

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
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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 **R Abhinav(1BM22CS211)**, 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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Index Sheet

Lab Program No.	Program Details	Page No.
1	LeetCode: Repeated Substring Pattern	5
2	LeetCode: Kth Largest Sum in a Binary Tree	7
3	LeetCode: Increasing Order Search Tree	9
4	Write a program to obtain the Topological ordering of vertices in a given digraph.	11
5	Sort a given set of N integer elements using Merge Sort and Selection sort technique and compute its time taken. Run the program for different values of N and record the time taken to sort.	15
6	Sort a given set of N integer elements using Quick Sort technique and compute its time taken	20
7	<ul style="list-style-type: none"> ● Implement Johnson Trotter algorithm to generate permutations. ● Substring matching or pattern matching of substring in text return the position of it.. 	24
8	<ul style="list-style-type: none"> ● Implement All Pair Shortest paths problem using Floyd's algorithm. ● Sort a given set of N integer elements using Heap Sort technique and compute its time taken. 	29
9	<ul style="list-style-type: none"> ● Implement 0/1 Knapsack problem using dynamic programming. ● Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm. 	33

10	<ul style="list-style-type: none"> □ Find Minimum Cost Spanning Tree of a given undirected graph using Kruskal's algorithm. □ From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm. □ Implement Fractional Knapsack using Greedy technique. 	38
11	Implement "N-Queens Problem" using Backtracking.	44

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.

Lab 1

LeetCode: Repeated Substring Pattern

```
char* substring(char *s, int start, int end) {
    char *res = (char*)malloc((end - start + 1) * sizeof(char));
    int j = 0;

    for (int i = start; i < end; i++)
        res[j++] = s[i];
    res[j] = '\0';
    return res;
}

bool repeatedSubstringPattern(char* s) {
    int len = strlen(s);

    for (int i = 1; i < len; i++) {
        if (len % i == 0) {
            int fac = 0;
            char *s1 = substring(s, 0, i);
            char *s2;
            printf("i:%d\tlen:%d\n", i, len);
            int flag;
            do {
                s2 = substring(s, fac, fac + i);
                fac += i;
                flag = strcmp(s1, s2);
            } while (flag == 0 && fac + i <= len);
            free(s1);
            free(s2);
            if (fac == len && flag == 0)
                return true;
        }
    }

    return false;
}
```

Output

Accepted

Editorial
Solution

Abhinav R submitted at May 02, 2024 09:50

Runtime
29 ms
Beats 21.14% of users with C

Memory
16.21 MB
Beats 6.50% of users with C

Code | C

```
char* substring(char *s, int start, int end) {
    char *res = (char*)malloc((end - start + 1) * sizeof(char));
    int j = 0;

    for (int i = start; i < end; i++)
        res[j++] = s[i];
    res[j] = '\0';
    return res;
}
```

View more

28. Find the Index of the First Occurrence in a String
686. Repeated String Match

Auto

```
1 char* substring(char *s, int start, int end) {
2     char *res = (char*)malloc((end - start + 1) * sizeof(char));
3     int j = 0;
4
5     for (int i = start; i < end; i++)
6         res[j++] = s[i];
7     res[j] = '\0';
8     return res;
9 }
10
11 bool repeatedSubstringPattern(char* s) {
12     int len = strlen(s);
13
14     for (int i = 1; i < len; i++) {
15         if (len % i == 0) {
16             int fac = 0;
17             char *s1 = substring(s, 0, i);
18             char *s2;
19             printf("%i %d\tlen:%d\n", i, len);
20             int flag;
21             do {
22                 s2 = substring(s, fac, fac + i);
23                 fac += i;
24                 flag = strcmp(s1, s2);
25             } while (flag == 0 && fac + i <= len);
26             free(s1);
27             free(s2);
28             if (fac == len && flag == 0)
29                 return true;
30         }
31     }
32     return false;
33 }
34 }
```

Saved

Ln 34, Col 2

Lab 2

LeetCode: Kth Largest Sum in a Binary Tree

```
#define ll long long
#define MAX(a,b) ((a) > (b) ? (a) : (b))

int cmp(const void* a, const void* b) {
    return *(const ll*) b > *(const ll*) a;
}

void dfs(struct TreeNode* root, ll* sum, int idx, int* d) {
    if (!root) return;
    sum[idx] += root->val;
    dfs(root->left, sum, idx+1, d);
    dfs(root->right, sum, idx+1, d);
    (*d) = MAX(*d, idx);
}

long long kthLargestLevelSum(struct TreeNode* root, int k) {
    int d = 0;
    ll* sum = (ll*) calloc(100000, sizeof(ll));
    dfs(root, sum, 0, &d);
    qsort(sum, d+1, sizeof(ll), cmp);
    ll ans = (k-1 < d+1) ? sum[k-1] : -1;
    free(sum);
    return ans;
}
```

