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A.D.A. AssignmentN-Queen's Problem

```
#include <stdio.h>
#include <math.h>
```

```
char a[10][10]; int n;
```

```
Void print()
```

```
{ int i, j;
```

```
  printf("\n")
```

```
  for (i = 0; i < n; i++)
```

```
  { for (j = 0; j < n; j++)
```

```
    printf("%c", a[i][j]);
```

```
  }
```

```
int markedCol(int row) {
```

```
  int i;
```

```
  for (i = 0; i < n; i++)
```

```
  { if (a[row][i] == 'Q')
```

```
    { return i;
```

```
    break;
```

```
  }
```

```
int feasible(int row, int col)
```

```
{ int i, tcol;
```

```
  for (i = 0; i < n; i++)
```

```
  {
```

```
    tcol = markedCol(i);
```

```
    if ((col == tcol || abs(row - i) == abs(col - tcol))
```

```
      return 0;
```

```
  }
```

```
  return 1;
```

```
}
```

```
void nqueen(int row)
```

```
{ int i,j ;
```

```
if (row < n)
```

```
{ for (i=0; i<n; i++)
```

```
{ if (feasible(row, i))
```

```
{ a[row][i] = 'Q';
```

```
nqueen(row + 1);
```

```
a[row][i] = '.'; } } }
```

```
else { print(); }
```

```
int main() {
```

```
int i,j ;
```

```
printf("enter no. of queen");
```

```
scanf("%d", &n);
```

```
for (i=0; i<n; i++)
```

```
for (j=0; j<n; j++)
```

```
a[i][j] = '.';
```

```
nqueen(0);
```

```
return(0);
```

```
}
```

```
#include <stdio.h>
```

```
int G[50][50], r[50];
```

```
int nextColumn(int k)
```

```
{ int i, j;
```

```
  r[k] = 1;
```

```
  for (i=0; i<k; i++)
```

```
  { if (G[i][k] == 0 && r[k] != r[i])
```

```
    r[k] = r[i] + 1; }
```

```
int main() {
```

```
  int n, e, i, j, k, l;
```

```
  printf("enter no. of v");
```

```
  scanf("%d", &n);
```

```
  printf("enter no. of e");
```

```
  scanf("%d", &e);
```

```
  for (i=0; i<n; i++)
```

```
  { for (j=0; j<n; j++)
```

```
    G[i][j] = 0;
```

```
  } printf("enter Value");
```

```
  for (i=0; i<e; i++)
```

```
  { scanf("%d", &n, &l);
```

```
    G[k][l] = 1;
```

```
    G[l][k] = 1;
```

```
  }
```

```
  for (i=0; i<n; i++)
```

```
  { nextColumn(i);
```

```
    printf("column of v"); printf("column of v");
```

```
    for (i=0; i<n; i++)
```

```
    { printf("Vertex %d", i+1, r[i]);
```

```
  } return 0;
```

```
}
```

Fibonacci series

Bottom
up

```
#include <iostream.h>
int fib (int N)
{
    int fib [N+1];
    fib [0] = 0;
    fib [1] = 1;
    for (i = 2; i <= N; i++)
        fib[i] = fib[i-1] + fib[i-2];
    return fib[N];
}

int main()
{
    int n;
    scanf ("%d", &n);
    if (n <= 1)
        printf ("%d", n);
    else
        printf ("%d", fib (n));
    return 0;
}
```

Top
Down

```
int fib (int n)
{
    if (n <= 1)
        return n;
    return fib(n-1) + fib(n-2);
}

int main()
{
    int n;
    scanf ("%d", &n);
    printf ("%d", fib(n));
    return 0;
}
```


Factorial

```
#include <iostream>
using namespace std;
int result[1000] = {0};
int fact(int n) {
    if (n >= 0) {
        result[0] = 1;
        for (int i = 1; i <= n; i++)
            result[i] = i + result[i-1];
        }
    return result[n]; }
int main()
{
    int n;
    while (1) {
        cout << "enter no";
        cin >> n;
        if (n <= 0)
            break;
        cout << fact(n);
    }
}
```

Challenging Problem

Binary Search

```
#include <iostream>
```

```
using namespace std;
```

```
int search (int l, int r, int Key, int ar[])
```

```
{
```

```
    while (r >= l)
```

```
    { int m1 = l + (r-l)/3;
```

```
      int m2 = r - (r-l)/3;
```

```
      if (ar[m1] == Key)
```

```
      { return m1; }
```

```
      if (ar[m2] == Key)
```

```
      { return m2; }
```

```
      if (Key < ar[m1])
```

```
      { r = m1 - 1; }
```

```
      return -1;
```

```
    }
```

```
int main()
```

```
{
```

```
    int l, r, p, Key;
```

```
    int ar[] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
```

```
    l = 0;
```

```
    r = 9;
```

```
    Key = 5;
```

```
    p = search (l, r, Key, ar);
```

```
    cout << p;
```

```
}
```

