#### VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belgaum -590014, Karnataka.



# LAB REPORT on

# **Analysis and Design of Algorithms**

Submitted by

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in partial fulfillment for the award of the degree of BACHELOR OF ENGINEERING
in
COMPUTER SCIENCE AND ENGINEERING



#### **B.M.S. COLLEGE OF ENGINEERING**

(Autonomous Institution under VTU)

BENGALURU-560019 April-2024 to August-2024 B. M. S. College of Engineering,

**Bull Temple Road, Bangalore 560019** 

(Affiliated to Visvesvaraya Technological University, Belgaum)

#### **Department of Computer Science and Engineering**



#### **CERTIFICATE**

This is to certify that the Lab work entitled "Analysis and Design of Algorithms" carried out by PRANAV HEGDE (1BM22CS202), who is bonafide student of B.M.S. College of Engineering. It is in partial fulfillment for the award of Bachelor of Engineering in Computer Science and Engineering of the Visvesvaraya Technological University, Belgaum during the academic semester April-2024 to August-2024. The Lab report has been approved as it satisfies the academic requirements in respect of an Analysis and Design of Algorithms (23CS4PCADA) work prescribed for the said degree.

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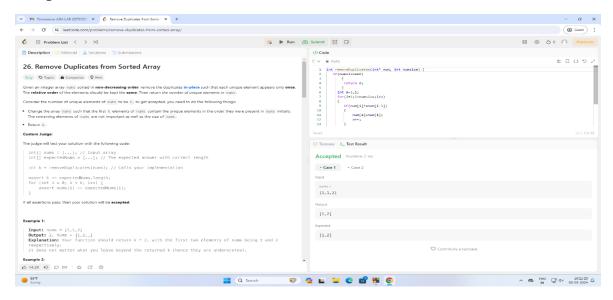
#### **Course Outcome**

CO1	Analyze time complexity of Recursive and Non-recursive algorithms using asymptotic notations.
CO2	Apply various design techniques for the given problem.
CO3	Apply the knowledge of complexity classes P, NP, and NP-Complete and prove certain problems are NP-Complete
CO4	Design efficient algorithms and conduct practical experiments to solve problems.

## **Leetcode (Remove Duplicates from Sorted Array)**

#### Code:

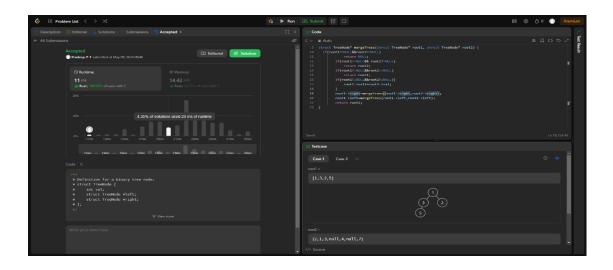
```
int removeDuplicates(int nums[], int numsSize) {
    if(numsSize==0)
        return 0;
    int a=1,i;
    for (i=1;i<numsSize;i++)
    {
        if(nums[i]!=nums[i-1])
        {
            nums[a]=nums[i];
            a++;
        }
    }
    return a;
}</pre>
```



### **Leetcode (Merge Two Binary Trees)**

#### Code:

```
struct TreeNode* mergeTrees(struct TreeNode* root1, struct TreeNode* root2) {
    if(root1==NULL&&root2==NULL)
        return NULL;
    if(root1==NULL&& root2!=NULL)
        return root2;
    if(root1!=NULL&&root2==NULL)
        return root1;
    if(root1!=NULL&&root2!=NULL){
        root1->val+=root2->val;
    }
    root1->right=mergeTrees(root1->right,root2->right);
    root1->left=mergeTrees(root1->left,root2->left);
    return root1;
}
```



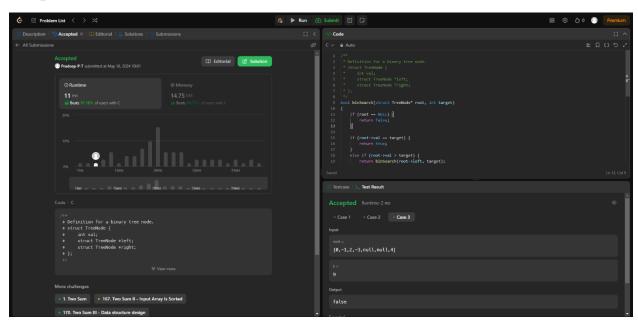
# Leetcode (Two Sum IV – Input is a BST)

```
bool binSearch(struct TreeNode* root, int target)
  if (root == NULL) {
     return false;
  }
  if (root->val == target) {
     return true;
  else if (root->val > target) {
    return binSearch(root->left, target);
  }
  else {
     return binSearch(root->right, target);
  }
}
bool dfs(struct TreeNode *root, struct TreeNode *curr, int target)
{
  if (curr==NULL) {
    return false;
  }
```

```
if (target - curr->val != curr->val) {
    if (binSearch(root, target - curr->val) == true) {
        return true;
    }
}

return (dfs(root, curr->left, target) || dfs(root, curr->right, target));
}

bool findTarget(struct TreeNode* root, int k) {
    return dfs(root, root, k);
}
```