Output

All Submissions

Accepted

Abhinav R. submitted at May 09, 2024 10:09

Solution

Runtime

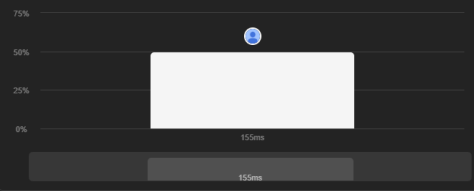
139 ms

Beats 100.00% of users with C

Memory

90.88 MB

Beats 50.00% of users with C



C

Auto

```
1 #define ll long long
2 #define MAX(a,b) ((a) > (b) ? (a) : (b))
3
4 int cmp(const void* a, const void* b) {
5     return *((const ll*) b) > *((const ll*) a);
6 }
7
8 void dfs(struct TreeNode* root, ll* sum, int idx, int* d) {
9     if (!root) return;
10    sum[idx] += root->val;
11    dfs(root->left, sum, idx+1, d);
12    dfs(root->right, sum, idx+1, d);
13    (*d) = MAX((*d), idx);
14 }
15
16 long long kthLargestLevelSum(struct TreeNode* root, int k) {
17     int d = 0;
18     ll* sum = (ll*) calloc(100000, sizeof(ll));
19     dfs(root, sum, 0, &d);
20     qsort(sum, d+1, sizeof(ll), cmp);
21     ll ans = (k-1 < d+1) ? sum[k-1] : -1;
22     free(sum);
23     return ans;
24 }
```


Lab 3

LeetCode: Increasing Order Search Tree

```
/**
 * Definition for a binary tree node.
 * struct TreeNode {
 *     int val;
 *     struct TreeNode *left;
 *     struct TreeNode *right;
 * };
 */

struct TreeNode* increasingBST(struct TreeNode* root) {
    if (!root) {
        return NULL;
    }

    struct TreeNode* left = increasingBST(root->left);
    struct TreeNode* right = increasingBST(root->right);

    root->left = NULL;
    root->right = right;

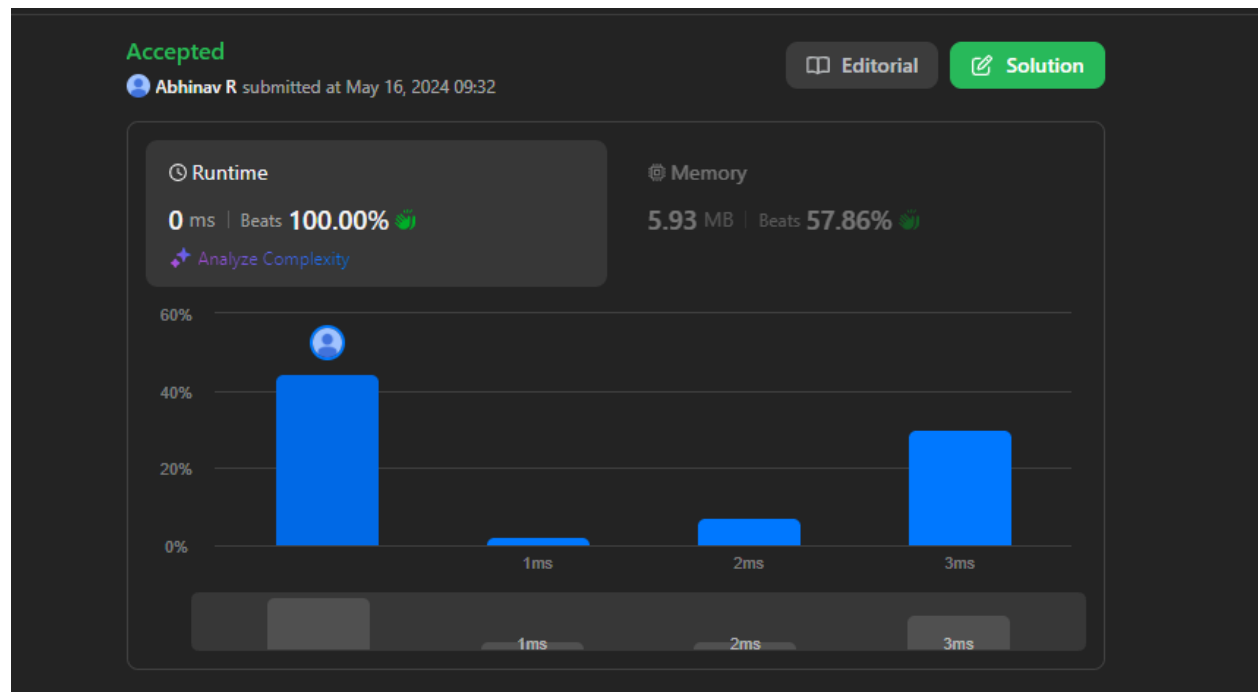
    if (!left) {
        return root;
    }

    struct TreeNode* iter = left;
    while (iter && iter->right) {
        iter = iter->right;
    }

    iter->right = root;

    return left;
}
```

Output



Lab 4

Write program to obtain the Topological ordering of vertices in a given digraph.

