

```
// Bai toan Cai ba lo 1
// Moi do vat co so luong khong han che
// Du lieu cho trong file CaiBalo1.INP
// Giai bai toan bang thuat toan THAM AN
```

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

```
typedef struct {
    char TenDV[20];
    float TL, GT, DG;
    int PA;
}DoVat;
```

```
DoVat *ReadFromFile(float *W, int *n){
    FILE *f;
    f = fopen("CaiBalo1.INP", "r");
    fscanf(f, "%f", W); // Xac dinh trong luong Ba lo
    DoVat *dsdv;
    dsdv=(DoVat*)malloc(sizeof(DoVat));
    int i=0;
    while (!feof(f)){
        fscanf(f, "%f%f%[^\\n]", &dsdv[i].TL, &dsdv[i].GT, &dsdv[i].TenDV);
        dsdv[i].DG=dsdv[i].GT/dsdv[i].TL;
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        dsdv[i].PA=0;
        i++;
        dsdv=(DoVat*)realloc(dsdv, sizeof(DoVat)*(i+1));
    }
    *n=i;
    fclose(f);
    return dsdv;
}

```

```

void swap(DoVat *x, DoVat *y){
    DoVat Temp;
    Temp = *x;
    *x  = *y;
    *y  = Temp;
}

```

```

void BubbleSort(DoVat *dsdv, int n){
    int i,j;
    for(i=0; i<=n-2; i++)
        for (j=n-1; j>=i+1; j--){
            if (dsdv[j].DG>dsdv[j-1].DG)
                swap(&dsdv[j],&dsdv[j-1]);
        }
}

```

```

void InDSDV(DoVat *dsdv, int n, float W){
    int i;
    float TongTL=0.0, TongGT=0.0;
    printf("\nPhuong an Cai Ba lo 1 dung thuat toan THAM AN nhu
sau:\n");
    printf("|---|-----|-----|-----|-----|-----|\n");
    printf("|STT|    Ten Do Vat   | T Luong | Gia Tri | Don Gia | Phuong an
\n");
    printf("|---|-----|-----|-----|-----|-----|\n");
    for(i=0;i<n;i++){
        printf("|%2d |%-18s|%-9.2f|%-9.2f|%-9.2f|%-6d    |\n",
            i+1,dsdv[i].TenDV,dsdv[i].TL,dsdv[i].GT,dsdv[i].DG,dsdv[i].PA);
        TongTL=TongTL+dsdv[i].PA * dsdv[i].TL;
        TongGT=TongGT+dsdv[i].PA * dsdv[i].GT;
    }
    printf("|---|-----|-----|-----|-----|-----|\n");
    printf("Trong luong cua ba lo = %-9.2f\n",W);
    printf("Tong trong luong = %-9.2f\n",TongTL);
    printf("Tong gia tri = %-9.2f\n",TongGT);
}

```

```

void Greedy(DoVat *dsdv,int n, float W){
    int i;
    for(i=0; i<n; i++) {
        dsdv[i].PA = (W/dsdv[i].TL);
        W = W-dsdv[i].PA * dsdv[i].TL;
    }
}

```

```
}  
}
```

```
int main(){  
    int n;  
    float W;  
    DoVat *dsdv;  
  
    dsdv=ReadFromFile(&W, &n);  
    BubbleSort(dsdv,n);  
    Greedy(dsdv,n,W);  
    InDSDV(dsdv,n,W);  
  
    free(dsdv);  
    return 0;  
}
```