CLOCKS_PER_SEC);
printf("\nSORTED ARRAY IS\n");
printArray(arr, n);
return 0;
}
```

```
ENTER SIZE OF = 5
ENTER ARRAY ELEMENTS = 42 468 335 501 170

0.083000
SORTED ARRAY IS
42 170 335 468 501
PS D:\ADA\ADA_LAB>
```

Graph:



9)Sort a given set of N integer elements using Quick Sort technique and compute its time taken.

```
#include<stdio.h>
void quicksort(int arr[25],int first,int last)
{
  int i, j, pivot, temp;
  if(first<last)</pre>
  {
     pivot=first;
    i=first;
    j=last;
    while(i<j)
     {
       while(arr[i]<=arr[pivot]&&i<last)
         i++;
       while(arr[j]>arr[pivot])
         j--;
       if(i<j)
         temp=arr[i];
```

```
arr[i]=arr[j];
         arr[j]=temp;
      }
    }
    temp=arr[pivot];
    arr[pivot]=arr[j];
    arr[j]=temp;
    for(int p = 0; p<1000000; p++);
    quicksort(arr,first,j-1);
    quicksort(arr,j+1,last);
  }
}
int main()
{
  int i, n;
  time_t st,ed;
  printf("ENTER ARRAY SIZE =");
  scanf("%d",&n);
  int arr[n];
  printf("ENTER ARRAY ELEMENTS");
  for (int j = 0; j < n; j++)
  {
    arr[j] = (rand() \% 10000) + 1;
```

```
printf("\n");
st = time(NULL);
quicksort(arr,0,n-1);
ed = time(NULL);

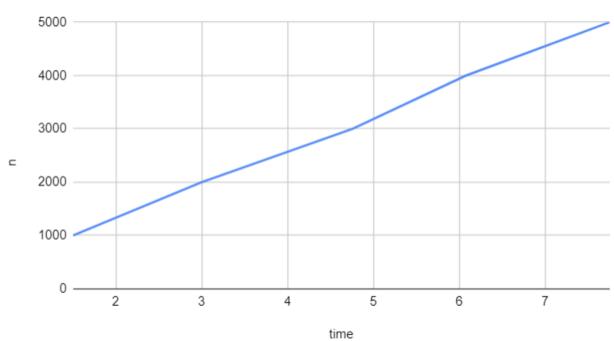
printf("\nSORTED ELEMNETS = ");
for(i=0; i<n; i++)
    printf(" %d",arr[i]);
printf("\n TIME TAKEN = %f \n",difftime(ed,st));
return 0;
}</pre>
```

```
ENTER ARRAY SIZE =5
ENTER ARRAY ELEMENTS

SORTED ELEMNETS = 42 6335 6501 8468 9170
TIME TAKEN = 0.0000000
PS D:\ADA\ADA_LAB>
```

Graph:





10)Sort a given set of N integer elements using Heap Sort technique and compute its time taken.

```
#include <stdio.h>
#include<stdlib.h>
#include<time.h>
void swap(int *a, int *b) {
 int temp = *a;
 *a = *b;
 *b = temp;
void heapify(int arr[], int n, int i) {
 int largest = i;
 int left = 2 * i + 1;
 int right = 2 * i + 2;
 if (left < n && arr[left] > arr[largest])
```

```
largest = left;
 if (right < n && arr[right] > arr[largest])
  largest = right;
 if (largest != i) {
  swap(&arr[i], &arr[largest]);
  heapify(arr, n, largest);
 }
}
void heapSort(int arr[], int n) {
 for (int i = n / 2 - 1; i \ge 0; i--)
  heapify(arr, n, i);
```

```
for (int i = n - 1; i \ge 0; i--) {
  swap(&arr[0], &arr[i]);
  heapify(arr, i, 0);
 }
}
void printArray(int arr[], int n)
{
 for (int i = 0; i < n; i++)
  printf("%d ", arr[i]);
 printf("\n");
}
int main()
{
 clock_t start,end;
```

