

## DAA Codes

### 1. Fibonacci Numbers (Recursive & Non-Recursive) :

# Non-Recursive Fibonacci

```
def fibonacci_iterative(n):
```

```
    fib = [0, 1]
```

```
    for i in range(2, n):
```

```
        fib.append(fib[i - 1] + fib[i - 2])
```

```
    return fib[:n]
```

# Recursive Fibonacci

```
def fibonacci_recursive(n):
```

```
    if n <= 1:
```

```
        return n
```

```
    else:
```

```
        return fibonacci_recursive(n - 1) + fibonacci_recursive(n - 2)
```

# Example

```
n = 10
```

```
print("Iterative Fibonacci:", fibonacci_iterative(n))
```

```
print("Recursive Fibonacci:", [fibonacci_recursive(i) for i in range(n)])
```

## 2. Huffman Encoding (Greedy Strategy) :

```
import heapq

class Node:
    def __init__(self, char, freq):
        self.char = char
        self.freq = freq
        self.left = None
        self.right = None
    def __lt__(self, other):
        return self.freq < other.freq

def huffman_encoding(chars, freqs):
    heap = [Node(chars[i], freqs[i]) for i in range(len(chars))]
    heapq.heapify(heap)

    while len(heap) > 1:
        left = heapq.heappop(heap)
        right = heapq.heappop(heap)
        newNode = Node(None, left.freq + right.freq)
        newNode.left = left
        newNode.right = right
        heapq.heappush(heap, newNode)

    root = heap[0]
    codes = {}

    def generate_codes(node, code=""):
        if node:
            if node.char:
                codes[node.char] = code
            generate_codes(node.left, code + "0")
            generate_codes(node.right, code + "1")

    generate_codes(root)
```

```

        codes[node.char] = code

    generate_codes(node.left, code + "0")

    generate_codes(node.right, code + "1")

generate_codes(root)

return codes

# Example

chars = ['a', 'b', 'c', 'd', 'e', 'f']
freqs = [5, 9, 12, 13, 16, 45]

codes = huffman_encoding(chars, freqs)

print("Huffman Codes:", codes)

```

### 3. Fractional Knapsack (Greedy Method) :

```

def fractional_knapsack(values, weights, capacity):

    ratio = [(values[i]/weights[i], i) for i in range(len(values))]

    ratio.sort(reverse=True)

    total_value = 0

    for r, i in ratio:

        if capacity >= weights[i]:

            total_value += values[i]

            capacity -= weights[i]

        else:

            total_value += r * capacity

            break

    return total_value

```

```
# Example

values = [60, 100, 120]

weights = [10, 20, 30]

capacity = 50

print("Maximum value:", fractional_knapsack(values, weights, capacity))
```

#### **4. 0-1 Knapsack (Dynamic Programming) :**

```
def knapsack_01(values, weights, capacity):

    n = len(values)

    dp = [[0 for _ in range(capacity + 1)] for _ in range(n + 1)]

    for i in range(1, n + 1):

        for w in range(1, capacity + 1):

            if weights[i - 1] <= w:

                dp[i][w] = max(values[i - 1] + dp[i - 1][w - weights[i - 1]], dp[i - 1][w])

            else:

                dp[i][w] = dp[i - 1][w]

    return dp[n][capacity]
```

```
# Example

values = [60, 100, 120]

weights = [10, 20, 30]

capacity = 50

print("Maximum value:", knapsack_01(values, weights, capacity))
```

## 5. n-Queens Problem (Backtracking) :

```
def print_board(board):

    for row in board:

        print(" ".join("Q" if x else "." for x in row))

    print()


def is_safe(board, row, col, n):

    for i in range(col):

        if board[row][i]:

            return False

    for i, j in zip(range(row, -1, -1), range(col, -1, -1)):

        if board[i][j]:

            return False

    for i, j in zip(range(row, n, 1), range(col, -1, -1)):

        if board[i][j]:

            return False

    return True


def solve_nqueens(board, col, n):

    if col >= n:

        print_board(board)

        return True

    res = False

    for i in range(n):

        if is_safe(board, i, col, n):

            board[i][col] = 1

            res = solve_nqueens(board, col + 1, n) or res

            board[i][col] = 0

    return res
```

```
n = 4

board = [[0]*n for _ in range(n)]

solve_nqueens(board, 0, n)
```

## 6. Quick Sort (Deterministic & Randomized) :

```
import random
```

```
def partition(arr, low, high):

    pivot = arr[high]

    i = low - 1

    for j in range(low, high):

        if arr[j] <= pivot:

            i += 1

            arr[i], arr[j] = arr[j], arr[i]

    arr[i + 1], arr[high] = arr[high], arr[i + 1]

    return i + 1
```

```
def quicksort(arr, low, high):

    if low < high:

        pi = partition(arr, low, high)

        quicksort(arr, low, pi - 1)

        quicksort(arr, pi + 1, high)
```

```
# Randomized version
```

```
def randomized_partition(arr, low, high):

    rand_pivot = random.randint(low, high)

    arr[high], arr[rand_pivot] = arr[rand_pivot], arr[high]

    return partition(arr, low, high)
```

```
def randomized_quicksort(arr, low, high):
```

```
if low < high:

    pi = randomized_partition(arr, low, high)

    randomized_quicksort(arr, low, pi - 1)

    randomized_quicksort(arr, pi + 1, high)
```

# Example

```
arr1 = [10, 7, 8, 9, 1, 5]

arr2 = arr1.copy()

quicksort(arr1, 0, len(arr1)-1)

randomized_quicksort(arr2, 0, len(arr2)-1)

print("Deterministic QuickSort:", arr1)

print("Randomized QuickSort:", arr2)
```