DFS

```
#include <stdio.h>

int s[100];
int res[100];
int m=0;

void dfs_tp(int n, int a[n][n]);
void dfs_tp(int n, int a[n][n]){

    for(int i=0;i<n;i++)
        s[i]=0;

    for(int u=0; u<n; u++){
        if(s[u]==0)
            dfs(u,n,a);
    }
}

void dfs(int u, int n, int a[n][n]){

    s[u]=1;
    res[m]=u;
    m++;

    for(int v=0; v<n; v++){
        if(a[u][v]==1 && s[v]==0)
            dfs(v,n,a);
    }
}

int main()
{
    int i,n;
```

```

n=6;

int a[6][6] = {

    {0, 0, 0, 0, 0, 0}, // Node 0
    {0, 0, 0, 1, 0, 0}, // Node 1
    {0, 0, 0, 1, 0, 0}, // Node 2
    {0, 0, 0, 0, 0, 0}, // Node 3
    {1, 1, 0, 0, 0, 0}, // Node 4
    {1, 0, 1, 0, 0, 0}  // Node 5

};

dfs_tp(n,a);

printf("DFS Traversal order:\n");
for(int i=n-1;i>0;i--)
printf("%d\t",res[i]);

return 0;
}

```

Output

```

DFS Traversal order:
5      4      2      3      1

```

Source Removal

```

#include <stdio.h>
#define v 100
int top = -1;

void indegree(int a_matrix[v][v], int n, int in[v])
{
    for (int i = 0; i < n; i++)
    {
        for (int j = 0; j < n; j++)
        {

```

```

        if (a_matrix[i][j])
        {
            in[j]++;
        }
    }
}

void toposort(int a_matrix[v][v], int n)
{
    int in[v] = {0};
    int topo[v];
    int k = 0;
    int s[v] = {0};

    indegree(a_matrix, n, in);

    for (int i = 0; i < n; i++)
    {
        if (in[i] == 0)
        {
            top++;
            s[top] = i;
        }
    }

    while (top != -1)
    {
        int vertex = s[top];
        top--;
        topo[k++] = vertex;

        for (int i = 0; i < n; i++)
        {
            if (a_matrix[vertex][i])
            {
                in[i]--;
                if (in[i] == 0)
                {
                    top++;
                    s[top] = i;
                }
            }
        }
    }
}

```

```

    }
}

if (k != n)
{
    printf("cycle exists");
}
else
{
    printf("the topological sort: ");
    for (int i = 0; i < n; i++)
    {
        printf("%d ", topo[i] + 1);
    }
}
}

int main()
{
    int a_matrix[v][v] = {
        {0, 1, 0, 0, 0, 1},
        {0, 0, 1, 1, 0, 0},
        {0, 0, 0, 0, 0, 0},
        {0, 0, 0, 0, 0, 1},
        {1, 0, 0, 0, 0, 0},
        {0, 0, 0, 0, 0, 0}
    };
    int n = 6;

    toposort(a_matrix, n);
    return 0;
}

```

Output

```

the topological sort: 5 1 2 4 6 3

```

Lab 5

Sort a given set of N integer elements using Merge Sort and Selection Sort technique and compute its time taken. Run the program for different values of N and record the time taken to sort.

Merge Sort

```
#include<stdio.h>
#include<time.h>
#include <stdlib.h>

void merge(int a[],int l,int m,int high)
{
    int i,h;h=l;i=0;
    int j=m+1;int b[high-l+1];
    while(h<=m && j<=high)
    {
        if(a[h]<=a[j])
        {
            b[i]=a[h];
            h++;
        }
        else
        {
            b[i]=a[j];
            j++;
        }i++;
    }
    if(h<=m)
        for(int k=h;k<=m;k++)
        {
            b[i++]=a[k];
        }
    if(j<=high)
        for(int k=j;k<=high;k++)
        {
            b[i++]=a[k];
        }
    for(int k=0,j=l;k<=high;k++,j++)
    {
        a[j]=b[k];
    }
}
```

```

    }
}

void mergesort(int a[],int l,int h)
{
    int m;
    if(l<h)
    {
        m=(l+h)/2;
        mergesort(a,l,m);
        mergesort(a,m+1,h);
        merge(a,l,m,h);
    }
}

int main()
{
    clock_t start,end;
    int n;
    printf("Enter the number of array elements:");
    scanf("%d",&n);
    int arr[n];
    srand(time(NULL));
    for (int i=0;i<n;i++)
        arr[i]=rand();
    start=clock();
    mergesort(arr,0,n-1);
    end=clock();
    printf("\nTime taken:%f",((double)(end - start)) / CLOCKS_PER_SEC);
    return 0;
}