# **Topological Sorting (Source Removal and DFS)**

#### **Code: Source Removal**

```
#include<stdio.h>
void main()
int n, a[30][30],i,j,sum,in[30],s[30],t[30],k=0;
printf("Enter no of vertices: ");
scanf("%d",&n);
printf("Enter adjacency matrix:\n");
for(i=0;i<n;i++)
  for(j=0;j<n;j++)
     scanf("%d",&a[i][j]);
for(j=0;j<n;j++)
   sum=0;
  for(i=0;i<n;i++)
     sum+=a[i][j];
  in[j]=sum;
```

```
int top=-1;
for(i=0;i<n;i++)
  if(in[i]==0)
     top++;
     s[top]=i;
  }
}
while(top!=-1)
  int u=s[top];
  top--;
  t[k++]=u;
  for(int i=0;i<n;i++)
  {
    if(a[u][i]==1)
      in[i]--;
      if(in[i]==0)
         top++;
         s[top]=i;
```

```
printf("Sequence: ");
for(i=0;i<n;i++)
{
    printf("%d ",t[i]);
}</pre>
```

#### **DFS**

```
#include <stdio.h>

#include <stdib.h>

void DFS(int u, int n, int a[n][n], int s[], int *j, int res[]) {

s[u] = 1;

for (int v = 0; v < n; v++) {

if (a[u][v] == 1 && s[v] == 0) {
```

```
DFS(v, n, a, s, j, res);
  (*j)++;
  res[*j] = u;
void topological_order(int n, int a[n][n]) {
  int s[n];
  for (int i = 0; i < n; i++) {
     s[i] = 0;
  int j = -1;
  int res[n];
  for (int i = 0; i < n; i++) {
     if (s[i] == 0) {
        DFS(i, n, a, s, &j, res);
     }
  for (int i = n - 1; i \ge 0; i--) {
     printf("%d ", res[i]);
  printf("\n");
}
int main() {
  int adjacency_matrix[5][5] = {
```

```
{0, 1, 0, 0, 0},
{0, 0, 1, 0, 0},
{0, 0, 0, 1, 1},
{0, 0, 1, 0, 1},
{0, 1, 1, 0, 0}
};
int num_vertices = 5;
topological_order(num_vertices, adjacency_matrix);
return 0;
}
```

# Lab Program - 5 Johnson Trotter

```
#include <stdio.h>
#include <stdlib.h>
int flag = 0;
int swap(int *a, int *b) {
int t = *a;
 *a = *b;
 *b = t;
int search(int arr[], int num, int mobile) {
 int g;
 for (g = 0; g < num; g++) {
  if (arr[g] == mobile)
   return g + 1;
  else {
   flag++;
 return -1;
}
int find_Moblie(int arr[], int d[], int num) {
 int mobile = 0;
 int mobile_p = 0;
 int i;
```

```
for (i = 0; i < num; i++) {
  if ((d[arr[i] - 1] == 0) && i != 0) {
   if (arr[i] > arr[i - 1] && arr[i] > mobile_p) {
     mobile = arr[i];
    mobile_p = mobile;
   } else {
     flag++;
    }
  } else if ((d[arr[i] - 1] == 1) & i != num - 1) {
   if (arr[i] > arr[i+1] && arr[i] > mobile p) {
     mobile = arr[i];
     mobile p = mobile;
    } else {
     flag++;
  } else {
   flag++;
 if ((mobile_p == 0) && (mobile == 0))
  return 0;
 else
  return mobile;
}
void permutations(int arr[], int d[], int num) {
 int i;
 int mobile = find_Moblie(arr, d, num);
```

```
int pos = search(arr, num, mobile);
 if (d[arr[pos - 1] - 1] == 0)
  swap(&arr[pos - 1], &arr[pos - 2]);
 else
  swap(&arr[pos - 1], &arr[pos]);
 for (int i = 0; i < num; i++) {
  if (arr[i] > mobile) {
   if(d[arr[i] - 1] == 0)
     d[arr[i] - 1] = 1;
    else
     d[arr[i] - 1] = 0;
 for (i = 0; i < num; i++) {
  printf(" %d ", arr[i]);
int factorial(int k) {
 int f = 1;
 int i = 0;
 for (i = 1; i < k + 1; i++) {
  f = f * i;
 return f;
int main() {
 int num = 0;
```

```
int i;
int j;
int z = 0;
printf(
  "Johnson trotter algorithm to find all permutations of given numbers \n");
printf("Enter the number\n");
scanf("%d", &num);
int arr[num], d[num];
z = factorial(num);
printf("total permutations = %d", z);
printf("\nAll possible permutations are: \n");
for (i = 0; i < num; i++) {
 d[i] = 0;
 arr[i] = i + 1;
 printf(" %d ", arr[i]);
printf("\n");
for (j = 1; j < z; j++) {
 permutations(arr, d, num);
 printf("\n");
return 0;
```

