#### Fibonacci numbers

```
def fibonacci iterative(n:int):
    if n == 1:
        return 0
    elif n == 2:
        return 1
    else:
        dp = [0] * n
        dp[0] = 0
        dp[1] = 1
        for i in range(2,n):
            dp[i] = dp[i-1] + dp[i-2]
        return dp[n-1]
def fibonacci recursive(n):
    cache = {
        1:0,
        2:1
    return helper(n,cache)
def helper(n:int,cache):
    if n in cache:
        return cache[n]
    else:
        return helper(n-1,cache) + helper(n-2,cache)
n = int(input("Enter value of n(nth Fibonacci number): "))
print(f"Fibonacci Number(Iterative): {fibonacci iterative(n)}")
print(f"Fibonacci Number(Recursive): {fibonacci recursive(n)}")
Enter value of n(nth Fibonacci number): 10
Fibonacci Number(Iterative): 34
Fibonacci Number(Recursive): 34
```

# Huffman encoding

```
class Node:
    def init (self,left=None,right=None,value=None,frequency=None):
        self.left = left
        self.right = right
        self.value = value
        self.frequency = frequency
    def children(self):
        return (self.left,self.right)
class Huffman Encoding:
    def init (self, string):
        self.q = []
        self.string = string
        self.encoding = {}
    def char frequency(self):
        count = \{\}
        for char in self.string:
            if char not in count:
                count[char] = 0
            count[char] += 1
        for char,value in count.items():
            node = Node(value=char,frequency=value)
            self.q.append(node)
        self.q.sort(key=lambda x: x.frequency)
    def build tree(self):
        while len(self.q) > 1:
            n1 = self.q.pop(0)
            n2 = self.q.pop(0)
            node = Node(left=n1, right=n2, frequency=n1.frequency +
n2.frequency)
            self.q.append(node)
            self.q.sort(key = lambda x:x.frequency)
    def helper(self, node: Node, binary str="",):
        if type(node.value) is str:
            self.encoding[node.value] = binary str
        l,r = node.children()
```

```
self.helper(node.left,binary str + "0")
        self.helper(node.right,binary str + "1")
        print(node.frequency)
        return
    def huffman_encoding(self):
        root = self.q[0]
        self.helper(root,"")
    def print encoding(self):
        print(' Char | Huffman code ')
        for char, binary in self.encoding.items():
            print(" %-4r |%12s" % (char,binary))
    def encode(self):
        self.char frequency()
        self.build tree()
        self.huffman encoding()
        self.print encoding()
string = input("Enter string to be encoded: ")
# string = 'AAAAAAABBCCCCCCDDDEEEEEEEEE'
encode = Huffman Encoding(string)
encode.encode()
# The time complexity for encoding each unique character based on its
frequency is O(n\log n).
# Extracting minimum frequency from the priority queue takes place
2*(n-1) times and its complexity is O(\log n). Thus the overall
complexity is O(n\log n).
Enter string to be encoded: my name is prajwal
2
4
2
2
4
8
2
2
4
6
10
18
 Char | Huffman code
```

```
'm'
                  000
'у'
                 0010
'n'
                 0011
'e'
                 0100
'i'
                 0101
's'
                 0110
'p'
                 0111
'r'
                 1000
' j '
                 1001
'W'
                 1010
'1'
                 1011
1 1
                  110
'a'
                  111
```