```

Output

```

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 15000 to 100000
3: To exit
Enter your choice: 1

Enter the number of elements: 6

Enter array elements: 3 5 1 2 6 4

Sorted array is: 1      2      3      4      5      6

```


Selection Sort

```
#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]<small)
            {
                small=a[j];
                pos=j;
            }
        }
        t=a[i];
        a[i]=a[pos];
        a[pos]=t;
    }
}

```

Output

```

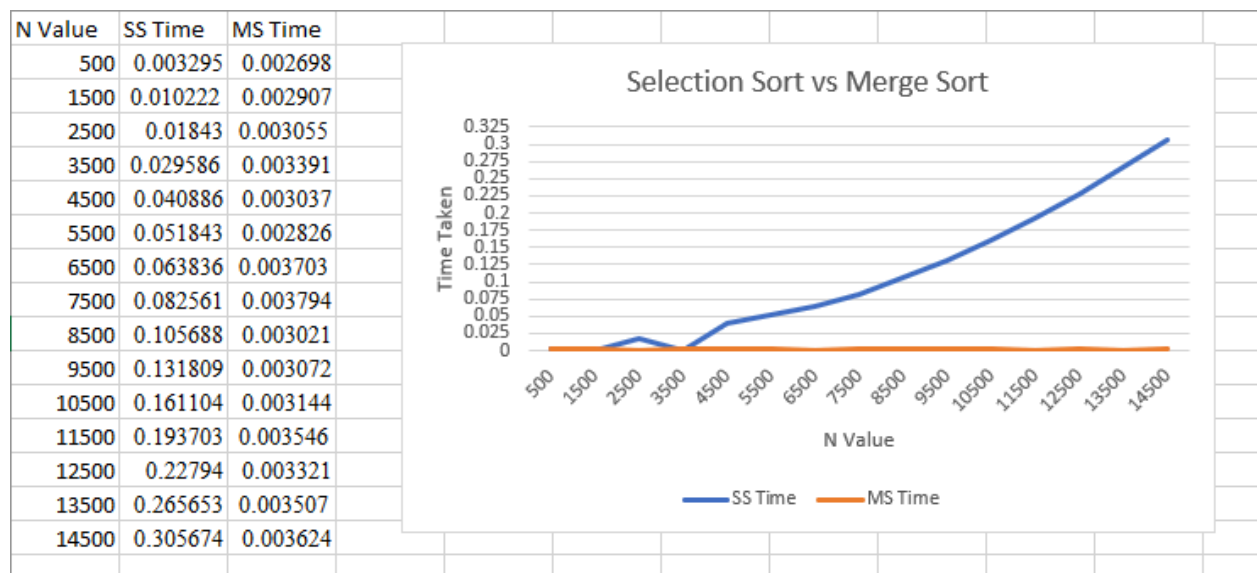
1:For manual entry of N value and array elements
2:To display time taken for sorting number of elements N in the range 500 to 14500
3:To exit
Enter your choice:1

Enter the number of elements: 6

Enter array elements: 4 1 2 6 3 5

Sorted array is: 1      2      3      4      5      6

```



Lab 6

Sort a given set of N integer elements using Quick Sort technique and compute its time taken.

```
#include<stdio.h>
#include<time.h>
#include<stdlib.h> /* To recognise exit function when compiling with gcc*/
void swap(int* a, int* b);
int partition(int arr[],int low, int high);
void quicksort(int arr[], int low, int high);
void main()
{
    int i,j,ch, temp;
    clock_t start,end;
    int a[110000], n;

    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 7500 to 25000");
        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=7500;
        while(n<=25500) {
            for(i=0;i<n;i++)
            {
                //a[i]=random(1000);
                a[i]=n-i;
            }
            start=clock();
            quicksort(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 swap(int* p1, int* p2)
{
    int temp;
    temp = *p1;
    *p1 = *p2;
    *p2 = temp;
}

```

```

int partition(int arr[], int low, int high)
{
    // choose the pivot
    int pivot = arr[high];

    // Index of smaller element and Indicate
    // the right position of pivot found so far

```

```
int i = (low - 1);

for (int j = low; j <= high; j++) {
    // If current element is smaller than the pivot
    if (arr[j] < pivot) {
        // Increment index of smaller element
        i++;
        swap(&arr[i], &arr[j]);
    }
}
swap(&arr[i + 1], &arr[high]);
return (i + 1);
}

void quicksort(int arr[], int low, int high)
{
    if (low < high) {

        int pivot = partition(arr, low, high);

        quicksort(arr, low, pivot - 1);
        quicksort(arr, pivot + 1, high);
    }
}
```

