







```
♠ Save ▷ Run
main.c ×
      #include <stdio.h>
 2
      // Function to find the index of the first occurrence of a
 3
      target value in a sorted array
      int binarySearchFirstOccurrence(int arr[], int size, int
      target) {
          int low = 0, high = size - 1;
  5
          int result = -1; // Initialize result to -1 (not
  6
          found)
          while (low <= high) {
              int mid = low + (high - low) / 2;
 10
              if (arr[mid] == target) {
                  // Update result and search towards the left
 12
                  for the first occurrence
                  result = mid;
 13
                  high = mid - 1;
 14
              } else if (arr[mid] < target) {</pre>
 15
                  // If target is greater, search in the right
 16
                  half
                  low = mid + 1;
 17
 18
              } else {
 19
                  // If target is smaller, search in the left
                  half
                  high = mid - 1;
 20
 21
 22
 23
          return result;
 24
 25
 26
 27
      int main() {
          int arr[] = \{1, 2, 2, 4, 4, 4, 5, 6\};
 28
          int size = sizeof(arr) / sizeof(arr[0]);
 29
```

```
Output
```

```
$ /tmp/a.out
The first occurrence of 4 is at index 3
```

```
Output
main.c ×
      #include <stdio.h>
                                                                       /tmp/a.out
  2
  3
      #define MAX_SIZE 100
  4
                                                                       2 3
  5
                                                                       2 4
  6
      void generateCombinations(int arr[], int data[], int
                                                                      3 4
      start, int end, int index, int k);
                                                                      7
      // Function to print an array
  8
  9
      void printArray(int arr[], int size);
 10
 11
      int main() {
 12
          int arr[] = \{1, 2, 3, 4\};
 13
          int n = sizeof(arr) / sizeof(arr[0]);
          int k = 2; // Set the length of combinations
 14
 15
          int data[k]; // Temporary array to store combinations
 16
 17
          // Generate combinations
 18
 19
          generateCombinations(arr, data, 0, n - 1, 0, k);
 20
          return 0;
 21
 22
 23
      void generateCombinations(int arr[], int data[], int
 24
      start, int end, int index, int k) {
          // If a combination of length k is found, print it
 25
          if (index == k) {
 26
 27
              printArray(data, k);
 28
              return;
 29
 30
 31
          // Iterate over the array and generate combinations
          for (int i = start; i \le end \& end - i + 1 >= k -
 32
          index; i++) {
```

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(A) Save
                                                                       Output
                                                         ▶ Run
main.c ×
      #include <stdio.h>
                                                                       $ /tmp/a.out
      #include <stdbool.h>
                                                                       The Sudoku board is valid.
      #define SIZE 9
  4
  5
      // Function to check if a Sudoku board is valid
      bool isValidSudoku(char board[SIZE][SIZE]) {
          // Check each row and column
  8
          for (int i = 0; i < SIZE; i++) {
              // Arrays to keep track of seen digits in rows and
 10
              columns
              int rowSet[SIZE] = {0};
              int colSet[SIZE] = {0};
 12
 13
              for (int j = 0; j < SIZE; j++) {
 14
                  // Check rows
 15
                  if (board[i][j] != '.' && rowSet[board[i][j] -
 16
                  '1'] == 1) {
                      return false; // Duplicate in the same row
 17
 18
                  rowSet[board[i][j] - '1'] = 1;
 19
 20
                  // Check columns
 21
 22
                  if (board[j][i] != '.' && colSet[board[j][i] -
                  '1'] == 1) {
                      return false; // Duplicate in the same
 23
                      column
 24
                  colSet[board[j][i] - '1'] = 1;
 25
 26
 27
 28
          // Check each 3x3 subgrid
 29
          for (int block = 0; block < SIZE; block += 3) {
 30
              for (int i = 0; i < SIZE; i += 3) {
 31
```

