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GRAPH COLOURING:
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def graph_coloring(adj_list):
  colors = {}
  max\_color = 0
  for node in adj_list:
    neighbor_colors = set(colors.get(nei, 0) for nei in adj_list[node])
    color = 1
    while color in neighbor_colors:
      color += 1
    colors[node] = color
    max_color = max(max_color, color)
  return max_color
# Adjacency list representation of the graph
adj_list = {
  0: [1, 2, 3],
  1: [0, 2],
  2: [1, 3, 0],
  3: [2, 0]
}
max_regions_colored = graph_coloring(adj_list)
print(max_regions_colored)
MAXIMUM AND MINIMUM VALUE:
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array1 = [2, 4, 6, 8, 10, 12, 14, 18]

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array2 = [11,13,15,17,19,21,23,35,37]
min_value = min(array1)
max_value = max(array1)
min_value2 = min(array2)
max_value2 = max(array2)
print("Input Array:", array1)
print("Minimum Value:", min_value)
print("Maximum Value:", max_value)
print("Input Array:", array2)
print("Minimum Value:", min_value2)
print("Maximum Value:", max_value2)
ROBBERY:
def rob(nums):
  if not nums:
    return 0
  if len(nums) <= 2:
    return max(nums)
  def rob_helper(nums):
    dp = [0] * len(nums)
    dp[0] = nums[0]
    dp[1] = max(nums[0], nums[1])
    for i in range(2, len(nums)):
      dp[i] = max(dp[i-1], dp[i-2] + nums[i])
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return dp[-1]
  return max(rob_helper(nums[1:]), rob_helper(nums[:-1]))
# Test the function with example inputs
print(rob([2, 3, 2]))
print(rob([1, 2, 3, 1]))
DIJAKRASTRA'S:
import sys
def dijkstra(graph, source):
  n = len(graph)
  dist = [sys.maxsize] * n
  dist[source] = 0
  visited = [False] * n
  for _ in range(n):
    u = min_distance(dist, visited)
    visited[u] = True
    for v in range(n):
      if not visited[v] and graph[u][v] != sys.maxsize and dist[u] + graph[u][v] < dist[v]:
         dist[v] = dist[u] + graph[u][v]
  return dist
def min_distance(dist, visited):
  min_dist = sys.maxsize
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min_index = -1
  for v in range(len(dist)):
    if not visited[v] and dist[v] < min_dist:
       min_dist = dist[v]
       min_index = v
  return min_index
graph = [
  [0, 10, 3, sys.maxsize, sys.maxsize],
  [sys.maxsize, 0, 1, 2, sys.maxsize],
  [sys.maxsize, 4, 0, 8, 21],
  [sys.maxsize, sys.maxsize, sys.maxsize, 0, 6],
  [sys.maxsize, sys.maxsize, sys.maxsize, 0]
]
source = 0
result = dijkstra(graph, source)
print(result)
graph = [
  [0, 5, sys.maxsize, 10],
  [sys.maxsize, 0, 3, sys.maxsize],
  [sys.maxsize, sys.maxsize, 0, 1],
  [sys.maxsize, sys.maxsize, sys.maxsize, 0]
]
source = 3
result = dijkstra(graph, source)
print(result)
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SELECTION SORT:
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def selection_sort(arr):
  n = len(arr)
  for i in range(n):
    min_idx = i
    for j in range(i+1, n):
      if arr[j] < arr[min_idx]:</pre>
         min_idx = j
    arr[i], arr[min_idx] = arr[min_idx], arr[i]
  return arr
random_array = [52, 9, 1, 5, 6]
sorted_random_array = selection_sort(random_array)
print(sorted_random_array)
reverse_sorted_array = [12, 8, 6, 4, 2]
sorted_reverse_array = selection_sort(reverse_sorted_array)
print(sorted_reverse_array)
already_sorted_array = [1, 2, 3, 4, 5]
sorted_already_sorted_array = selection_sort(already_sorted_array)
print(sorted_already_sorted_array)
SEQUENTIAL SEARCH:
def findKthPositive(arr, k):
  missing = []
  i = 1
  while len(missing) < k:
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if i not in arr:
      missing.append(i)
    i += 1
  return missing[-1]
arr1 = [2, 3, 4, 7, 11]
k1 = 5
output1 = findKthPositive(arr1, k1)
print(output1)
arr2 = [1, 2, 3, 4, 14, 15]
k2 = 2
output2 = findKthPositive(arr2, k2)
print(output2)
BINARY SEARCH:
def binary_search(arr, x):
  low = 0
  high = len(arr) - 1
  mid = 0
  count = 0
  while low <= high:
    mid = (high + low) // 2
    count += 1
    if arr[mid] < x:
      low = mid + 1
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elif arr[mid] > x:
      high = mid - 1
    else:
      return mid, count
  return -1, count
arr = [5, 10, 15, 20, 25, 30, 35, 40, 45]
x = 20
result, comparisons = binary_search(arr, x)
print("Index of element 20:", result)
print("Number of comparisons made:", comparisons)
COMBINATION SUM:
def combinationSum(candidates, target):
  def backtrack(start, path, target):
    if target == 0:
      res.append(path[:])
      return
    for i in range(start, len(candidates)):
      if candidates[i] > target:
         continue
       path.append(candidates[i])
       backtrack(i, path, target - candidates[i])
       path.pop()
  res = []
  candidates.sort()
  backtrack(0, [], target)
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return res
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candidates1 = [2, 3, 6, 7]
target1 = 7
print(combinationSum(candidates1, target1))
candidates 2 = [2, 3, 5]
target2 = 8
print(combinationSum(candidates2, target2))
candidates3 = [2]
target3 = 1
print(combinationSum(candidates3, target3))
MERGE SORT:
def merge_sort(arr):
  if len(arr) > 1:
    mid = len(arr) // 2
    L = arr[:mid]
    R = arr[mid:]
    merge_sort(L)
    merge_sort(R)
    i = j = k = 0
    while i < len(L) and j < len(R):
      if L[i] < R[j]:
         arr[k] = L[i]
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i += 1
       else:
         arr[k] = R[j]
         j += 1
       k += 1
    while i < len(L):
       arr[k] = L[i]
       i += 1
       k += 1
    while j < len(R):
       arr[k] = R[j]
      j += 1
       k += 1
def print_list(arr):
  for i in range(len(arr)):
    print(arr[i], end=" ")
  print()
arr1 = [31, 23, 35, 27, 11, 21, 15, 28]
merge_sort(arr1)
print("Sorted array:")
print_list(arr1)
arr2 = [22, 34, 25, 36, 43, 67, 52, 13, 65, 17]
merge_sort(arr2)
print("Sorted array:")
print_list(arr2)
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DIVIDE AND CONQUER: import heapq def kClosest(points, k): heap = [] for x, y in points: dist = -(x*x + y*y)if len(heap) == k: heapq.heappushpop(heap, (dist, x, y)) else: heapq.heappush(heap, (dist, x, y)) return [(x, y) for (dist, x, y) in heap] points1 = [[1, 3], [-2, 2], [5, 8], [0, 1]] k1 = 2print(kClosest(points1, k1)) points2 = [[1, 3], [-1, 2], [5, -1]] k2 = 2print(kClosest(points2, k2))

points3 = [[3, 3], [5, -1], [2, 4]]

print(kClosest(points3, k3))

k3 = 2