Output

```

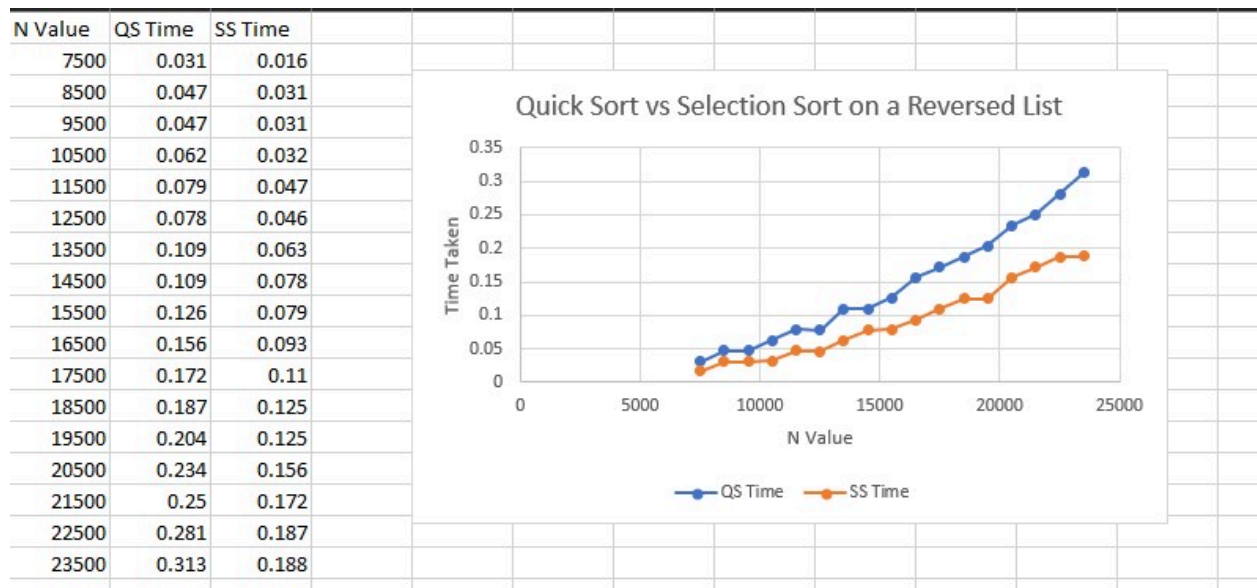
1:For manual entry of N value and array elements
2:To display time taken for sorting number of elements N in the range 7500 to 25000
3:To exit
Enter your choice:1

Enter the number of elements: 6

Enter array elements: 1 6 3 5 2 4

Sorted array is: 1      2      3      4      5      6
Time taken to sort 6 numbers is 0.000001 Secs

```



Lab 7

Implement Johnson Trotter algorithm to generate permutations.

```
#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: ");
    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;  
}
```

Output

```
Johnson trotter algorithm to find all permutations of given numbers  
Enter the number: 4  
total permutations = 24  
All possible permutations are:  
1  2  3  4  
1  2  4  3  
1  4  2  3  
4  1  2  3  
4  1  3  2  
1  4  3  2  
1  3  4  2  
1  3  2  4  
3  1  2  4  
3  1  4  2  
3  4  1  2  
4  3  1  2  
4  3  2  1  
3  4  2  1  
3  2  4  1  
3  2  1  4  
2  3  1  4  
2  3  4  1  
2  4  3  1  
4  2  3  1  
4  2  1  3  
2  4  1  3  
2  1  4  3  
2  1  3  4
```

Substring matching or pattern matching of substring in text return the position of it.

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

int main(){
    int m, n;
    printf("Enter m and n: ");
    scanf("%d%d", &m, &n);
    char s1[m], s2[n];
    fflush(stdin);
    printf("Enter string 1: ");
    scanf("%s", s1);
    printf("Enter string 2: ");
    scanf("%s", s2);
    // printf("%s %s", s1, s2);
    int i = 0, j = 0;
    while (i < n - m + 1){
        if (s1[0] == s2[i]){
            bool found = true;
            while (j < m){
                if (s1[j] != s2[i+j]) found = false;
                j++;
            }
            if (found) printf("Found at %d", i);
        }
        i++;
    }
    return 0;
}
```

Output

```
Enter m and n: 3 7
Enter string 1: hin
Enter string 2: abhinav
Found at 2
```

Lab 8

Implement All Pair Shortest paths problem using Floyd's algorithm.