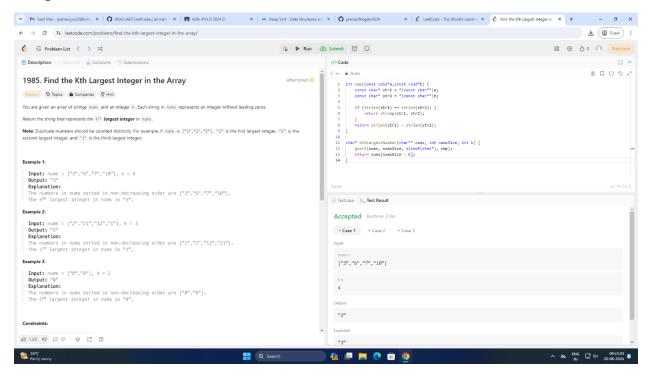
### Leetcode (Kth largest integer in the array)

```
int cmp(const void*a,const void*b) {
  const char* str1 = *(const char**)a;
  const char* str2 = *(const char**)b;

if (strlen(str1) == strlen(str2)) {
    return strcmp(str1, str2);
  }

return strlen(str1) - strlen(str2);
}

char* kthLargestNumber(char** nums, int numsSize, int k) {
  qsort(nums, numsSize, sizeof(char*), cmp);
  return nums[numsSize - k];
}
```



### MergeSort

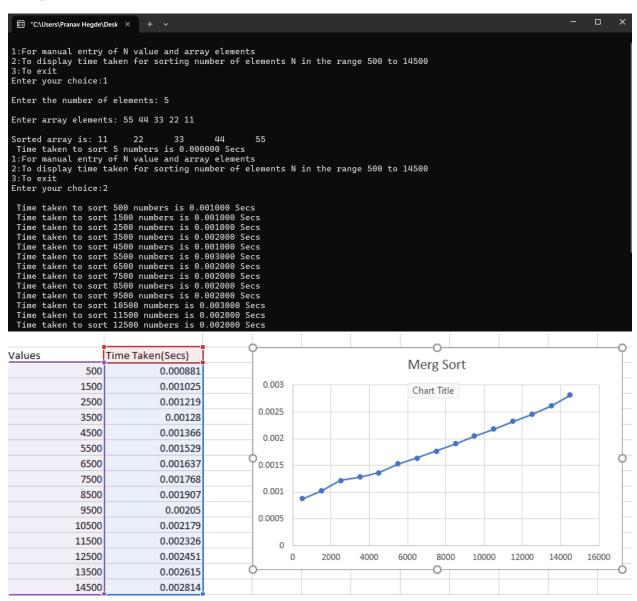
```
#include<stdio.h>
#include<time.h>
#include<stdlib.h>/* To recognise exit function when compiling with gcc*/
void split(int∏,int,int);
void combine(int[],int,int,int);
void main()
{
 int a[15000],n, i,j,ch, temp;
 clock_t start,end;
 while(1)
printf("\n1:For manual entry of N value and array elements");
printf("\n2:To display time taken for sorting number of elements N in the range 500 to 14500");
printf("\n3:To exit");
  printf("\nEnter your choice:");
  scanf("%d", &ch);
   switch(ch)
    case 1: printf("\nEnter the number of elements: ");
               scanf("%d",&n);
               printf("\nEnter array elements: ");
               for(i=0;i<n;i++)
```

```
scanf("%d",&a[i]);
              start=clock();
              split(a,0,n-1);
              end=clock();
              printf("\nSorted array is: ");
              for(i=0;i<n;i++)
              printf("%d\t",a[i]);
printf("\n Time taken to sort %d numbers is %f Secs",n, (((double)(end-
start))/CLOCKS_PER_SEC));
              break;
   case 2:
           n=500;
           while(n<=14500) {
           for(i=0;i<n;i++)
                //a[i] = random(1000);
                 a[i]=n-i;
                }
           start=clock();
           split(a,0,n-1);
      //Dummy loop to create delay
         for(j=0;j<500000;j++){temp=38/600;}
           end=clock();
printf("\n Time taken to sort %d numbers is %f Secs",n, (((double)(end-
start))/CLOCKS_PER_SEC));
               n=n+1000;
           break;
```

```
case 3: exit(0);
 getchar();
  }
void split(int a[],int low,int high)
int mid;
if(low<high)
{
 mid=(low+high)/2;
 split(a,low,mid);
 split(a,mid+1,high);
 combine(a,low,mid,high);
void combine(int a[],int low,int mid,int high)
int c[15000],i,j,k;
i=k=low;
j=mid+1;
while(i<=mid&&j<=high)
 if(a[i] \le a[j])
 c[k]=a[i];
 ++k;
 ++i;
```

```
else
 c[k]=a[j];
 ++k;
 ++j;
if(i>mid)
while(j<=high)
 c[k]=a[j];
 ++k;
 ++j;
if(j>high)
while(i<=mid)
 c[k]=a[i];
 ++k;
 ++i;
for(i=low;i<=high;i++)
{
```

```
a[i]=c[i];
}
```

