

CSA0609-DESIGN AND ANALYSIS FOR ALGORITHMS

1.Fibonacci series using recursion

```
#include <stdio.h>

int fib(int n) {
    if (n <= 1) {
        return n;
    } else {
        return fib(n - 1) + fib(n - 2);
    }
}

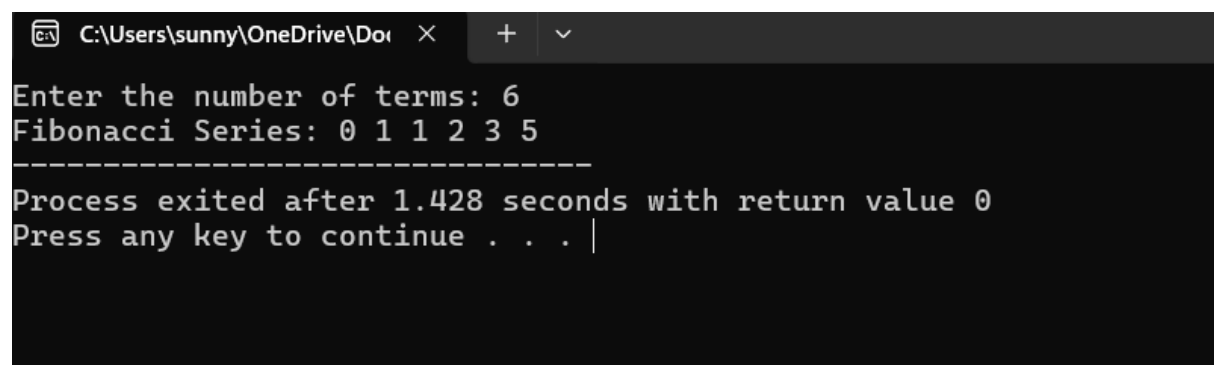
int main() {
    int n, i;

    printf("Enter the number of terms: ");
    scanf("%d", &n);

    printf("Fibonacci Series: ");
    for (i = 0; i < n; i++) {
        printf("%d ", fib(i));
    }

    return 0;
}
```

Output:



```
C:\Users\sunny\OneDrive\Doi  X  +  v
Enter the number of terms: 6
Fibonacci Series: 0 1 1 2 3 5
-----
Process exited after 1.428 seconds with return value 0
Press any key to continue . . . |
```

2.Armstrong number or not

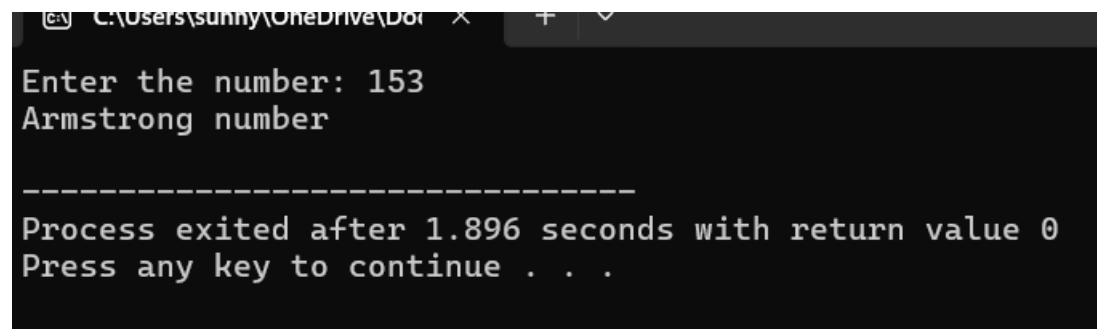
```

#include <stdio.h>

int main() {
    int num, rem, sum = 0, temp, digit;
    printf("Enter the number: ");
    scanf("%d", &num);
    temp = num;
    while (num > 0) {
        digit = num % 10;
        sum += digit * digit * digit;
        num /= 10;
    }
    if (sum == temp) {
        printf("Armstrong number\n");
    } else {
        printf("Not an Armstrong number\n");
    }
    return 0;
}

```

OUTPUT



```

C:\Users\sunny\OneDrive\Desktop>
Enter the number: 153
Armstrong number

-----
Process exited after 1.896 seconds with return value 0
Press any key to continue . . .

