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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 Koshal S Goyal(1BM20CS073), who is 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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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;
```

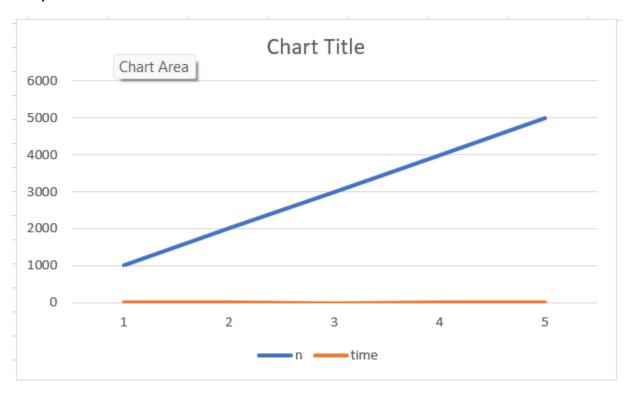
```
printf("Enter array size\n");
scanf("%d",&n);
int arr[n];
for(int i=0;i<n;i++){
  arr[i] = rand();
}
printf("The array elements are:");
for(int i=0;i<n;i++){
  printf("\n%d",arr[i]);
}
printf("\nEnter element to be searched\n");
scanf("%d",&s);
start=clock();
int res= binary(s,arr,0,n-1);
if(res==-1)
{
  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;
}

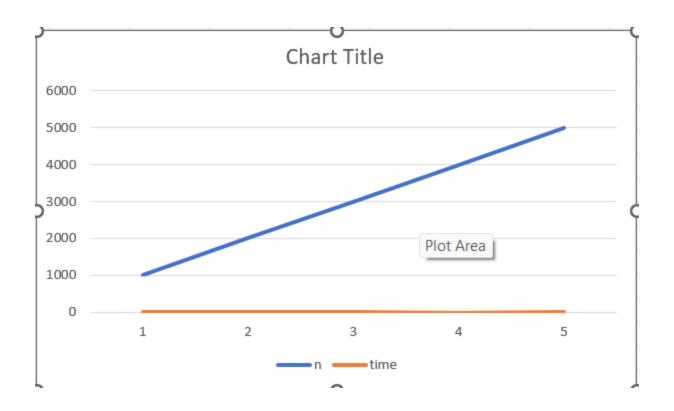
if(flag == 0)
{
  printf("\n ELEMENT NOT FOUND");
}

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,<u>22646,26362,4886,18875</u>
,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
14474,2625,3487,29565,3487,29565,3487,29565,34474,5109,7882,17086,29565,3487
,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:



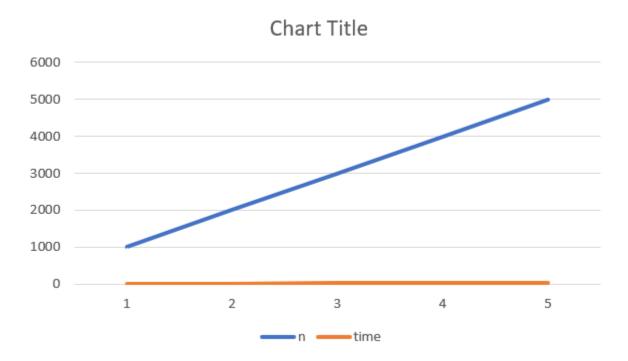
3)Sort a given set of N integer elements using Selection Sort technique and compute its time taken. Run the program for different values of N and record the time taken to sort.

```
#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

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 26506 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 17035 9894 28703 23811 31322 30333 17673 4664 15141 7711 28253 6868 25547 27644 32662 3275
7 20037 12839 8723 9741 27529 778 12316 3035 22190 18424 288 30106 9040 8942 12504 22404 22408 20805 15890 6729 24370 15350 15906 31101 24393 3548 1965
9 12623 24084 19954 18756 11340 4966 7376 13931 26308 16944 32439 24626 11323 5537 12538 16118 2082 222929 16541 4833 31115 6430 29585 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 53430 31107 31091 18807 11337 15457 12287 27753 10383 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 24359 10291 30836 9374 11020 4596 24021 27348 23199 19668 24484 8281 4744 53 1999 26418 27988 6909
9 14989 32702 3195 20485 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 26362 4886 18875 28433 19586 24789 20478 2047

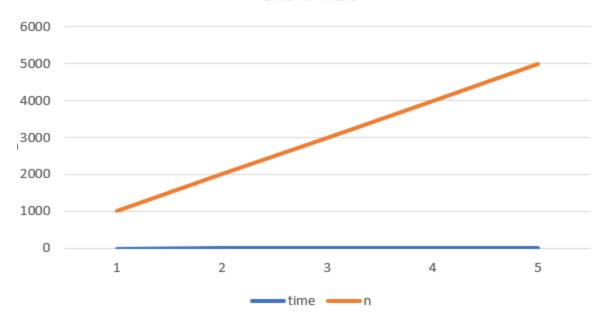
18651 26746 22044 11258 335 8759 11192 7665 25264 12181 28693 3829 23775 20608 29202 5997 17549 29556 25561 31627 6467 29541 26129 31246 27613 2914 28661 6677 20215 8683 8213 23992 25824 5661 23392 15759 2670 26842 82027 4804 10075 18766 15498 24976 6287 23447 32604 593 2121 22663 5706 2363 9019 2171 77548 31840 12164 55247 5524 7619 2013 7591 6704 31818 9232 7579 5236 4977 5159 303 11422 11098 11247 13584 13646 2971 17864 22913 11575 1575 28712 17546 18678 1769 15262 8519 13065 28283 15944 2865 18540 23345 25508 28318 27670 9601 28323 21132 24472 27152 25067 28570 29763 29901 17181 14423 3527 11600 26909 14015 5556 28 21543 25347 2088 2943 15677 24099 24046 1558 11342 23060 21221 1758 29954 20888 14146 699 7499 12243 12406 2660 26727 24429 24044 4075 26605 2318 23776 25411 2105 20355 31001 22240 9406 8652 23995 30338 20482 1353 21015 1131 18220 17841 14625 2011 34537 6185 16906 1690 5662 21634 10693 10535 24146 12452 14660 2762 22233 9449 1246 12460 24607 2

2913 22929 23073 23152 23195 23196 23199 23216 23245 23271 23281 23318 23342 23392 23622 23646 23655 23754 23757 23757 23805 23811 23831 23844 23847 23859 23851 23869 23936 2397 140808 24011 24080 24041 24059 24041 24059 24041 24059 24041 24059 24041 24059 24041 24059 24041 24059 24041 24059 24041 24059 24041 24059 2

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++;
```