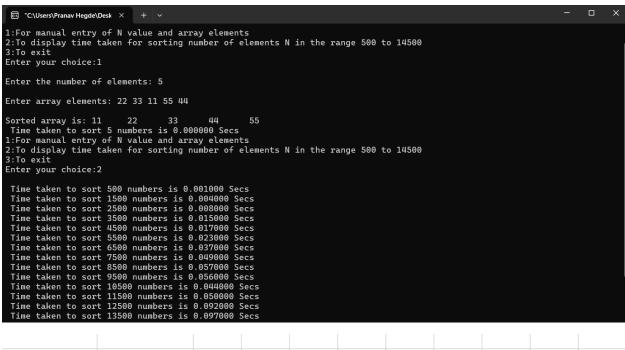


#### **SelectionSort**

```
#include<stdio.h>
#include<time.h>
#include<stdlib.h>/* To recognise exit function when compiling with gcc*/
void selsort(int n,int a[]);
void main()
 int a[15000],n,i,j,ch,temp;
 clock_t start,end;
 while(1)
printf("\n1:For manual entry of N value and array elements");
printf("\n2:To display time taken for sorting number of elements N in the range 500 to 14500");
printf("\n3:To exit");
  printf("\nEnter your choice:");
  scanf("%d", &ch);
   switch(ch)
    case 1: printf("\nEnter the number of elements: ");
              scanf("%d",&n);
              printf("\nEnter array elements: ");
              for(i=0;i< n;i++)
                scanf("%d",&a[i]);
```

```
start=clock();
              selsort(n,a);
              end=clock();
              printf("\nSorted array is: ");
              for(i=0;i< n;i++)
              printf("%d\t",a[i]);
printf("\n Time taken to sort %d numbers is %f Secs",n, (((double)(end-
start))/CLOCKS_PER_SEC));
              break;
   case 2:
           n=500;
           while(n<=14500) {
           for(i=0;i<n;i++)
                {
                 //a[i] = random(1000);
                 a[i]=n-i;
           start=clock();
           selsort(n,a);
     //Dummy loop to create delay
         for(j=0;j<500000;j++){temp=38/600;}
        end=clock();
printf("\n Time taken to sort %d numbers is %f Secs",n, (((double)(end-
start))/CLOCKS_PER_SEC));
               n=n+1000;
                }
           break;
```

```
case 3: exit(0);
 getchar();
void selsort(int n,int a[])
   int i,j,t,small,pos;
   for(i=0;i<n-1;i++)
    pos=i;
    small=a[i];
    for(j=i+1;j< n;j++)
         if(a[j] \le small)
          small=a[j];
          pos=j;
    t=a[i];
    a[i]=a[pos];
    a[pos]=t;
```



Values	Time Taken(Secs)									
500	0.00156	Colortion Cont								
1500	0.004306		Selection Sort							
2500	0.009696	0.35								
3500	0.017867	0.3								
4500	0.028555	0.5							_	
5500	0.042328	0.25								
6500	0.058556	0.2						-		
7500	0.077831									
8500	0.099727	0.15							_	-
9500	0.125303	0.1								
10500	0.154173									
11500	0.181203	0.05		_	-					
12500	0.214116	0		_						
13500	0.249417	0	2000	4000	6000	8000	10000	12000	14000 1	16000
14500	0.288084									Т