```

3.GCD OF TWO NUMBERS

```

#include <stdio.h>

int main() {
    int a, b, temp;
    printf("Enter two numbers: ");
    scanf("%d %d", &a, &b);
}

```

```

while (b != 0) {
    temp = b;
    b = a % b;
    a = temp;
}
printf("GCD is %d\n", a);
return 0;
}

```

OUTPUT:

```

Enter two numbers: 25
65
GCD is 5

-----
Process exited after 5.779 seconds with return value 0
Press any key to continue . . . |

```

4.LARGEST ELEMENT OF AN ARRAY

```

#include <stdio.h>

int main() {
    int n, i;

    printf("Enter the number of elements: ");
    scanf("%d", &n);

    int arr[n];

    printf("Enter %d elements:\n", n);
    for (i = 0; i < n; i++) {
        scanf("%d", &arr[i]);
    }

    int max = arr[0];
    for (i = 1; i < n; i++) {
        if (arr[i] > max) {

```

```

        max = arr[i];
    }
}

printf("The largest element is: %d\n", max);

return 0;
}

```

OUTPUT:

```

Enter the number of elements: 5
Enter 5 elements:
25 65 82 45 92
The largest element is: 92

-----
Process exited after 15.9 seconds with return value 0
Press any key to continue . . .

```

5.FACTORIAL OF A NUMBER

```

#include <stdio.h>

int main() {
    int i,n;
    int factorial = 1;

    printf("Enter a positive integer: ");
    scanf("%d", &n);

    if (n < 0) {
        printf("Factorial is not defined for negative numbers.\n");
    } else {
        for (i = 1; i <= n; i++) {
            factorial *= i;
        }
        printf("Factorial of %d = %d\n", n, factorial);
    }
}

```

```
    return 0;
}
```

OUTPUT:

```
Enter a positive integer: 5
Factorial of 5 = 120

-----
Process exited after 1.521 seconds with return value 0
Press any key to continue . . .
```

6.PRIME OR NOT

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

int main() {
    int i;
    int num = 2;
    bool isPrime = true;
    if (num < 2) {
        isPrime = false;
    } else {
        for (i = 2; i <= sqrt(num); i++) {
            if (num % i == 0) {
                isPrime = false;
                break;
            }
        }
    }
    if (isPrime) {
        printf("%d is prime.\n", num);
    } else {
        printf("%d is not prime.\n", num);
    }
}
```

```
    return 0;
}
```

OUTPUT:

```
2 is prime.
-----
Process exited after 0.06715 seconds with return value 0
Press any key to continue . . . |
```

7.SELECTION SORT

```
#include <stdio.h>

void selectionSort(int array[], int n) {
    int i, j, min_index, temp;
    for (i = 0; i < n - 1; i++) {
        min_index = i;
        for (j = i + 1; j < n; j++) {
            if (array[j] < array[min_index]) {
                min_index = j;
            }
        }
        if (min_index != i) {
            temp = array[i];
            array[i] = array[min_index];
            array[min_index] = temp;
        }
    }
}

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

```

int main() {
    int array[] = {64, 25, 12, 22, 11};
    int n = sizeof(array) / sizeof(array[0]);
    printf("Original array: \n");
    printArray(array, n);
    selectionSort(array, n);
    printf("Sorted array: \n");
    printArray(array, n);
    return 0;
}

```

OUTPUT:

```

Original array:
64 25 12 22 11
Sorted array:
11 12 22 25 64

-----
Process exited after 0.04296 seconds with return value 0
Press any key to continue . . . |

```

8.BUBBLE SORT

```

#include <stdio.h>

void bubble_sort(int a[], int length) {
    int i, j, temp, flag;
    for (i = 0; i < length - 1; i++) {
        flag = 0;
        for (j = 0; j < length - 1 - i; j++) {
            if (a[j] > a[j + 1]) {
                temp = a[j];
                a[j] = a[j + 1];
                a[j + 1] = temp;
                flag = 1;
            }
        }
    }
}

```

```

    }

    if (flag == 0)
        break;
}
}

int main(void) {
    int a[] = {3, 4, 9, 2, 1, 6};
    int length = 6;
    int i;
    bubble_sort(a, length);
    for (i = 0; i < length; i++) {
        printf("a[%d] = %d\n", i, a[i]);
    }
    return 0;
}

```

OUTPUT:

```

a[0] = 1
a[1] = 2
a[2] = 3
a[3] = 4
a[4] = 6
a[5] = 9

-----
Process exited after 0.04607 seconds with return value 0
Press any key to continue . . . |

```

9.MULTIPLY TWO MATRICES

```

#include <stdio.h>

int main() {
    int a[2][2] = {{1, 2}, {3, 4}};
    int b[2][2] = {{3, 4}, {2, 1}};
    int c[2][2] = {{0, 0}, {0, 0}};
    int i, j, k;

```



```

for (i = 0; i < 2; i++) {
    for (j = 0; j < 2; j++) {
        for (k = 0; k < 2; k++) {
            c[i][j] += a[i][k] * b[k][j];
        }
    }
}

