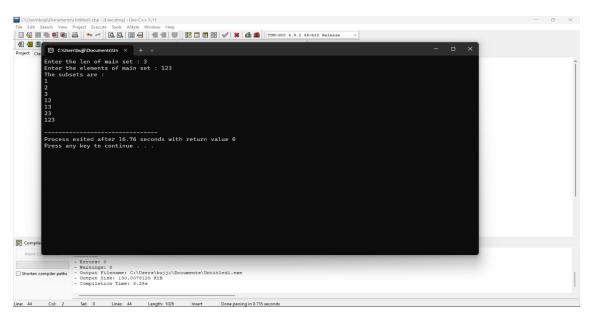
1. Write a program to return all the possible subsets for a given integer array. Return the solution in any order.

```
Input nums= [1,2,3]
Output: [[], [1], [2], [3], [1,2], [1,3], [2,3], [1,2,3]]
Program:
#include <stdio.h>
char string[50], n;
void subset(int, int, int);
int main()
{
  int i, len;
  printf("Enter the len of main set : ");
  scanf("%d", &len);
  printf("Enter the elements of main set : ");
  scanf("%s", string);
  n = len;
  printf("The subsets are :\n");
  for (i = 1;i <= n;i++)
    subset(0, 0, i);
}
void subset(int start, int index, int num sub)
{
  int i, j;
  if (index - start + 1 == num_sub)
  {
    if (num_sub == 1)
```

```
{
       for (i = 0; i < n; i++)
         printf("%c\n", string[i]);
    }
     else
    {
       for (j = index; j < n; j++)
         for (i = start;i < index;i++)
           printf("%c", string[i]);
         printf("%c\n", string[j]);
       }
       if (start != n - num_sub)
         subset(start + 1, start + 1, num_sub);
    }
  }
  else
  {
    subset(start, index + 1, num_sub);
  }
}
```



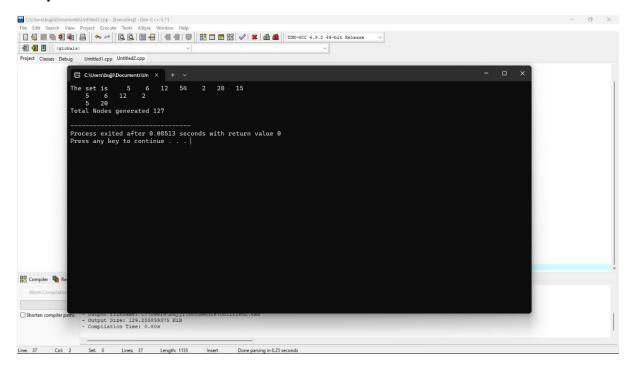
2. Write a program to perform sum of subsets problem using backtracking and estimate time complexity. Identify the test cases.

```
A. Set (s) = (6, 2,8,1,5) sum is 9 B. Set (s) = (6, -4, 7,-1,5, 2,8,1,) sum is 10 Program :
```

```
#include <stdio.h>
#include <stdib.h>
static int total_nodes;
void printValues(int A[], int size){
  for (int i = 0; i < size; i++) {
     printf("%*d", 5, A[i]);
  }
  printf("\n");
}

void subset_sum(int s[], int t[], int s_size, int t_size, int sum, int ite, int const target_sum){
  total_nodes++;
  if (target_sum == sum) {
     printValues(t, t_size);
     subset_sum(s, t, s_size, t_size - 1, sum - s[ite], ite + 1, target_sum);
     return;
}</pre>
```

```
else {
   for (int i = ite; i < s size; i++) {
     t[t_size] = s[i];
     subset_sum(s, t, s_size, t_size + 1, sum + s[i], i + 1, target_sum);
   }
 }
}
void generateSubsets(int s[], int size, int target_sum){
 int* tuplet_vector = (int*)malloc(size * sizeof(int));
 subset_sum(s, tuplet_vector, size, 0, 0, 0, target_sum);
 free(tuplet_vector);
}
int main(){
 int set[] = { 5, 6, 12, 54, 2, 20, 15 };
 int size = sizeof(set) / sizeof(set[0]);
 printf("The set is ");
 printValues(set , size);
 generateSubsets(set, size, 25);
 printf("Total Nodes generated %d\n", total_nodes);
 return 0;
}
```