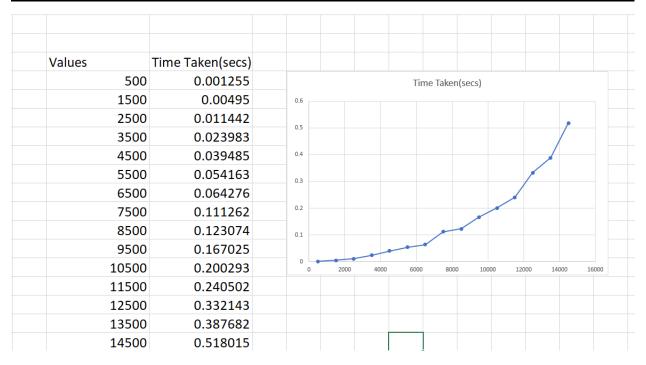
# QuickSort

```
#include <stdio.h>
#include <time.h>
void swap(int* a, int* b) {
  int temp = *a;
  *a = *b;
  *b = temp;
int partition(int arr[], int low, int high) {
  int pivot = arr[low];
  int i = low + 1;
  for (int j = high; j > low; j--) {
     if (arr[j] < pivot) {
       swap(&arr[i], &arr[j]);
       i++;
  swap(&arr[low], &arr[i - 1]);
  return (i - 1);
}
void quicksort(int arr[], int low, int high) {
  if (low < high) {
     int pi = partition(arr, low, high);
```

```
quicksort(arr, low, pi - 1);
     quicksort(arr, pi + 1, high);
  }
}
int main() {
   int a[15000],n, i,j,ch, temp;
   clock_t start,end;
    while(1)
     printf("\n1:For manual entry of N value and array elements");
     printf("\n2:To display time taken for sorting number of elements N in the range 500 to
14500");
     printf("\n3:To exit");
     printf("\nEnter your choice:");
     scanf("%d", &ch);
     switch(ch)
      case 1: printf("\nEnter the number of elements: ");
          scanf("%d",&n);
          printf("\nEnter array elements: ");
          for(i=0;i<n;i++)
           {
           scanf("%d",&a[i]);
          start=clock();
          quicksort(a,0,n-1);
          end=clock();
```

```
printf("\nSorted array is: ");
         for(i=0;i<n;i++)
         printf("%d\t",a[i]);
         printf("\n Time taken to sort %d numbers is %f Secs",n, (((double)(end-
start))/CLOCKS PER SEC));
         break;
      case 2:
         n=500;
         while(n<=14500) {
           for(i=0;i<n;i++)
              a[i]=n-i;
            }
           start=clock();
           quicksort(a,0,n-1);
            for(j=0; j<500000; j++){temp=38/600;}
           end=clock();
            printf("\n Time taken to sort %d numbers is %f Secs",n, (((double)(end-
start))/CLOCKS_PER_SEC));
               n=n+1000;
        break;
       case 3: exit(0);
    getchar();
}
```

```
Enter the number of elements: 5
Enter array elements: 4 1 2 3 5
Sorted array is: 1
Time taken to sort 5 numbers is 0.000001 Secs
1:For manual entry of N value and array elements
2:To display time taken for sorting number of elements N in the range 500 to 14500
3:To exit
Enter your choice:2
Time taken to sort 500 numbers is 0.001701 \; \mathrm{Secs}
Time taken to sort 1500 numbers is 0.007335 Secs
Time taken to sort 2500 numbers is 0.016030 Secs
Time taken to sort 3500 numbers is 0.030166 Secs
Time taken to sort 4500 numbers is 0.050065 Secs
Time taken to sort 5500 numbers is 0.072405 Secs
Time taken to sort 6500 numbers is 0.102483 Secs
 Time taken to sort 7500 numbers is 0.140362 Secs
Time taken to sort 8500 numbers is 0.175819 Secs
Time taken to sort 9500 numbers is 0.214041 Secs
Time taken to sort 10500 numbers is 0.265348 Secs
Time taken to sort 11500 numbers is 0.315092 Secs
Time taken to sort 12500 numbers is 0.384209 Secs
Time taken to sort 13500 numbers is 0.438603 Secs
Time taken to sort 14500 numbers is 0.503937 Secs
1:For manual entry of N value and array elements
To display time taken for sorting number of elements N in the range 500 to 14500
```



### **HeapSort**

```
#include<stdio.h>
#include<time.h>
#include<stdlib.h>/* To recognise exit function when compiling with gcc*/
void selsort(int n,int a[]);
void main()
 int a[15000],n,i,j,ch,temp;
 clock t start, end;
 while(1)
  {
printf("\n1:For manual entry of N value and array elements");
printf("\n2:To display time taken for sorting number of elements N in the range 500 to 14500");
printf("\n3:To exit");
  printf("\nEnter your choice:");
   scanf("%d", &ch);
  switch(ch)
    case 1: printf("\nEnter the number of elements: ");
scanf("%d",&n);
printf("\nEnter array elements: ");
for(i=0;i<n;i++)
scanf("%d",&a[i]);
```

