Greedy (लालची) --> Greed (लालच)

Dynamic Programming: Think about future and not present. Think if in future it will give optimum solution (best possible solution) or not.

DP= Low price along with quality of cloth matters.

Fractional Knapsack Problem

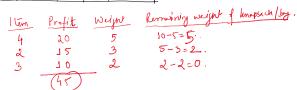
For an item of weight 20 Kg. we can either take 1 Kg. 2 Kg, ..., or 19 Kg but we are not allowed to take 1.2 Kg or 5.7 kg but we are not allowed to take 1.2 kg but we are not allowe

1 lem	١	2	3	4	5
Value/Profit	0.1	15	10	20	8
Weight	3	3	2	5	1

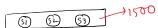


Greedy about profit: Means place those items first in the bag/knapsack which has more profit. This will in turn
maximise our profit. जिस object का सबसे ज्यादा मूल्य है, उसे बैग के अंदर डाल्गा।

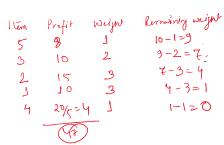
			1		_
1 lem	J	2	3	V	5
Value/Profit	101	150	10'	20	8
Weight	3	.3	2.	5	1



Greedy about weight: Means place those items first in the bag/knapsack which has least weight. This will help us to put more items in our bag which will in turn maximise our profit. अगर में कम वजन के items को बैग के अंदर डाल्गा, तो में ज्यादा items बैग के अंदर डाल सकता







		/	/	/	/
1 lém	Ĭ	4	3	4	3
latue/Profit	10	15	10	20	8
Weight	3.	3-	2	5	1 +

3 (predy about profit le wight (born).

O Find price of I by for each items.

Sort in descending or dur of 1 Tem latue/Profit 10 15 20 10

3 2 Weight 3. 33

Value

w,

~3→ 10 →4-2=2 ~2→ 10 -

$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	→ 10 10
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Item Proit weight Remaining weight

Green (JAHA)

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Shopping clother.

Shop I Shop 2 50%. Discont 20%. Discont. Pressort