```

```

for (i = 0; i < 2; i++) {
    for (j = 0; j < 2; j++) {
        printf("%d ", c[i][j]);
    }
    printf("\n");
}

```

```

return 0;
}

```

OUTPUT:

```

7 6
17 16

-----
Process exited after 0.04734 seconds with return value 0
Press any key to continue . . . |

```

10.PALINDROME

```

#include <stdio.h>

#include <string.h>

int main() {
    char str[100], reversed[100];

    int len, i, is_palindrome = 1;

    printf("Enter the string: ");

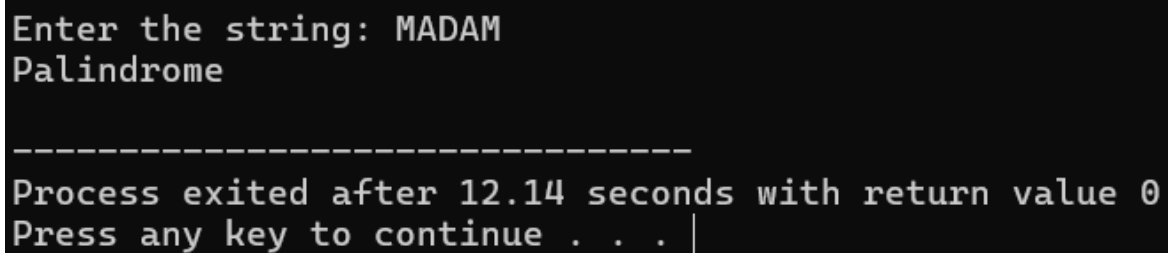
```

```

scanf("%s", str);
len = strlen(str);
for (i = 0; i < len; i++) {
    reversed[i] = str[len - i - 1];
}
reversed[len] = '\0';
if (strcmp(str, reversed) == 0) {
    printf("Palindrome\n");
} else {
    printf("Not a palindrome\n");
}
return 0;
}

```

OUTPUT:



```

Enter the string: MADAM
Palindrome

-----
Process exited after 12.14 seconds with return value 0
Press any key to continue . . . |

```

11.COPY ONE STRING TO ANOTHER

```

#include <stdio.h>
v

int main() {
    char source[100], destination[100];
    int i = 0;
    printf("Enter a string: ");
    fgets(source, sizeof(source), stdin);
    while (source[i] != '\0') {
        destination[i] = source[i];
        i++;
    }
}

```

```

    destination[i] = '\0';

    printf("The copied string is: %s\n", destination);

    return 0;
}

```

OUTPUT:

```

Enter a string: VUCECVE
The copied string is: VUCECVE

-----
Process exited after 4.681 seconds with return value 0
Press any key to continue . . . |

```

12.BINARY SEARCH

```

#include <stdio.h>

int binarySearch(int arr[], int size, int target) {
    int low = 0, high = size - 1;

    while (low <= high) {
        int mid = low + (high - low) / 2;

        if (arr[mid] == target) {
            return mid;
        }

        if (arr[mid] < target) {
            low = mid + 1;
        }

        else {
            high = mid - 1;
        }
    }

    return -1;
}

int main() {
    int arr[] = {1, 3, 5, 7, 9, 11, 13, 15, 17, 19};

```

```

int target, result;

printf("Enter the target value to search: ");

scanf("%d", &target);

result = binarySearch(arr, sizeof(arr) / sizeof(arr[0]), target);

if (result != -1) {

    printf("Element found at index: %d\n", result);

} else {

    printf("Element not found\n");

}

return 0;

}

```

OUTPUT:

```

Enter the target value to search: 5
Element found at index: 2

-----
Process exited after 3.194 seconds with return value 0
Press any key to continue . . . |

```

13.REVERSE A STRING

```

#include <stdio.h>

#include <string.h>

int main() {

    char str[100], reversed[100];

    int len, i;

    strcpy(str, "vinay");

    len = strlen(str);

    for (i = 0; i < len; i++) {

        reversed[i] = str[len - i - 1];

    }

    reversed[len] = '\0';

    printf("%s\n", reversed);

    return 0;
}

```

```
}
```

WITHOUT USING FUNCTION

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

```
int main() {
```

```
    char str[] = "vinay";
```

```
    char reversed[100];
```

```
    int len = 0, i;
```

```
    while (str[len] != '\0') {
```

```
        len++;
```

```
    }
```

```
    for (i = 0; i < len; i++) {
```

```
        reversed[i] = str[len - i - 1];
```

```
    }
```

```
    reversed[len] = '\0';
```

```
    printf("%s\n", reversed);
```

```
    return 0;
```

```
}
```