Job Scheduling

```
#include <iostream>
```

```
#include <algorithm>
```

```
using namespace std;
```

```
struct job {
```

```
    char id;
```

```
    int dead;
```

```
    int profit;
```

```
};
```

```
bool comp(job a, job b)
```

```
{
```

```
    return (a.profit > b.profit);
```

```
}
```

```
void print(job arr[], int n)
```

```
{
```

```
    sort(arr, arr+n, comp);
```

```
    int result[n];
```

```
    bool slot[n];
```

```
    for (int i=0; i<n; i++)
```

```
        slot[i] = false;
```

```
    for (int i=0; i<n; i++)
```

```
    {
```

```
        for (int j = min(n, arr[i].dead - 1); j >= 0; j--)
```

```
        {
```

```
            if (slot[j] == false)
```

```
            { result[j] = i;
```

```
              slot[j] = true;
```

```
              break; } }
```

```
int main() { job arr = { { 'a', 2, 100 }, { 'b', 1, 10 },  
                        { 'c', 8, 27 } }
```

```
int n = sizeof(arr) / sizeof(arr[0]);
```

```
cout << "Sequence of max. profit is Print(arr
```

Optimal Merge

```
import java.util.Scanner  
import java.util.PriorityQueue;  
public class Merge {
```

```
    static int minCom(int size, int files[])
```

```
    {  
        PriorityQueue<Integer> pq = new PriorityQueue<>();
```

```
        for (int i=0; i<size; i++)  
        { pq.add(files[i]); }  
        int count=0;
```

```
        while (pq.size() > 1) {
```

```
            int temp = pq.poll() + pq.poll();  
            count += temp;
```

```
            pq.add(temp); }  
        return count;
```

```
    }
```

```
    public static void main (String... args)  
    {
```

```
        int size=6;
```

```
        int files[] = new int[] {1, 3, 5, 7, 9, 13};
```

```
        S.o.p ("Optimal M.C" = + minCom(size, files)  
        } }
```


Hamilton Cycle

```
#include <bits/stdc++.h>
using namespace std;
# define VS
void print (int path[]);
bool isafe (int v, bool graph[v][v] == 0)
    return false;
for (int i=0; i<pos; i++)
    if (path[i] == v)
        return false;
    return true;
}
bool hamCycle (bool graph[v][v], int path[],
               int pos)
{
    if (pos == v)
    {
        if (graph[path[pos-1]][path[0]] == 1)
            return true;
        else
            return false;
    }
    hamCycle()
    for (int v=1; v<V; v++)
    {
        if (isafe (v, graph, path, pos))
        {
            path[pos] = v;
            if (hamCycle util (graph, path, pos+1)
                == true)
                return true;
            path[pos] = -1;
        }
    }
    return false;
}
```

```
bool hamcycle (bool graph [v][v])  
{
```

```
    int * path = new int[v];  
    for (int i=0; i<v; i++)  
        path[i] = -1;  
    path[0] = 0;
```

```
    void print (int path[])  
    {  
        cout << "Sol exists";  
        for (int i=0; i<v; i++)  
            cout << path[i] << " ";  
    }
```

```
int main ()  
{
```

```
    bool graph[v][v] = { {0,1,0,1,0},  
                          {1,0,1,1,1},  
                          {0,1,0,0,1},  
                          {0,1,1,1,0} };
```

```
    hamcycle (graph);
```

```
    bool graph2[v][v] = { {0,1,0,1,0},  
                          {1,0,1,1,1},  
                          {1,1,0,1,0} };
```

```
    hamcycle (graph2);
```

```
    return 0;
```

```
}
```

Huffman Code

```
#include <iostream>
```

```
using namespace std;
```

```
#define MAX_TREE_HEIGHT
```

```
struct MinHeapNode
```

```
{
```

```
    char data;
```

```
    unsigned frequency;
```

```
    struct MinHeapNode *left, *right;
```

```
};
```

```
struct MinHeapNode * new Node (char data,  
                                unsigned frequency)
```

```
{ struct MinHeapNode *temp = (struct MinHeapNode  
                                * malloc (sizeof  
                                (struct MinHeapNode)))
```

```
temp->left = temp->right = NULL;
```

```
struct MinHeap * create MinHeap (unsigned  
                                capacity.)
```

```
{ struct MinHeap * minHeap = (struct min Heap  
                                malloc (sizeof  
                                struct Min Heap
```

```
min Heap->size = 0;
```

```
min Heap->Capacity = capacity;
```

```
min Heap->array =
```

```
return min Heap;
```

```
}
```

struct MinHeap + create MinHeap (unsigned capacity)

{ struct MinHeap + minHeap = (struct MinHeap *)
malloc (sizeof (struct MinHeap));

minHeap → size = 0

minHeap → capacity = capacity;

minHeap → array = (struct MinHeapNode *)
malloc (minHeap → capacity);

return minHeap;

void swapMinHeapNode (struct MinHeapNode
* a, struct MinHeapNode
* b)