```
#include <stdio.h>

#define V 4

#define INF 99999

void printSolution(int dist[][V]);

void floydWarshall(int dist[][V])
{
    int i, j, k;

    for (k = 0; k < V; k++) {
        for (i = 0; i < V; i++) {
            for (j = 0; j < V; j++) {
                if (dist[i][k] + dist[k][j] < dist[i][j])
                    dist[i][j] = dist[i][k] + dist[k][j];
            }
        }
    }
    printSolution(dist);
}

void printSolution(int dist[][V])
{
    printf(
        "The following matrix shows the shortest distances between every\n");
    for (int i = 0; i < V; i++) {
        for (int j = 0; j < V; j++) {
            if (dist[i][j] == INF)
                printf("%7s", "INF");
            else
                printf("%7d", dist[i][j]);
        }
    }
}
```

```

        printf("\n");
    }
}
int main()
{
    int graph[V][V] = { { 0, 3, INF, 1 },
                        { INF, 0, 6, 2 },
                        { INF, INF, 0, 1 },
                        { INF, INF, INF, 0 } };

    floydWarshall(graph);
    return 0;
}

```

Output

The following matrix shows the shortest distances between every pair of vertices

0	3	9	1
INF	0	6	2
INF	INF	0	1
INF	INF	INF	0

Sort a given set of N integer elements using Heap Sort technique and compute its time taken.

```

#include <stdio.h>

void swap(int* a, int* b)
{
    int temp = *a;
    *a = *b;
    *b = temp;
}

void display(int arr[],int n){
    for(int i=0;i<n;i++)
        printf("%d ",arr[i]);
    printf("\n");
}

```

```

void heapify(int arr[], int N, int i)
{
    int largest = i;

    int left = 2 * i + 1;

    int right = 2 * i + 2;

    if (left < N && arr[left] > arr[largest])
        largest = left;

    if (right < N && arr[right] > arr[largest])
        largest = right;

    if (largest != i) {
        swap(&arr[i], &arr[largest]);

        heapify(arr, N, largest);
    }
    printf("heapify:");
    display(arr,N);
}

void heapSort(int arr[], int N)
{
    for (int i = N / 2 - 1; i >= 0; i--)

        heapify(arr, N, i);

    for (int i = N - 1; i >= 0; i--) {

        swap(&arr[0], &arr[i]);
        heapify(arr, i, 0);
        printf("heapsort:");
        display(arr,N);
    }
}

```

```

}

void printArray(int arr[], int N)
{
    for (int i = 0; i < N; i++)
        printf("%d ", arr[i]);
    printf("\n");
}

int main()
{
    int arr[] = { 14,8,3,9,44,32};
    int N = sizeof(arr) / sizeof(arr[0]);
    heapSort(arr, N);
    printf("Sorted array is\n");
    printArray(arr, N);
}

```

Output

```

Input array: 14 8 3 9 44 32
Sorted array is: 3 8 9 14 32 44

```



Lab 9

Implement 0/1 Knapsack problem using dynamic programming.

```
#include <stdio.h>

int max(int a, int b) {
    return (a > b) ? a : b;
}

void knapsack(int n, int W, int weights[], int values[]) {
    int i, w;
    int dp[n+1][W+1];

    for (i = 0; i <= n; i++) {
        for (w = 0; w <= W; w++) {
            if (i == 0 || w == 0) {
                dp[i][w] = 0;
            } else if (weights[i-1] <= w) {
                dp[i][w] = max(dp[i-1][w], dp[i-1][w - weights[i-1]] +
values[i-1]);
            } else {
                dp[i][w] = dp[i-1][w];
            }
        }
    }

    printf("DP Table:\n");
    for (i = 0; i <= n; i++) {
        for (w = 0; w <= W; w++) {
            printf("%d\t", dp[i][w]);
        }
        printf("\n");
    }

    printf("Selected items: ");
    int res = dp[n][W];
    w = W;
    for (i = n; i > 0 && res > 0; i--) {
```

```

        if (res == dp[i-1][w])
            continue;
        else {
            printf("%d ", i);
            res = res - values[i-1];
            w = w - weights[i-1];
        }
    }
    printf("\nMaximum profit: %d\n", dp[n][W]);
}

int main() {
    int n = 4;
    int weights[] = {2, 3, 4, 5};
    int values[] = {3, 4, 5, 8};
    int W = 5;

    knapsack(n, W, weights, values);
    return 0;
}

```

Output

```

DP Table:
0      0      0      0      0      0
0      0      3      3      3      3
0      0      3      4      4      7
0      0      3      4      5      7
0      0      3      4      5      8
Selected items: 4
Maximum profit: 8

```

Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.

