

3. Implement 0/1 Knapsack problem using dynamic programming.

Modification : Give the count of the items selected

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

```
int max (int a, int b)
```

```
{
```

```
    if (a > b)
```

```
        return a;
```

```
    else return b;
```

```
}
```

```
void Knapsack (int w[], int v[], int s, int n)
```

```
{
```

```
    int k[n+1][s+1];
```

```
    int i, j, res = 0;
```

```
    int count = 0, weight = 0;
```

```
    for (i = 0; i <= n; i++)
```

```
        for (j = 0; j <= s; j++)
```

```
        {
```

```
            if (i == 0 || j == 0)
```

```
                k[i][j] = 0;
```

```
else if (w[i-1] <= j)
```

```
k[i][j] = max(v[i-1] + k[i-1][j-w[i-1]], k[i-1][j]);
```

```
else
```

```
k[i][j] = k[i-1][j];
```

```
}
```

```
ans = k[n][s];
```

```
printf("\n Maximum Value that can be obtained is :  
%d", ans);
```

```
j = s;
```

```
printf("\n The objects with there respective weights  
are : ");
```

```
for (i = n; i > 0 && ans > 0; i--)
```

```
{  
    if (ans == k[i-1][j])  
        continue;
```

```
else
```

```
{
```

```
    printf("%d ", w[i-1]);
```

```
    ans = ans - v[i-1];
```

```
    j = j - w[i-1];
```

```
    count++; // modification for counting the no. of objects
```

```
    weight = weight + w[i-1];
```

```
}
```

```
}
```



// modification

```
printf("\n The count of the items selected is : %.d", count);
printf("\n The total weight of the items selected : %.d",
weight);
```

int main()

{

```
int w[10], v[10], s, n, i;
```

```
printf("\n Enter the Number of objects : ");
```

```
scanf("%d", &n);
```

```
printf("\n Enter the weights of the objects : ");
```

```
for(i=0; i<n; i++)
```

```
scanf("%d", &w[i]);
```

```
for(i=0; i<n; i++)
```

```
scanf("%d", &v[i]);
```

```
printf("\n Enter the values of the object : ");
```

```
for(i=0; i<n; i++)
```

```
scanf("%d", &v[i]);
```

```
printf("\n Enter the size of the knapsack : ");
```

```
scanf("%d", &s);
```

```
Knapsack(w, v, s, n);
```

}