{ struct MinHeapNode *t = *a;

*a = *b;

*b = *t;

}

void minHeapify (struct MinHeap * minHeap, int idx)

{

int smallest = idx;

int l = 2 * idx + 1;

int r = 2 * idx + 2;

if (left < minHeap → size && minHeap → array [left] →

frequency < minHeap → array [smallest] → frequency

smallest = left;

else if

smallest = right;

if (smallest == i) {

swap MinHeapNode & minHeap → array[smallest];
minHeap → array[i];
minHeapify (minHeap, smallest);

}

void insert MinHeap (+ minHeap, + minHeapNode)

{

++ minHeap → size;

int i = minHeap → size - 1;

while (i & minHeapNode → frequency < minHeap →
array[(i+1)/2] → frequency)

{

minHeap → array[i] = MinHeapNode,

}

void print (int a[], int n)

{

for (i = 0; i < n; i++)

cout << a[i] << " ";

}

int isLeaf (struct MinHeapNode * root)

return ! (root → left) & ! (root → right);

```
struct MinHeap Node * buildHT (char data[], char  
frequency[], int size)
```

```
{  
    struct MinHeap Node * left, * right, * top;
```

```
    while (!isSizeOne (minHeap))
```

```
{  
        left = extractMin (minHeap);  
        right = extractMin (minHeap);
```

```
        top->left = left;  
        top->right = right;
```

```
    void HuffmanCodes (char data[], char frequency[],  
int size)
```

```
{  
    struct MinHeap Node * root = buildHT (data, frequency,  
size)
```

```
    int arr [MAX_TREE_HT], top = 0;
```

```
    printCodes (root, arr, top);
```

```
}  
int main()
```

```
{  
    char arr[] = {'A', 'B', 'C', 'D'};
```

```
    int frequency[] = {5, 6, 1, 3};
```

```
    int size = sizeof(arr) / sizeof(arr[0]);
```

```
    HuffmanCodes (arr, frequency, size);  
}
```

Breadth First Traversal

```
#include <iostream>
using namespace std;
```

```
int a[20][20], q[50], 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])
            q[f+r] = i;
    if (f <= r) {
        visited[a[f]] = 1;
        bfs(a[f+1]);
    }
}
```

```
void main()
```

```
{
```

```
    int v;
```

```
    cout << "Enter no. of v";
    cin >> v;
```

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

```
    {
```

```
        q[i] = 0;
```

```
        visited[i] = 0;
```

```
    }
```

```
    cout << "Enter graph data in matrix";
```

```

for (i=1; i<=n; i++)
{
    for (j=1; j<=n; j++)
    {
        cin >> a[i][j];
    }
}

```

```

cout << "Enter starting v";
cin >> v;
bfs(v);

```

```

cout << "nodes acceptable are";
for (i=1; i<=n; i++)
{
    if (visited[i])
        cout << i;
    else
        cout << "Not possible";
    break;
}
}
}

```


Depth First Search

```
#include <iostream>
```

```
void DFS (int);
```

```
int G[10][10], visited[10], n;
```

```
void main()
```

```
{
```

```
    int i, j;
```

```
    cout << "Enter no. of vertices";
```

```
    cin >> n;
```

```
    cout << "Enter matrix of graph";
```

```
    for (i=0; i<n; i++)
```

```
        for (j=0; j<n; j++)
```

```
            cin >> G[i][j];
```

```
    for (i=0; i<n; i++)
```

```
        visited[i] = 0;
```

```
    DFS(0); }
```

```
void DFS (int i)
```

```
{    int j;
```

```
    cout << i;
```

```
    visited[i] = 1;
```

```
    for (j=0; j<n; j++)
```

```
        if (!visited[j] && G[i][j] == 1)
```

```
            DFS(j); }
```

Travelling Salesman

```
#include <bits/stdc++.h>
using namespace std;
#define V4
```

```
int travSP (int graph[V][V], int s)
```

```
{
    vector <int> vertex;
    for (int i=0; i<V; i++)
        if (i!=s)
            vertex.push_back(i);
```

```
int min-path = INT_MAX;
do {
```

```
    int currentpw = 0;
    int k = s;
```

```
    for (int i=0; i<vertex.size(); i++)
```

```
    {
        currentpw += graph[k][vertex[i]];
        k = vertex[i];
```

```
    }
    currentpw += graph[k][s];
```

```
    min-path = min (min-path, currentpw);
```

```
} while (nextp (vertex.begin(), vertex.end()))
```

```
{
    return min-path;
}
```

```
int main()
{
    int graph[3][3] = {
        {0, 10, 15, 20},
        {10, 0, 35, 25},
        {20, 25, 30, 0}};
```

```
    int s = 0;
```

```
    cout << travDP(graph, s);
```

```
    return 0;
```

```
}
```