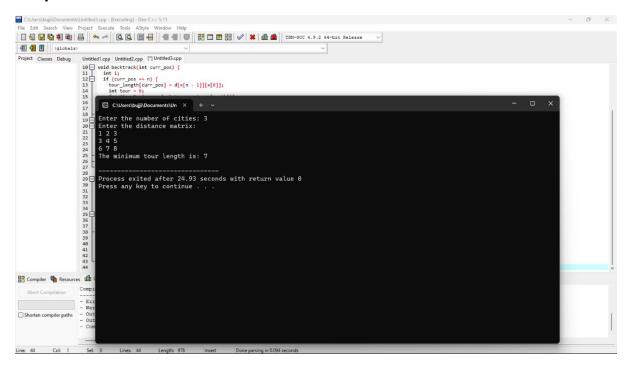


3.Determine an optimal tour in a weighted, directed graph. The weights are nonnegative numbers. The inputs are weighted, directed graph, and n, the number of vertices in the graph. The graph is represented by a two-dimensional array W, which has both its rows and columns indexed from 1 to n, where W [i] [j] is the weight on the edge from the ith vertex to the jth vertex. Write a program for travelling salesman problem using dynamic programming for the below given graph.

```
#include <stdio.h>
#include <stdbool.h>
#define MAX 20
#define INF 99999
int n, d[MAX][MAX], x[MAX];
int best_tour_length = INF, tour_length[MAX];
```

```
void backtrack(int curr_pos) {
 int i;
 if (curr pos == n) {
  tour_length[curr_pos] = d[x[n - 1]][x[0]];
  int tour = 0;
  for (i = 0; i < n; i++) tour += tour_length[i];
  if (tour < best_tour_length) best_tour_length = tour;</pre>
  return;
 }
 for (i = 0; i < n; i++) {
  if (x[i] == -1) {
   x[i] = curr_pos;
   tour_length[curr_pos] = d[x[curr_pos - 1]][i];
   backtrack(curr pos + 1);
   x[i] = -1;
  }
 }
}
int main() {
 int i, j;
 printf("Enter the number of cities: ");
 scanf("%d", &n);
 printf("Enter the distance matrix:\n");
 for (i = 0; i < n; i++)
  for (j = 0; j < n; j++) {
   scanf("%d", &d[i][j]);
   x[i] = -1;
  }
 x[0] = 0;
```

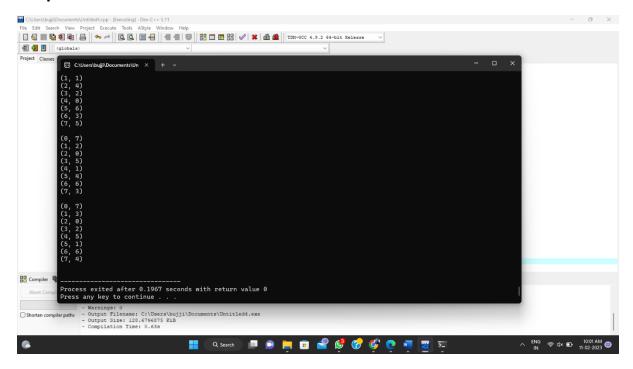
```
backtrack(1);
printf("The minimum tour length is: %d\n", best_tour_length);
return 0;
}
```



4.The n-queens puzzle is the problem of placing n queens on an n x n chessboard such that no two queens attack each other. Given an integer n, return all distinct solutions to the n-queens puzzle. You may return the answer in any order. Write a program for the same.

```
#include <stdio.h>
#include <stdbool.h>
#define N 8
int col[N];
bool check(int row) {
  int i;
  for (i = 0; i < row; i++)
   if (col[i] == col[row] | |</pre>
```

```
row - i == col[row] - col[i] ||
    row - i == col[i] - col[row])
   return false;
 return true;
}
void backtrack(int row) {
 int i;
 if (row == N) \{
  for (i = 0; i < N; i++) printf("(%d, %d)\n", i, col[i]);
  printf("\n");
  return;
 }
 for (i = 0; i < N; i++) {
  col[row] = i;
  if (check(row)) backtrack(row + 1);
}
}
int main() {
 backtrack(0);
 return 0;
}
```



5. Write a program to perform Minimum spanning tree using greedy techniques and estimate time complexity for the given set of values.

```
#include <stdio.h>
#include <limits.h>
#define V 5
int minKey(int key[], int mstSet[]) {
  int min = INT_MAX, min_index;
  int v;
  for (v = 0; v < V; v++)
    if (mstSet[v] == 0 && key[v] < min)
      min = key[v], min_index = v;
  return min_index;
}</pre>
```

```
int printMST(int parent[], int n, int graph[V][V]) {
  int i;
  printf("Edge Weight\n");
  for (i = 1; i < V; i++)
     printf("%d - %d %d \n", parent[i], i, graph[i][parent[i]]);
}
void primMST(int graph[V][V]) {
  int parent[V];
  int key[V], i, v, count;
  int mstSet[V];
for (v = 0; v < V; v++)
       if (graph[u][v] \&\& mstSet[v] == 0 \&\& graph[u][v] < key[v])
         parent[v] = u, key[v] = graph[u][v];
  }
  printMST(parent, V, graph);
}
int main() {
   2 3
  (0)--(1)--(2)
   | /\ |
  6 | 8 / \5 | 7
   |/ \|
  (3)----(4)
   9
          */
  int graph[V][V] = \{ \{ 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\}, \};
  primMST(graph);
  return 0;
```