```
int n;
 printf("Enter the number of elements of the array\n");
 scanf("%d",&n);
 int arr[n];
// printf("Enter the elements of the array\n");
// for(int i=0;i<n;i++){</pre>
//
     scanf("%d",&arr[i]);
// }
// for random input
for(int i=0;i<n;i++){
  arr[i]=rand();
}
 start=clock();
 for(int i=0;i<9999;i++);
 heapSort(arr,n);
 end=clock();
// printf("Sorted array is: ");
// for(int i=0;i<n;i++){</pre>
```

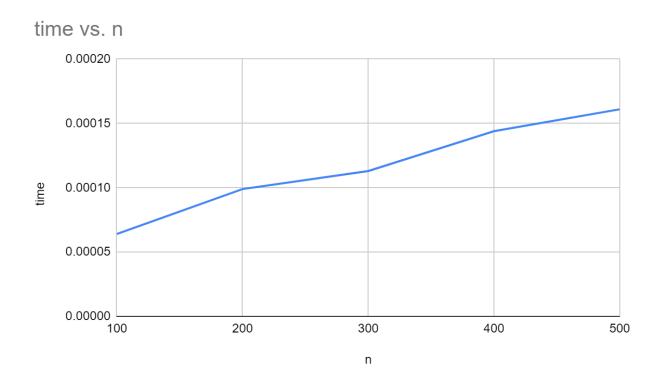
```
// printf("%d ",arr[i]);
// }
printf("\nTime taken is: %f \n",difftime(end,start)/CLOCKS_PER_SEC);
}
```

output:

```
Enter the number of elements of the array 100

Time taken is: 0.001000
PS D:\ADA\ADA_LAB>
```

Graph:



```
#include<stdio.h>
#include<conio.h>
#include<math.h>
int max(int,int);
void warshal(int p[10][10],int n) {
  int i,j,k;
  for (k=1;k<=n;k++)
   for (i=1;i<=n;i++)
   for (j=1;j<=n;j++)
    p[i][j]=max(p[i][j],p[i][k]&&p[k][j]);
int max(int a,int b) {
  ;
  if(a>b)
  return(a); else
  return(b);
}
void main() {
  int p[10][10]= {
    0
  } ,n,e,u,v,i,j;
```

```
printf("\n Enter the number of vertices:");
scanf("%d",&n);
printf("\n Enter the number of edges:");
scanf("%d",&e);
for (i=1;i<=e;i++) {
  printf("\n Enter the end vertices of edge %d:",i);
  scanf("%d%d",&u,&v);
  p[u][v]=1;
}
printf("\n Matrix of input data: \n");
for (i=1;i<=n;i++) {
  for (j=1;j<=n;j++)
    printf("%d\t",p[i][j]);
  printf("\n");
}
warshal(p,n);
printf("\n Transitive closure: \n");
for (i=1;i<=n;i++) {
  for (j=1;j<=n;j++)
    printf("%d\t",p[i][j]);
  printf("\n");
}
```

```
getch();
}
```

```
Enter the number of vertices:3

Enter the number of edges:3

Enter the end vertices of edge 1:1 2

Enter the end vertices of edge 2:2 3

Enter the end vertices of edge 3:3 1

Matrix of input data:
0    1    0
0    0    1
1    0    0

Transitive closure:
1    1    1
1    1    1
1    1    1
```

12)Implement 0/1 Knapsack problem using dynamic programming.

```
#include<stdio.h>
#include<conio.h>
int max(int a, int b)
{
 if(a>b)
   return a;
 else return b;
}
void knapsack(int w[],int v[], int s,int n)
{
 int k[n+1][s+1];
 int i,j,res=0;
 for(i=0;i<=n;i++)
  for(j=0;j<=s;j++)
    { if(i==0 | | j==0)
       k[i][j]=0;
      else if(w[i - 1] <= j)
       k[i][j] = max(v[i-1]+k[i-1][j-w[i-1]],k[i-1][j]);
```

```
else
       k[i][j] = k[i-1][j];
    }
 res=k[n][s];
 printf("\n\nMaximum Value that can be obtained is : %d",res);
 j=s;
 printf("\nAnd the objects with there respective Weights selected are :");
 for(i=n;i>0 && res>0; i--)
  \{if (res == k[i - 1][j])\}
     continue;
    else
     {printf("%d ", w[i-1]);
      res =res-v[i-1];
      j = j-w[i-1];
  }
}
int main()
{
 int w[10],v[10],s,n,i;
 printf("\nEnter the Number of objects : ");
```

```
scanf("%d",&n);
printf("\nEnter the Weights of the objects : ");
for(i=0;i<n;i++)
    scanf("%d",&w[i]);
printf("\nEnter the Values of the objects : ");
for(i=0;i<n;i++)
    scanf("%d",&v[i]);
printf("\nEnter the Size of the KnapSack : ");
scanf("%d",&s);
knapsack(w,v,s,n);
}</pre>
```

```
Enter the Number of objects : 3

Enter the Weights of the objects : 1 2 3

Enter the Values of the objects : 3 2 1

Enter the Size of the KnapSack : 5

Maximum Value that can be obtained is : 5

And the objects with there respective Weights selected are :2 1

PS D:\ADA\ADA_LAB>
```

13)Implement All Pair Shortest paths problem using Floyd's algorithm.