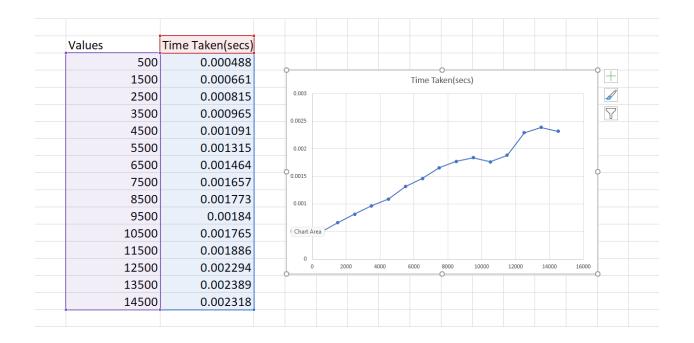
```
}
start=clock();
heapsort(a,n);
end=clock();
printf("\nSorted array is: ");
for(i=0;i<n;i++)
printf("%d\t",a[i]);
printf("\n Time taken to sort %d numbers is %f Secs",n, (((double)(end-
start))/CLOCKS PER SEC));
break;
   case 2:
   n=500;
   while(n<=14500) {
   for(i=0;i<n;i++)
 //a[i]=random(1000);
 a[i]=n-i;
   start=clock();
   heapsort(a,n);
     //Dummy loop to create delay
 for(j=0;j<500000;j++){temp=38/600;}
        end=clock();
printf("\n Time taken to sort %d numbers is %f Secs",n, (((double)(end-
start))/CLOCKS_PER_SEC));
       n=n+1000;
   break;
 case 3: exit(0);
```

```
getchar();
void heapify(int arr[], int n, int i) {
  int temp, maximum, left_index, right_index;
  maximum = i;
  right index = 2 * i + 2;
  left index = 2 * i + 1;
  if (left_index < n && arr[left_index] > arr[maximum])
     maximum = left_index;
  if (right_index < n && arr[right_index] > arr[maximum])
     maximum = right_index;
  if (maximum != i) {
     temp = arr[i];
     arr[i] = arr[maximum];
     arr[maximum] = temp;
     heapify(arr, n, maximum);
void heapsort(int arr[], int n) {
  int i, temp;
  for (i = n / 2 - 1; i \ge 0; i--) {
```

```
heapify(arr, n, i);
}
for (i = n - 1; i > 0; i--) {
  temp = arr[0];
  arr[0] = arr[i];
  arr[i] = temp;
  heapify(arr, i, 0);
}
```

```
1:For manual entry of N value and array elements
2:To display time taken for sorting number of elements N in the range 500 to 14500
3:To exit
Enter your choice:1
Enter the number of elements: 5
Enter array elements: 9 5 1 6 3
Sorted array is: 1 3 5 6 9
Time taken to sort 5 numbers is 0.000002 Secs
1:For manual entry of N value and array elements
2:To display time taken for sorting number of elements N in the range 500 to 14500
3:To exit
Enter your choice:2

Time taken to sort 500 numbers is 0.002176 Secs
Time taken to sort 1500 numbers is 0.010351 Secs
Time taken to sort 2500 numbers is 0.02830 Secs
Time taken to sort 3500 numbers is 0.057662 Secs
Time taken to sort 4500 numbers is 0.126118 Secs
Time taken to sort 4500 numbers is 0.126118 Secs
Time taken to sort 6500 numbers is 0.126118 Secs
Time taken to sort 6500 numbers is 0.28562 Secs
Time taken to sort 7500 numbers is 0.23562 Secs
Time taken to sort 7500 numbers is 0.325562 Secs
Time taken to sort 5500 numbers is 0.325562 Secs
Time taken to sort 1500 numbers is 0.375800 Secs
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```



## Knapsack

```
#include <stdio.h>
int max(int a, int b) {
  return (a > b)? a : b;
}
void knapsack(int n, int capacity, int weights[], int profits[]) {
  int dp[n+1][capacity+1]; // DP table
  int i, w;
  for (i = 0; i \le n; i++)
     for (w = 0; w \le capacity; w++) \{
       if (i == 0 || w == 0)
          dp[i][w] = 0;
       else if (weights[i-1] <= w)
          dp[i][w] = max(profits[i-1] + dp[i-1][w - weights[i-1]], dp[i-1][w]);
       else
          dp[i][w] = dp[i-1][w];
  }
  int max_profit = dp[n][capacity];
  printf("Maximum Profit: %d\n", max profit);
```

```
printf("Objects selected:\n");
  w = capacity;
  for (i = n; i > 0 \&\& max_profit > 0; i--) {
     if (max profit == dp[i-1][w])
       continue;
     else {
       printf("Object %d (Weight = %d, Profit = %d)\n", i, weights[i-1], profits[i-1]);
       max profit -= profits[i-1];
       w -= weights[i-1];
int main() {
  int n;
  printf("Enter number of objects: ");
  scanf("%d", &n);
  int weights[n];
  int profits[n];
  printf("Enter weights of the objects:\n");
  for (int i = 0; i < n; i++) {
     scanf("%d", &weights[i]);
  }
```

```
printf("Enter profits of the objects:\n");
for (int i = 0; i < n; i++) {
  scanf("%d", &profits[i]);
}
int capacity; // Capacity of the knapsack
printf("Enter knapsack capacity: ");
scanf("%d", &capacity);
printf("\nObjects:\n");
printf("Weight\tProfit\n");
for (int i = 0; i < n; i++) {
  printf("%d\t%d\n", weights[i], profits[i]);
}
printf("\nKnapsack Capacity: %d\n", capacity);
knapsack(n, capacity, weights, profits);
return 0;
```

```
Enter number of objects: 4
Enter weights of the objects: 2 1 3 2
Enter profits of the objects: 12 10 20 15
Enter knapsack capacity: 5

Objects:
Weight Profit 2 12 1 10 3 20 2 15

Knapsack Capacity: 5

Knapsack Capacity: 5

Maximum Profit: 37

Objects selected: Object (Weight = 2, Profit = 15)

Object 2 (Weight = 1, Profit = 10)

Object 1 (Weight = 2, Profit = 12)