```
#include <stdio.h>
#include <limits.h>

#define MAX_VERTICES 5

int minKey(int n, int key[], int mstSet[]) {
    int min = INT_MAX, min_index;

    for (int v = 0; v < n; v++) {
        if (mstSet[v] == 0 && key[v] < min) {
            min = key[v];
            min_index = v;
        }
    }

    return min_index;
}

void printMST(int n, int parent[], int cost[MAX_VERTICES][MAX_VERTICES]) {
    int sum = 0;

    printf("Edges in MST:\n");
    for (int i = 1; i < n; i++) {
        printf("%d - %d\n", parent[i], i);
        sum += cost[i][parent[i]];
    }

    printf("Cost of MST is: %d\n", sum);
}

void primMST(int n, int cost[MAX_VERTICES][MAX_VERTICES]) {
    int parent[MAX_VERTICES];
    int key[MAX_VERTICES];
    int mstSet[MAX_VERTICES];

    for (int i = 0; i < n; i++) {
        key[i] = INT_MAX;
        mstSet[i] = 0;
    }
}
```

```

key[0] = 0;
parent[0] = -1;

for (int count = 0; count < n - 1; count++) {

    int u = minKey(n, key, mstSet);
    mstSet[u] = 1;

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

        if (cost[u][v] && mstSet[v] == 0 && cost[u][v] < key[v]) {
            parent[v] = u;
            key[v] = cost[u][v];
        }
    }
}

printMST(n, parent, cost);
}

int main() {
    int n = MAX_VERTICES;
    int cost[MAX_VERTICES][MAX_VERTICES] = {
        {0, 2, 0, 6, 0},
        {2, 0, 3, 8, 5},
        {0, 3, 0, 0, 7},
        {6, 8, 0, 0, 9},
        {0, 5, 7, 9, 0}
    };

    printf("Cost adjacency matrix:\n");
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            printf("%d ", cost[i][j]);
        }
        printf("\n");
    }

    primMST(n, cost);
}

```

```
    return 0;  
}
```

Output

Cost adjacency matrix:

0 2 0 6 0

2 0 3 8 5

0 3 0 0 7

6 8 0 0 9

0 5 7 9 0

Edges in MST:

0 - 1

1 - 2

0 - 3

1 - 4

Cost of MST is: 16

Lab 10

1. Find Minimum Cost Spanning Tree of a given undirected graph using Kruskal's algorithm.
2. From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#include <limits.h>

#define MAX 100
#define INF 9999

typedef struct Edge {
    int src, dest, weight;
} Edge;

int find(int parent[], int i) {
    if (parent[i] == i)
        return i;
    return find(parent, parent[i]);
}

void Union(int parent[], int rank[], int x, int y) {
    int xroot = find(parent, x);
    int yroot = find(parent, y);

    if (rank[xroot] < rank[yroot])
        parent[xroot] = yroot;
    else if (rank[xroot] > rank[yroot])
        parent[yroot] = xroot;
    else {
        parent[yroot] = xroot;
        rank[xroot]++;
    }
}
```

```

int compareEdges(const void* a, const void* b) {
    Edge* edgeA = (Edge*) a;
    Edge* edgeB = (Edge*) b;
    return edgeA->weight > edgeB->weight;
}

void KruskalMST(int graph[MAX][MAX], int numVertices) {
    int E = 0;
    Edge edges[MAX * MAX];
    for (int i = 0; i < numVertices; i++) {
        for (int j = i + 1; j < numVertices; j++) {
            if (graph[i][j] != 0 && graph[i][j] != INF) {
                edges[E].src = i;
                edges[E].dest = j;
                edges[E].weight = graph[i][j];
                E++;
            }
        }
    }

    qsort(edges, E, sizeof(edges[0]), compareEdges);

    int parent[numVertices];
    int rank[numVertices];
    for (int v = 0; v < numVertices; v++) {
        parent[v] = v;
        rank[v] = 0;
    }

    Edge result[numVertices];
    int e = 0, i = 0;

    while (e < numVertices - 1 && i < E) {
        Edge next_edge = edges[i++];
        int x = find(parent, next_edge.src);
        int y = find(parent, next_edge.dest);

        if (x != y) {
            result[e++] = next_edge;
            Union(parent, rank, x, y);
        }
    }
}

```

```

        printf("Edges in the MST:\n");
        for (i = 0; i < e; i++)
            printf("%d -- %d == %d\n", result[i].src, result[i].dest,
result[i].weight);
    }

int minDistance(int dist[], bool sptSet[], int numVertices) {
    int min = INT_MAX, min_index;
    for (int v = 0; v < numVertices; v++)
        if (sptSet[v] == false && dist[v] <= min)
            min = dist[v], min_index = v;
    return min_index;
}

void printSolution(int dist[], int numVertices) {
    printf("Vertex \t Distance from Source\n");
    for (int i = 0; i < numVertices; i++)
        printf("%d \t\t %d\n", i, dist[i]);
}

void dijkstra(int graph[MAX][MAX], int src, int numVertices) {
    int dist[numVertices];
    bool sptSet[numVertices];

    for (int i = 0; i < numVertices; i++)
        dist[i] = INT_MAX, sptSet[i] = false;

    dist[src] = 0;

    for (int count = 0; count < numVertices - 1; count++) {
        int u = minDistance(dist, sptSet, numVertices);
        sptSet[u] = true;

        for (int v = 0; v < numVertices; v++)
            if (!sptSet[v] && graph[u][v] && dist[u] != INT_MAX
                && dist[u] + graph[u][v] < dist[v])
                dist[v] = dist[u] + graph[u][v];
    }

    printSolution(dist, numVertices);
}