```
#include<stdio.h>
#include<conio.h>
int min(int,int);
void floyds(int p[10][10],int n) {
  int i,j,k;
  for (k=1;k<=n;k++)
   for (i=1;i<=n;i++)
    for (j=1;j<=n;j++)
    if(i==j)
     p[i][j]=0; else
     p[i][j]=min(p[i][j],p[i][k]+p[k][j]);
}
int min(int a,int b) {
  if(a<b)
   return(a); else
   return(b);
}
void main() {
  int p[10][10], w, n, e, u, v, i, j;
  printf("\n Enter the number of vertices:");
```

```
scanf("%d",&n);
printf("\n Enter the number of edges:\n");
scanf("%d",&e);
for (i=1;i<=n;i++) {
  for (j=1;j<=n;j++)
    p[i][j]=999;
}
for (i=1;i<=e;i++) {
  printf("\n Enter the end vertices of edge%d with its weight \n",i);
  scanf("%d%d%d",&u,&v,&w);
  p[u][v]=w;
}
printf("\n Matrix of input data:\n");
for (i=1;i<=n;i++) {
  for (j=1;j<=n;j++)
    printf("%d \t",p[i][j]);
  printf("\n");
}
floyds(p,n);
printf("\n Transitive closure:\n");
for (i=1;i<=n;i++) {
  for (j=1;j<=n;j++)
    printf("%d \t",p[i][j]);
```

```
printf("\n");
}

printf("\n The shortest paths are:\n");
for (i=1;i<=n;i++)
   for (j=1;j<=n;j++) {
      if(i!=j)
      printf("\n <%d,%d>=%d",i,j,p[i][j]);
   }
   getch();
}
```

```
Enter the number of vertices:4
Enter the number of edges:
Enter the end vertices of edge1 with its weight
1 3 4
Enter the end vertices of edge2 with its weight
1 2 5
Enter the end vertices of edge3 with its weight
2 4 6
Transitive closure:
        5
                4
                         11
999
        0
                 999
                         6
999
        999
                 0
                         999
999
        7
                 999
                         0
The shortest paths are:
 <1,2>=5
 <1,3>=4
 (1,4)=11
 <2,1>=999
 <2,3>=999
 \langle 2,4 \rangle = 6
 <3,1>=999
 <3,2>=999
 <3,4>=999
 <4,1>=999
 <4,2>=7
 <4,3>=999
```

14) Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm. #include<stdio.h> #include<stdlib.h> #define infinity 9999 #define MAX 20 int G[MAX][MAX],spanning[MAX][MAX],n; int prims(); int main() { int i,j,total cost; printf("Enter no. of vertices:"); scanf("%d",&n); printf("\nEnter the cost of adjacency matrix:\n"); for(i=0;i<n;i++) for(j=0;j<n;j++) scanf("%d",&G[i][j]); total cost=prims(); printf("\nspanning tree matrix:\n"); for(i=0;i<n;i++)

```
{
  printf("\n");
  for(j=0;j<n;j++)
  printf("%d\t",spanning[i][j]);
  }
  printf("\n\nTotal cost of spanning tree=%d",total_cost);
  return 0;
}
int prims()
{
  int cost[MAX][MAX];
  int u,v,min_distance,distance[MAX],from[MAX];
  int visited[MAX],no_of_edges,i,min_cost,j;
  //create cost[][] matrix,spanning[][]
  for(i=0;i<n;i++)
    for(j=0;j<n;j++)
    {
       if(G[i][j]==0)
       cost[i][j]=infinity;
       else
       cost[i][j]=G[i][j];
       spanning[i][j]=0;
```

```
}
//initialise visited[],distance[] and from[]
distance[0]=0;
visited[0]=1;
for(i=1;i<n;i++)
{
  distance[i]=cost[0][i];
  from[i]=0;
  visited[i]=0;
}
min cost=0; //cost of spanning tree
no_of_edges=n-1; //no. of edges to be added
while(no_of_edges>0)
{
  //find the vertex at minimum distance from the tree
  min distance=infinity;
  for(i=1;i<n;i++)
  if(visited[i]==0&&distance[i]<min distance)</pre>
  {
    v=i;
    min distance=distance[i];
  }
```