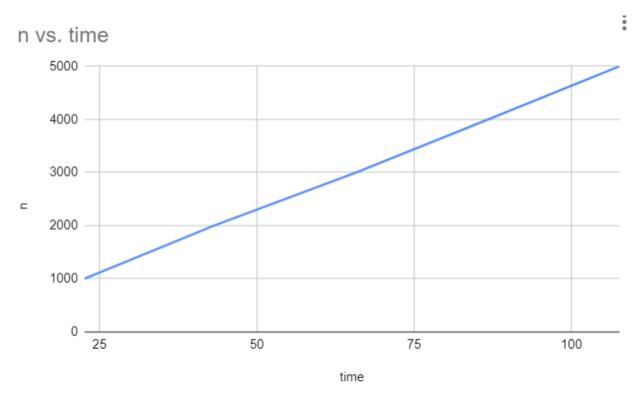
```
}
}
void mergeSort(int arr[], int I, int r)
if (I < r)
{
int m = I+(r-I)/2;
for(int p=0;p<10000000;p++);
mergeSort(arr, I, m);
mergeSort(arr, m+1, r);
merge(arr, I, m, r);
}
}
void printArray(int A[], int size)
{
int i;
for (i=0; i < size; i++)
printf("%d ", A[i]);
printf("\n");
}
int main()
```

```
{
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);

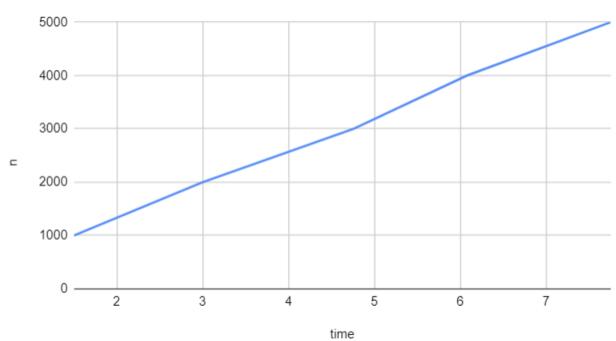
printf("\nSORTED ELEMNETS = ");
for(i=0; i<n; i++)
    printf(" %d",arr[i]);
printf("\n TIME TAKEN = %f \n",difftime(ed,st));
return 0;
}</pre>
```

```
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++){
// 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>
```

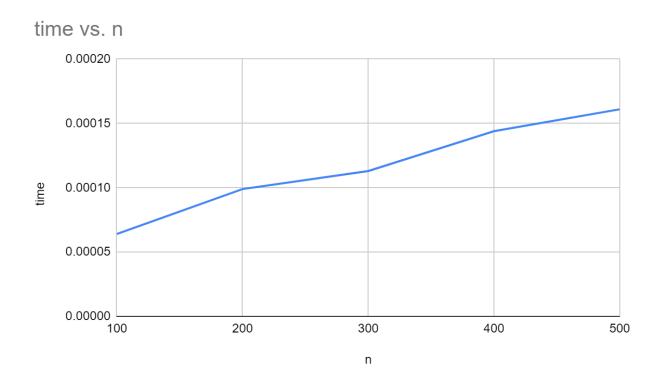
```
// printf("%d ",arr[i]);
// }
printf("\nTime taken is: %f \n",difftime(end,start)/CLOCKS_PER_SEC);
}
```

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])
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	_	_	