Greedy approach

#include <stdio.h>

// Function for Activity Selection

void ActivitySelection(int start[], int finish[], int n)

{

printf("The following activities are selected:\n");

int j = 0;

printf("%d ", j);

int i;

for (i = 1; i < n; i++)

{

if (start[i] >= finish[j])

{

printf("%d ", i);

j = i;

}

}

}

// Driver function

int main()

{

int start[] = {1,3,0,5,3,5,6,8,8,2,12};

int finish[] = {4,5,6,7,9,9,10,11,12,14,16};

int n = sizeof(start) / sizeof(start[0]);

ActivitySelection(start, finish, n);

return 0;

}