```
u=from[v];
    //insert the edge in spanning tree
    spanning[u][v]=distance[v];
    spanning[v][u]=distance[v];
    no_of_edges--;
    visited[v]=1;
    //updated the distance[] array
    for(i=1;i<n;i++)
      if(visited[i]==0&&cost[i][v]<distance[i])</pre>
      {
         distance[i]=cost[i][v];
         from[i]=v;
      }
    min_cost=min_cost+cost[u][v];
  }
  return(min_cost);
}
```

```
Enter no. of vertices:6
Enter the cost of adjacency matrix:
031600
3 0 5 0 3 0
150564
605002
036006
004260
spanning tree matrix:
0
       3
              1
                     0
                            0
                                    0
3
       0
              0
                     0
                             3
                                    0
1
       0
              0
                     0
                             0
                                    4
0
                                    2
       0
              0
                     0
                            0
0
       3
              0
                     0
                             0
                                    0
0
       0
                     2
              4
                             0
                                    0
Total cost of spanning tree=13
PS D:\ADA\ADA_LAB>
```

```
15) Find Minimum Cost Spanning Tree of a given undirected graph using
Kruskals algorithm
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
int i,j,k,a,b,u,v,n,ne=1;
int min,mincost=0,cost[9][9],parent[9];
int find(int);
int uni(int,int);
void main()
{
  printf("\nEnter the no. of vertices:");
  scanf("%d",&n);
  printf("\nEnter the cost adjacency matrix:\n");
  for(i=1;i<=n;i++)
  {
    for(j=1;j<=n;j++)
    {
      scanf("%d",&cost[i][j]);
      if(cost[i][j]==0)
         cost[i][j]=999;
    }
  }
  printf("The edges of Minimum Cost Spanning Tree are\n");
```

```
while(ne < n)
{
  for(i=1,min=999;i<=n;i++)
  {
    for(j=1;j <= n;j++)
    {
       if(cost[i][j] < min)
      {
         min=cost[i][j];
         a=u=i;
         b=v=j;
       }
    }
  u=find(u);
  v=find(v);
  if(uni(u,v))
  {
    printf("%d edge (%d,%d) =%d\n",ne++,a,b,min);
    mincost +=min;
  }
  cost[a][b]=cost[b][a]=999;
}
```

```
printf("\n\tMinimum cost = %d\n",mincost);
}
int find(int i)
  while(parent[i])
    i=parent[i];
  return i;
}
int uni(int i,int j)
{
  if(i!=j)
  {
  parent[j]=i;
  return 1;
  }
  return 0;
}
```

```
Enter the no. of vertices:6
Enter the cost adjacency matrix:
031600
3 0 5 0 3 0
150564
605002
036006
004260
The edges of Minimum Cost Spanning Tree are
1 edge (1,3) =1
2 \text{ edge } (4,6) = 2
3 \text{ edge } (1,2) = 3
4 edge (2,5) = 3
5 \text{ edge } (3,6) = 4
        Minimum cost = 13
PS D:\ADA\ADA LAB>
```

16) From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.

```
#include<stdio.h>
#include<conio.h>
#define INFINITY 9999
#define MAX 10
void dijkstra(int G[MAX][MAX],int n,int startnode);
int main()
{
int G[MAX][MAX],i,j,n,u;
printf("Enter no. of vertices:");
scanf("%d",&n);
printf("\nEnter the adjacency matrix:\n");
for(i=0;i<n;i++)
for(j=0;j<n;j++)
scanf("%d",&G[i][j]);
printf("\nEnter the starting node:");
scanf("%d",&u);
dijkstra(G,n,u);
return 0;
```

```
}
void dijkstra(int G[MAX][MAX],int n,int startnode)
{
int cost[MAX][MAX],distance[MAX],pred[MAX];
int visited[MAX],count,mindistance,nextnode,i,j;
//pred[] stores the predecessor of each node
//count gives the number of nodes seen so far
//create the cost matrix
for(i=0;i<n;i++)
for(j=0;j<n;j++)
if(G[i][j]==0)
cost[i][j]=INFINITY;
else
cost[i][j]=G[i][j];
//initialize pred[],distance[] and visited[]
for(i=0;i<n;i++)
distance[i]=cost[startnode][i];
pred[i]=startnode;
visited[i]=0;
```

```
}
distance[startnode]=0;
visited[startnode]=1;
count=1;
while(count<n-1)
mindistance=INFINITY;
//nextnode gives the node at minimum distance
for(i=0;i<n;i++)
if(distance[i]<mindistance&&!visited[i])</pre>
mindistance=distance[i];
nextnode=i;
//check if a better path exists through nextnode
visited[nextnode]=1;
for(i=0;i<n;i++)
if(!visited[i])
if(mindistance+cost[nextnode][i]<distance[i])
{
distance[i]=mindistance+cost[nextnode][i];
pred[i]=nextnode;
```

