

```
#include <iostream>
```

```
#include<algorithm>
```

```
using namespace std;
```

```
struct item {
```

```
int profit, weight;
```

```
};
```

```
bool cmp(struct item a, struct item b) { //compare item a and item b based on the ration of value and weight
```

```
double aRatio = (double)a.profit / a.weight;
```

```
double bRatio = (double)b.profit / b.weight;
```

```
return aRatio > bRatio;
```

```
}
```

```
double FracKnap(int weight, item itemList[], int n) {
```

```
sort(itemList, itemList + n, cmp); //sort item list using compare function reference  
https://en.cppreference.com/w/cpp/algorithm/sort
```

```
int currWeight = 0; // Current weight in knapsack
```

```
double knapsackVal = 0.0;
```

```
for (int i = 0; i < n; i++) { //check through all items
```

```
if (currWeight + itemList[i].weight <= weight) { //when the space is enough for selected item, add it
```

```
currWeight += itemList[i].weight;
```

```
knapsackVal += itemList[i].profit;
```

```
}else{ //when no place for whole item, break it into smaller parts
```

```
int remaining = weight - currWeight;
```

```
knapsackVal += itemList[i].profit * ((double) remaining / itemList[i].weight);
```

```
break;
```

```
}
```

```
}
```

```
return knapsackVal;
```

```
}
```

```
int main() {
```

```
int weight = 15; // Weight of knapsack
```

```
item itemList[] = {{ 10,2}, { 5, 3}, { 15, 5},{ 7,7},{ 6,1},{ 18,4},{ 3,1} }; /*{profit,weight}*/
```

```
int n = 7;
```

```
cout << "Maximum value: " << FracKnap(weight, itemList, n);
```

```
}
```