OUTPUT:

```
yaniv
```

```
-----
```

```
Process exited after 0.05029 seconds with return value 0
```

```
Press any key to continue . . . |
```

14.LENGTH OF CA STRING

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

```
int main() {
```

```
    char str[100];
```

```
    int length = 0;
```

```
    printf("Enter a string: ");
```

```
    fgets(str, sizeof(str), stdin);
```

```
    while (str[length] != '\0') {
```

```
        length++;
```

```

}

printf("Length of the string is: %d\n", length);

return 0;

}

```

OUTPUT:

```

Enter a string: VBJVV
Length of the string is: 6

-----
Process exited after 3.262 seconds with return value 0
Press any key to continue . . . |

```

15.STRASSEN'S MULTIPLICATION

```

#include <stdio.h>

#include <stdlib.h>

void addMatrix(int n, int A[n][n], int B[n][n], int result[n][n]) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            result[i][j] = A[i][j] + B[i][j];
        }
    }
}

void subtractMatrix(int n, int A[n][n], int B[n][n], int result[n][n]) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            result[i][j] = A[i][j] - B[i][j];
        }
    }
}

void strassenMultiply(int n, int A[n][n], int B[n][n], int C[n][n]) {
    if (n == 1) {

```

```

    C[0][0] = A[0][0] * B[0][0];

    return;
}

int newSize = n / 2;

int A11[newSize][newSize], A12[newSize][newSize], A21[newSize][newSize],
A22[newSize][newSize];

int B11[newSize][newSize], B12[newSize][newSize], B21[newSize][newSize],
B22[newSize][newSize];

for (int i = 0; i < newSize; i++) {
    for (int j = 0; j < newSize; j++) {
        A11[i][j] = A[i][j];
        A12[i][j] = A[i][j + newSize];
        A21[i][j] = A[i + newSize][j];
        A22[i][j] = A[i + newSize][j + newSize];

        B11[i][j] = B[i][j];
        B12[i][j] = B[i][j + newSize];
        B21[i][j] = B[i + newSize][j];
        B22[i][j] = B[i + newSize][j + newSize];
    }
}

int P1[newSize][newSize], P2[newSize][newSize], P3[newSize][newSize], P4[newSize][newSize];
int P5[newSize][newSize], P6[newSize][newSize], P7[newSize][newSize];

int temp1[newSize][newSize], temp2[newSize][newSize];

subtractMatrix(newSize, B12, B22, temp1);
strassenMultiply(newSize, A11, temp1, P1);
addMatrix(newSize, A11, A12, temp1);
strassenMultiply(newSize, temp1, B22, P2);
addMatrix(newSize, A21, A22, temp1);
strassenMultiply(newSize, temp1, B11, P3);
subtractMatrix(newSize, B21, B11, temp1);
strassenMultiply(newSize, A22, temp1, P4);

```

```

addMatrix(newSize, A11, A22, temp1);
addMatrix(newSize, B11, B22, temp2);
strassenMultiply(newSize, temp1, temp2, P5);
subtractMatrix(newSize, A12, A22, temp1);
addMatrix(newSize, B21, B22, temp2);
strassenMultiply(newSize, temp1, temp2, P6);
subtractMatrix(newSize, A11, A21, temp1);
addMatrix(newSize, B11, B12, temp2);
strassenMultiply(newSize, temp1, temp2, P7);

int C11[newSize][newSize], C12[newSize][newSize], C21[newSize][newSize],
C22[newSize][newSize];

addMatrix(newSize, P5, P4, temp1);
subtractMatrix(newSize, temp1, P2, C11);
addMatrix(newSize, P1, P2, C12);
addMatrix(newSize, P3, P4, C21);
addMatrix(newSize, P1, P5, temp1);
subtractMatrix(newSize, temp1, P3, P7);
subtractMatrix(newSize, temp1, P7, C22);
for (int i = 0; i < newSize; i++) {
    for (int j = 0; j < newSize; j++) {
        C[i][j] = C11[i][j];
        C[i][j + newSize] = C12[i][j];
        C[i + newSize][j] = C21[i][j];
        C[i + newSize][j + newSize] = C22[i][j];
    }
}
}

int main() {
    int n;

    printf("Enter the size of the matrix (n x n): ");
    scanf("%d", &n);