### Kanpsack

```
# Class to represent an item in the knapsack
class Item:
    def init (self, value, weight):
        self.value = value
        self.weight = weight
    # Function to calculate value-to-weight ratio
    def value per weight(self):
        return self.value / self.weight
# Function to solve the Fractional Knapsack Problem
def fractional knapsack(items, capacity):
    # Sort items by value-to-weight ratio in descending order
    items.sort(key=lambda item: item.value per weight(), reverse=True)
    total value = 0.0 # Total value accumulated in the knapsack
    total weight = 0  # Total weight accumulated in the knapsack
    # Loop through the sorted items
    for item in items:
        if total weight + item.weight <= capacity:</pre>
            # If adding the whole item doesn't exceed capacity, take
the whole item
            total weight += item.weight
            total value += item.value
        else:
            # Otherwise, take a fraction of the item to fill the
knapsack
            remaining capacity = capacity - total weight
```

```
fraction = remaining capacity / item.weight
            total value += item.value * fraction
            total weight += item.weight * fraction
            break # Knapsack is now full
    return total value
# Main function to test the Fractional Knapsack
if __name__ == "__main__":
    # Taking input from the user
    n = int(input("Enter the number of items: "))
    items = []
    for i in range(n):
        value = float(input(f"Enter value of item {i + 1}: "))
        weight = float(input(f"Enter weight of item {i + 1}: "))
        items.append(Item(value, weight))
    # Input: Capacity of the knapsack
    capacity = float(input("Enter the capacity of the knapsack: "))
    # Calculate the maximum value of the knapsack
    max value = fractional knapsack(items, capacity)
    print(f"\nMaximum value in Knapsack: {max value:.2f}")
Enter the number of items: 5
Enter value of item 1: 20
Enter weight of item 1: 20
Enter value of item 2:
                        30
Enter weight of item 2: 30
Enter value of item 3:
Enter weight of item 3: 40
Enter value of item 4:
Enter weight of item 4: 50
Enter value of item 5:
                        60
Enter weight of item 5:
                         60
Enter the capacity of the knapsack: 50
Maximum value in Knapsack: 50.00
```

# 0-1 Knapsack

```
def knapsack(values, weights, capacity):
    dp = [[0 for i in range(capacity+1)] for j in range(len(values)
```

```
+1)]
    for item in range(1, len(values) + 1):
        for weight in range(1, capacity + 1):
            if weights[item - 1] <= weight:</pre>
                dp[item][weight] = max(dp[item-1][weight-weights[item-
1]]+values[item-1],dp[item-1][weight])
            else:
                dp[item][weight] = dp[item-1][weight]
    return dp[-1][-1]
while True:
    print("Press Ctrl+C to terminate...")
    n = int(input('Enter number of items: '))
    values = [int(i) for i in input("Enter values of items:").split("
")]
    weights = [int(i) for i in input("Enter weights of
items:").split(" ")]
    capacity = int(input("Enter maximum weight: "))
    maximum value = knapsack(values, weights, capacity)
    print('The maximum value of items that can be carried:',
maximum value)
Press Ctrl+C to terminate...
Enter number of items: 2
Enter values of items: 10
Enter weights of items: 30
Enter maximum weight: 40
The maximum value of items that can be carried: 10
Press Ctrl+C to terminate...
```

#### n-queens

```
else:
                print("X",end=" ")
        print()
    print()
def isSafe(self,row:int,col:int) -> bool:
    # Check Column(above and below of the (row,col))
    for i in self.board:
        if i[col] == True:
            return False
    # Check backward slash(\) diagonal only in above direction
    i = row
    j = col
    while i \ge 0 and j \ge 0:
        if self.board[i][j] == True:
            return False
        i -= 1
        j -= 1
    # Check backward slash(\) diagonal only in below direction
    i = row
    j = col
    while i < self.size and j < self.size:
        if self.board[i][j] == True:
            return False
        i += 1
        j += 1
    # Check forward slash diagonal(/) only in above direction
    i = row
    j = col
    while i \ge 0 and j < self.size:
        if self.board[i][j] == True:
            return False
        i -= 1
        j += 1
     # Check forward slash diagonal(/) only in below direction
    i = row
    j = col
    while i < self.size and j >= 0:
        if self.board[i][j] == True:
            return False
        i += 1
        i -= 1
    return True
```

```
def set position first queen(self):
        print("Enter coordinates of first queen: ")
        row = int(input(f"Enter row (1-{self.size}): "))
        col = int(input(f"Enter column (1-{self.size}): "))
        self.board[row-1][col-1] = True
        self.printBoard()
    def solve(self,row:int):
        if row == self.size:
            self.count += 1
            self.printBoard()
            return
        if any(self.board[row]) is True:
            self.solve(row+1)
            return
        for col in range(self.size):
            if self.isSafe(row,col) == True:
                self.board[row][col] = True
                self.solve(row+1)
                self.board[row][col] = False
    def displayMessage(self):
        if self.count > 0:
            print("Solution exists for the given position of the
queen.")
        else:
            print("Solution doesn't exist for the given position of
the queen.")
solver = NQueens()
solver.set position first queen()
solver.solve(0)
solver.displayMessage()
Enter size of chessboard: 5
Enter coordinates of first queen:
Enter row (1-5): 4
Enter column (1-5): 3
X X X X X
X X X X X
X X X X X
X X Q X X
X X X X X
X Q X X X
```