}

### **Output:**

```
Edge Weight
0 - 1 2
1 - 2 3
0 - 3 6
1 - 4 5

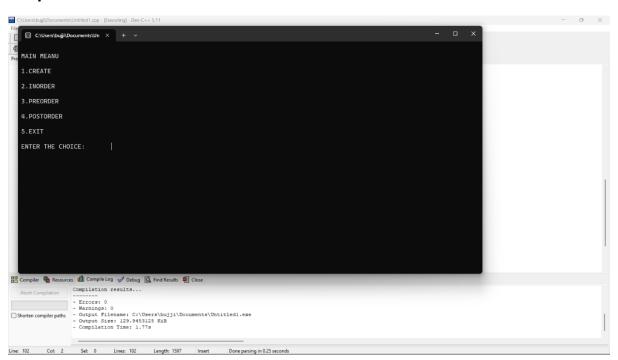
Process returned 0 (0x0) execution time: 0.035 s
Press any key to continue.
```

# 6. Writa a C program for binary seach tree and find the time complexity

```
#include<stdio.h>
#include<stdlib.h>
struct node
{
       int data;
       struct node*left;
       struct node*right;
}*root=NULL,*newnode;
struct node*create(struct node*root,int ele)
{
       if(root==NULL)
       {
              newnode=(struct node*)malloc(sizeof(struct node));
              newnode->data=ele;
              newnode->left=NULL;
              newnode->right=NULL;
              return(newnode);
       }
```

```
else if(ele>root->data)
               root->right=create(root->right,ele);
       else if(ele<root->data)
               root->left=create(root->left,ele);
       return(root);
}
void inorder(struct node *root)
{
       if(root!=NULL)
       {
               inorder(root->left);
               printf("%d\t",root->data);
              inorder(root->right);
       }
}
void preorder(struct node *root)
{
       if(root!=NULL)
       {
               printf("%d\t",root->data);
               preorder(root->left);
               preorder(root->right);
       }
}
void postorder(struct node *root)
{
       if(root!=NULL)
       {
```

```
postorder(root->left);
              postorder(root->right);
              printf("%d\t",root->data);
       }
}
int main()
{
       int choice;
       while(1)
       {
       printf("\nMAIN MEANU\n");
       printf("\n1.CREATE\n");
       printf("\n2.INORDER\n");
       printf("\n3.PREORDER\n");
       printf("\n4.POSTORDER\n");
       printf("\n5.EXIT\n");
       printf("\nENTER THE CHOICE:\t");
       scanf("%d",&choice);
       switch(choice)
       {
              case 1:
                     int ele;
                     printf("ENTER THE ELEMENT:");
                     scanf("%d",&ele);
                     root=create(root,ele);
                     break;
              case 2:
                     inorder(root);
                      break;
```



7.Let there be N workers and N jobs. Any worker can be assigned to perform any job, incurring some cost that may vary depending on the work-job assignment. It is required to perform all jobs by assigning exactly one worker to each job and exactly one job to each agent in such a way that the total cost of the assignment is minimized. Write a program to solve a assignment problem for the given data sets using branch and bound.

	Job 1	Job 2	Job 3	Job 4
Person A	12	8	9	10
Person B	11	10	10	9
Person C	9	11	8	12
Person D	11	9	23	7

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

typedef struct Job {
    char id;
    int dead;
    int profit;
} Job;

int compare(const void* a, const void* b)
{
    Job* temp1 = (Job*)a;
    Job* temp2 = (Job*)b;
```

```
return (temp2->profit - temp1->profit);
}
int min(int num1, int num2)
{
      return (num1 > num2) ? num2 : num1;
}
void printJobScheduling(Job arr[], int n)
{
      qsort(arr, n, sizeof(Job), compare);
      int result[n];
      bool slot[n];
      for (int i = 0; i < n; i++)
             slot[i] = false;
      for (int i = 0; i < n; i++) {
             for (int j = min(n, arr[i].dead) - 1; j >= 0; j--) {
                    if (slot[j] == false) {
                           result[j] = i;
```

```
slot[j] = true;
                            break;
                     }
              }
       }
       for (int i = 0; i < n; i++)
              if (slot[i])
                     printf("%c ", arr[result[i]].id);
}
int main()
{
       Job arr[] = { { 'a', 12, 8, 9, 10 },
                            { 'b', 11, 10, 10, 9 },
                            { 'c', 9, 11, 8, 12 },
                            { 'd', 11, 9, 23, 7 } };
       int n = sizeof(arr) / sizeof(arr[0]);
       printf(
              "Following is maximum profit sequence of jobs \n");
       printJobScheduling(arr, n);
       return 0;
}
```

C:\Users\Admin\Documents\daa28-job.exe

Following is maximum profit sequence of jobs

a d b c

Process returned 0 (0x0) execution time : 0.055 s

Press any key to continue.