Process returned 0 (0x0) execution time: 50.818 s

Press any key to continue.
```

# Floyd's Algorithm

```
#include <stdio.h>
#include <stdlib.h>
int cost[1000][1000];
void floyd(int n){
  int d[n][n];
  for(int i = 0; i < n; i++){
     for(int j = 0; j < n; j++){
       d[i][j] = cost[i][j];
     }
  for(int k = 0; k < n; k++){
     for(int i = 0; i < n; i++){
       for(int j = 0; j < n; j++){
          if(d[i][j] > d[i][k] + d[k][j]){
             d[i][j] = d[i][k] + d[k][j];
  printf("Output: \n");
  for(int i = 0; i < n; i++){
     for(int j = 0; j < n; j++){
        printf("%d ", d[i][j]);
     printf("\n");
```

```
}
}
int main(){
    int n;
    printf("Enter number of elements: ");
    scanf("%d", &n);
    printf("Enter elements: \n");
    for(int i = 0; i < n; i++){
        for(int j = 0; j < n; j++){
            scanf("%d", &cost[i][j]);
        }
    }
    floyd(n);
    return 0;
}</pre>
```

```
Enter number of elements: 4
Enter elements: 4
Enter elements: 9
9993 999
20 999 999
999 70 1
6999 999
00utput: 0
10 3 4
20 5 6
7 7 0 1
6 16 9 0

Process returned 0 (0x0) execution time: 35.429 s

Press any key to continue.
```

# **Prim's Algorithm**

```
#include <stdio.h>
#define INF 9999
void prim(int n, int cost[n][n]) {
  int s[n];
  int d[n];
  int p[n];
  int i, j, min, source, sum = 0, k = 0;
  min = INF;
  source = 0;
  for (i = 0; i < n; i++) {
     for (j = 0; j < n; j++) {
       if (cost[i][j] != 0 \&\& cost[i][j] < min) {
          min = cost[i][j];
          source = i;
  for (i = 0; i < n; i++) {
     s[i] = 0;
```

```
d[i] = cost[source][i];
  p[i] = source;
s[source] = 1;
for (i = 1; i < n; i++) {
  min = INF;
  int u = -1;
  for (j = 0; j < n; j++) {
     if (s[j] == 0 \&\& d[j] < min) {
        min = d[j];
        u = j;
  printf("(%d, %d) ", u, p[u]);
  sum += cost[u][p[u]];
  s[u] = 1; // Add u to the MST
  for (j = 0; j < n; j++) {
     if \, (s[j] == 0 \, \&\& \, cost[u][j] < d[j]) \, \{
        d[j] = cost[u][j];
       p[j] = u;
     }
```

```
if (sum >= INF) {
     printf("\nSpanning tree does not exist\n");
  } else {
     printf("\nThe cost of the Minimum Spanning Tree is %d\n", sum);
  }
}
int main() {
  int n;
  printf("Enter number of vertices: ");
  scanf("%d", &n);
  int cost[n][n];
  printf("Enter the cost adjacency matrix:\n");
  for (int i = 0; i < n; i++) {
     for (int j = 0; j < n; j++) {
       scanf("%d", &cost[i][j]);
  }
  printf("\nMinimum Spanning Tree edges:\n");
  prim(n, cost);
  return 0;
```

```
Enter number of vertices: 4
Enter the cost adjacency matrix: 0 9999 3 4 7 3 8 0 6 4 7 6 0 Minimum Spanning Tree edges: (2, 0) (3, 0) (1, 3)
The cost of the Minimum Spanning Tree is 14

Process returned 0 (0x0) execution time: 23.681 s
Press any key to continue.
```

## Kruskal's Algorithm

```
#include <stdio.h>
#define MAX 30
typedef struct edge {
  int u, v, cost;
} Edge;
Edge edges[MAX];
int parent[MAX];
int find(int i) {
  while (parent[i])
    i = parent[i];
  return i;
int uni(int i, int j) {
  if(i!=j) {
     parent[j] = i;
     return 1;
  return 0;
void kruskals(int c[MAX][MAX], int n) {
  int i, j, u, v, a, b, min, ne = 0, mincost = 0;
  for (i = 1; i \le n; i++)
     parent[i] = 0;
  while (ne \leq n - 1)
```

```
min = 9999;
     for (i = 1; i \le n; i++) {
       for (j = 1; j \le n; j++) {
          if (c[i][j] < min) {
            min = c[i][j];
            u = a = i;
            v = b = j;
     u = find(u);
     v = find(v);
     if (uni(u, v)) {
       printf("(%d, %d) -> %d\n", a, b, min);
       mincost += min;
       ne++;
     c[a][b] = c[b][a] = 9999;
  }
  printf("Minimum Cost = %d\n", mincost);
}
int main() {
  int c[MAX][MAX], n, i, j;
  printf("Enter the number of vertices: ");
  scanf("%d", &n)
  printf("Enter the cost matrix:\n");
  for (i = 1; i \le n; i++) {
```

```
for (j = 1; j <= n; j++) {
    scanf("%d", &c[i][j]);
    if (c[i][j] == 0)
        c[i][j] = 9999;
    }
}
printf("The Minimum Spanning Tree is:\n");
kruskals(c, n);
return 0;</pre>
```