```
}
count++;
}
//print the path and distance of each node
for(i=0;i<n;i++)
if(i!=startnode)
{
printf("\nDistance of node%d=%d",i,distance[i]);
printf("\nPath=%d",i);
j=i;
do
{
j=pred[j];
printf("<-%d",j);</pre>
}while(j!=startnode);
}
}
```

Output:

```
Enter no. of vertices:5

Enter the adjacency matrix:
0 10 0 30 100
10 0 50 0 0
0 50 0 20 10
30 0 20 0 60
100 0 10 60 0

Enter the starting node:0

Distance of node1=10
Path=1<-0
Distance of node2=50
Path=2<-3<-0
Distance of node3=30
Path=3<-0
Distance of node4=60
```

Path=4<-2<-3<-0

PS D:\ADA\ADA_LAB>

17)Implement "Sum of Subsets" using Backtracking. "Sum of Subsets" problem: Find a subset of a given set $S = \{s1, s2,, sn\}$ of n positive integers whose sum is equal to a given positive integer d. For example, if $S = \{1, 2, 5, 6, 8\}$ and d = 9 there are two solutions $\{1, 2, 6\}$ and $\{1, 8\}$. A suitable message is to be displayed if the given problem instance doesn't have a solution.

```
#include<stdio.h>
int s[10], x[10],d;
void sumofsub ( int , int , int );
void main ()
{
int n, sum = 0;
int i;
printf ( " \n Enter the size of the set : " );
scanf ( "%d" , &n );
printf ( " \n Enter the set in increasing order:\n" );
for (i = 1; i \le n; i++)
scanf ("%d", &s[i]);
printf ( " \n Enter the value of d : \n " );
scanf ( "%d" , &d );
for (i = 1; i \le n; i++)
sum = sum + s[i];
if (sum < d | | s[1] > d)
printf ( " \n No subset possible : " );
else
```

```
sumofsub (0,1,sum);
}
void sumofsub ( int m , int k , int r )
{
int i=1;
x[k] = 1;
if ((m + s[k]) == d)
{
printf("Subset:");
for (i = 1; i \le k; i++)
if (x[i] == 1)
printf ( "\t%d" , s[i] );
printf ( "\n" );
}
else
if (m + s[k] + s[k+1] \le d)
sumofsub ( m + s[k], k + 1, r - s[k]);
if ( (m + r - s[k] >= d) && (m + s[k+1] <= d))
{
x[k] = 0;
sumofsub ( m, k + 1, r - s[k]);
}
}
```

Output:

```
Enter the size of the set: 5

Enter the set in increasing order:
1
2
3
4
5

Enter the value of d:
3
Subset: 1 2
Subset: 3
```

18)Implement "N-Queens Problem" using Backtracking.

```
#include<stdio.h>
#include<math.h>
int board[20],count;
int main()
{
  int n,i,j;
  void queen(int row,int n);
  printf(" - N Queens Problem Using Backtracking -");
  printf("\n\nEnter number of Queens:");
  scanf("%d",&n);
  queen(1,n);
  return 0;
}
void print(int n)
{
  int i,j;
  printf("\n\nSolution %d:\n\n",++count);
```

```
for(i=1;i<=n;++i)
    printf("\t%d",i);
  for(i=1;i<=n;++i)
  {
    printf("\n\n\%d",i);
    for(j=1;j<=n;++j)
    {
      if(board[i]==j)
         printf("\tQ");
       else
         printf("\t-");
    }
  }
}
int place(int row,int column)
{
  int i;
  for(i=1;i<=row-1;++i)
  {
  if(board[i]==column)
  return 0;
  else
  if(abs(board[i]-column)==abs(i-row))
```

```
return 0;
  }
  return 1;
}
void queen(int row,int n)
{
  int column;
  for(column=1;column<=n;++column)</pre>
  {
  if(place(row,column))
  {
  board[row]=column;
  if(row==n)
    print(n);
    else
    queen(row+1,n);
  }
  }
}
```

Output:

Enter	number	of Queer	ns:4		
Solution 1:					
	1	2	3	4	
1	_	Q	-	-	
2	-	-	-	Q	
3	Q	-	-	-	
4	-	-	Q	-	
Solution 2:					
	1	2	3	4	
1	_	-	Q	-	
2	Q	-	_	-	
3	-	-	-	Q	
4	_	Q	_	_	