```



```

int main() {
    int numVertices = 5;
    int graph[MAX][MAX] = {
        {0, 2, INF, 6, INF},
        {2, 0, 3, 8, 5},
        {INF, 3, 0, INF, 7},
        {6, 8, INF, 0, 9},
        {INF, 5, 7, 9, 0}
    };

    printf("Kruskal's MST:\n");
    KruskalMST(graph, numVertices);

    printf("\nDijkstra's Shortest Paths from vertex 0:\n");
    dijkstra(graph, 0, numVertices);

    return 0;
}

```

Output

```

Kruskal's MST:
Edges in the MST:
0 -- 1 == 2
1 -- 2 == 3
1 -- 4 == 5
0 -- 3 == 6

Dijkstra's Shortest Paths from vertex 0:
Vertex    Distance from Source
0          0
1          2
2          5
3          6
4          7

```

Implement Fractional Knapsack using Greedy technique.

```
#include <stdio.h>

void knapsack(int n, int p[], int w[], int W) {
    int used[n];
    for (int i = 0; i < n; ++i) {
        used[i] = 0;
    }

    int cur_w = W;
    float tot_v = 0.0;
    int i, maxi;

    while (cur_w > 0) {
        maxi = -1;
        for (i = 0; i < n; ++i) {
            if ((used[i] == 0) && ((maxi == -1) || ((float)p[i]/w[i] >
(float)p[maxi]/w[maxi]))) {
                maxi = i;
            }
        }

        if (maxi == -1) break; // no more items to select

        used[maxi] = 1;

        if (w[maxi] <= cur_w) {
            cur_w -= w[maxi];
            tot_v += p[maxi];
            printf("Added object %d (weight: %d, profit: %d) completely in
the bag. Space left: %d.\n", maxi + 1, w[maxi], p[maxi], cur_w);
        } else {
            int taken = cur_w;
            cur_w = 0;
            tot_v += (float)taken/w[maxi] * p[maxi];
            printf("Added %d%% (weight: %d, profit: %d) of object %d in the
bag.\n", (int)((float)taken/w[maxi] * 100), w[maxi], p[maxi], maxi + 1);
        }
    }
}
```

```

        printf("Filled the bag with objects worth %.2f.\n", tot_v);
    }

int main() {
    int n, W;
    printf("Enter the number of objects: ");
    scanf("%d", &n);

    int p[n], w[n];

    printf("Enter the profits of the objects: ");
    for (int i = 0; i < n; i++) {
        scanf("%d", &p[i]);
    }

    printf("Enter the weights of the objects: ");
    for (int i = 0; i < n; i++) {
        scanf("%d", &w[i]);
    }

    printf("Enter the maximum weight of the bag: ");
    scanf("%d", &W);

    knapsack(n, p, w, W);

    return 0;
}

```

Output

```

Enter the number of objects: 4
Enter the profits of the objects: 20 30 66 40
Enter the weights of the objects: 10 20 30 40
Enter the maximum weight of the bag: 50
Added object 3 (weight: 30, profit: 66) completely in the bag. Space left: 20.
Added object 1 (weight: 10, profit: 20) completely in the bag. Space left: 10.
Added 50% (weight: 20, profit: 30) of object 2 in the bag.
Filled the bag with objects worth 101.00.

```

Lab 11

Implement “N-Queens Problem” using Backtracking.

```
#include <stdio.h>
#include <stdbool.h>

bool place(int[], int);
void printSolution(int[], int);
void nQueens(int);

int main() {
    int n;
    printf("Enter the number of queens: ");
    scanf("%d", &n);
    nQueens(n);
    return 0;
}

void nQueens(int n) {
    int x[10] = {0}; // Initialize the array to zero
    int count = 0;
    int k = 1;

    while (k != 0) {
        x[k] = x[k] + 1;

        while (x[k] <= n && !place(x, k)) {
            x[k] = x[k] + 1;
        }

        if (x[k] <= n) {
            if (k == n) {
                printSolution(x, n);
                printf("Solution found\n");
                count++;
            } else {
                k++;
                x[k] = 0;
            }
        } else {
            k--;
        }
    }
}
```

```

    }
}

printf("Total solutions: %d\n", count);
}

bool place(int x[], int k) {
    for (int i = 1; i < k; i++) {
        if ((x[i] == x[k]) ||
            (i - x[i] == k - x[k]) ||
            (i + x[i] == k + x[k])) {
            return false;
        }
    }
    return true;
}

void printSolution(int x[], int n) {
    for (int i = 1; i <= n; i++) {
        printf("%d ", x[i]);
    }
    printf("\n");
}

```

Output

```

Enter the number of queens: 4
2 4 1 3
Solution found
3 1 4 2
Solution found
Total solutions: 2

```