```
Enter the number of vertices: 5
Enter the cost matrix:
0 5 15 20 9999
5 0 25 9999 9999
15 25 0 30 37
20 9999 37 35 0
The Minimum Spanning Tree is:
(1, 2) -> 5
(1, 3) -> 15
(1, 4) -> 20
(4, 5) -> 35
Minimum Cost = 75

Process returned 0 (0x0) execution time: 193.634 s

Press any key to continue.
```

# Fractional Knapsack using Greedy technique

```
#include <stdio.h>
#include <stdlib.h>
struct Item {
  int value;
  int weight;
};
int compare(const void *a, const void *b) {
  double ratio1 = (double)(((struct Item *)a)->value) / (((struct Item *)a)->weight);
  double ratio2 = (double)(((struct Item *)b)->value) / (((struct Item *)b)->weight);
  return (ratio2 > ratio1) - (ratio2 < ratio1);
}
int main() {
  int n;
  printf("Enter number of items: ");
  scanf("%d", &n);
  struct Item items[n];
  printf("Enter value and weight of each item:\n");
  for (int i = 0; i < n; i++) {
     printf("Item \%d: ", i + 1);
     scanf("%d %d", &items[i].value, &items[i].weight);
  }
  int W;
  printf("Enter capacity of knapsack: ");
  scanf("%d", &W);
```

```
qsort(items, n, sizeof(items[0]), compare);
int currentWeight = 0;
double finalValue = 0.0;
for (int i = 0; i < n; i++) {
    if (currentWeight + items[i].weight <= W) {
        currentWeight += items[i].weight;
        finalValue += items[i].value;
    } else {
        int remainingWeight = W - currentWeight;
        finalValue += items[i].value * ((double)remainingWeight / items[i].weight);
        break;
    }
}
printf("Maximum value in knapsack = %.2f\n", finalValue);
return 0;</pre>
```

```
Enter number of items: 3
Enter value and weight of each item:
Item 1: 30 20
Item 2: 40 25
Item 3: 35 10
Enter capacity of knapsack: 40
Maximum value in knapsack = 82.50

Process returned 0 (0x0) execution time: 15.806 s

Press any key to continue.
```

# Dijkstras Algorithm

```
#include <stdio.h>
#include inits.h>
int main() {
  printf("Enter number of nodes: ");
  int n;
  scanf("%d", &n);
  int g[n][n];
  printf("Enter adjacency matrix:\n");
  for (int i = 0; i < n; i++) {
     for (int j = 0; j < n; j++) {
       scanf("\%d",\&g[i][j]);
     }
  }
  int s;
  printf("Enter source node: ");
  scanf("%d", &s);
  int d[n];
  int v[n];
  for (int i = 0; i < n; i++) {
     d[i] = INT_MAX;
     v[i] = 0;
  d[s] = 0;
```

```
for (int count = 0; count \leq n - 1; count++) {
  int u = -1;
  for (int i = 0; i < n; i++) {
     if (!v[i] && (u == -1 \parallel d[i] \leq d[u])) {
        u = i;
  if (d[u] == INT_MAX) break;
  v[u] = 1;
  for (int i = 0; i < n; i++) {
     if (g[u][i] \&\& !v[i] \&\& d[u] != INT_MAX \&\& d[u] + g[u][i] < d[i]) {
        d[i] = d[u] + g[u][i];
printf("Distance from node %d:\n", s);
for (int i = 0; i < n; i++) {
  if(d[i] == INT\_MAX) {
     printf("INF ");
  } else {
     printf("%d ", d[i]);
printf("\n");
return 0;
```

# **NQueens Problem using Backtracking**

```
#define N 4
#include <stdbool.h>
#include <stdio.h>
void printSolution(int board[N][N])
{
        for (int i = 0; i < N; i++) {
                for (int j = 0; j < N; j++) {
                        if(board[i][j])
                               printf("Q");
                        else
                               printf(". ");
               printf("\n");
        }
}
bool isSafe(int board[N][N], int row, int col)
{
       int i, j;
        for (i = 0; i < col; i++)
                if (board[row][i])
                       return false;
        for (i = row, j = col; i \ge 0 \&\& j \ge 0; i--, j--)
```

```
if (board[i][j])
                       return false;
       for (i = row, j = col; j \ge 0 \&\& i < N; i++, j--)
               if (board[i][j])
                       return false;
       return true;
}
bool solveNQUtil(int board[N][N], int col)
       if (col >= N)
               return true;
       for (int i = 0; i < N; i++) {
               if (isSafe(board, i, col)) {
                       board[i][col] = 1;
                       if (solveNQUtil(board, col + 1))
                               return true;
                       board[i][col] = 0;
                }
       return false;
}
bool solveNQ()
```

```
{
       int board[N][N] = \{ \{ 0, 0, 0, 0 \},
                                              \{0,0,0,0\},\
                                              \{0,0,0,0\},\
                                              \{0,0,0,0\}\};
       if (solveNQUtil(board, 0) == false) {
               printf("Solution does not exist");
               return false;
       }
       printSolution(board);
       return true;
}
int main()
       solveNQ();
       return 0;
}
```