```



```

int A[n][n], B[n][n], C[n][n];

printf("Enter matrix A elements:\n");

for (int i = 0; i < n; i++) {
    for (int j = 0; j < n; j++) {
        scanf("%d", &A[i][j]);
    }
}

printf("Enter matrix B elements:\n");

for (int i = 0; i < n; i++) {
    for (int j = 0; j < n; j++) {
        scanf("%d", &B[i][j]);
    }
}

strassenMultiply(n, A, B, C);

printf("Product matrix C is:\n");

for (int i = 0; i < n; i++) {
    for (int j = 0; j < n; j++) {
        printf("%d ", C[i][j]);
    }

    printf("\n");
}

return 0;
}

```

OUTPUT:

```
Enter the size of the matrix (n x n): 2
Enter matrix A elements:
2 5
6 7
Enter matrix B elements:
5 9
3 6
Product matrix C is:
43 48
51 65

-----
Process exited after 14.07 seconds with return value 0
Press any key to continue . . . |
```

16.MERGE SORT

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

```
void merge(int arr[], int left, int mid, int right) {
```

```
    int n1 = mid - left + 1;
```

```
    int n2 = right - mid;
```

```
    int leftArr[n1], rightArr[n2];
```

```
    for (int i = 0; i < n1; i++) {
```

```
        leftArr[i] = arr[left + i];
```

```
    }
```

```
    for (int i = 0; i < n2; i++) {
```

```
        rightArr[i] = arr[mid + 1 + i];
```

```
    }
```

```
    int i = 0, j = 0, k = left;
```

```
    while (i < n1 && j < n2) {
```

```
        if (leftArr[i] <= rightArr[j]) {
```

```
            arr[k] = leftArr[i];
```

```
            i++;
```

```
        } else {
```

```
            arr[k] = rightArr[j];
```

```
            j++;
```

```
        }
```

```

        k++;
    }
    while (i < n1) {
        arr[k] = leftArr[i];
        i++;
        k++;
    }
    while (j < n2) {
        arr[k] = rightArr[j];
        j++;
        k++;
    }
}

void mergeSort(int arr[], int left, int right) {
    if (left < right) {
        int mid = left + (right - left) / 2;
        mergeSort(arr, left, mid);
        mergeSort(arr, mid + 1, right);
        merge(arr, left, mid, right);
    }
}

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

int main() {
    int arr[] = {12, 11, 13, 5, 6, 7};
    int arr_size = sizeof(arr) / sizeof(arr[0]);
    printf("Given array is: \n");

```

```

    printArray(arr, arr_size);

    mergeSort(arr, 0, arr_size - 1);

    printf("\nSorted array is: \n");

    printArray(arr, arr_size);

    return 0;
}

```

OUTPUT:

```

5 Given array is:
6 12 11 13 5 6 7
7
8 Sorted array is:
9 5 6 7 11 12 13
10
11 -----
12 Process exited after 0.0707 seconds with return value 0
13 Press any key to continue . . . |
14
15

```

17.MAX AND MIN IN THE LIST USING DIVIDE AND CONQUER METHOD

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

```
typedef struct {
```

```
    int max;
```

```
    int min;
```

```
} MaxMin;
```

```
MaxMin findMaxMin(int arr[], int low, int high) {
```

```
    MaxMin result, leftResult, rightResult;
```

```
    if (low == high) {
```

```
        result.max = arr[low];
```

```
        result.min = arr[low];
```

```
        return result;
```

```
    }
```

```
    int mid = (low + high) / 2;
```

```
    leftResult = findMaxMin(arr, low, mid);
```

```
    rightResult = findMaxMin(arr, mid + 1, high);
```

```
    result.max = (leftResult.max > rightResult.max) ? leftResult.max : rightResult.max;
```

```
    result.min = (leftResult.min < rightResult.min) ? leftResult.min : rightResult.min;
```

```

        return result;
    }

int main() {
    int arr[] = {12, 5, 8, 20, 7, 15, 1};

    int n = sizeof(arr) / sizeof(arr[0]);

    MaxMin result = findMaxMin(arr, 0, n - 1);

    printf("Maximum value: %d\n", result.max);
    printf("Minimum value: %d\n", result.min);

    return 0;
}

```

OUTPUT:

```

Maximum value: 20
Minimum value: 1

-----
Process exited after 0.06233 seconds with return value 0
Press any key to continue . . . |

```

18.PRIME NUMBERS BETWEEN 1 AND 100

```

#include <stdio.h>

int isPrime(int num) {
    if (num <= 1) {
        return 0;
    }

    for (int i = 2; i * i <= num; i++) {
        if (num % i == 0) {
            return 0;
        }
    }

    return 1;
}

```

```

int main() {

    printf("Prime numbers between 1 and 100 are:\n");

    for (int i = 1; i <= 100; i++) {

        if (isPrime(i)) {

            printf("%d ", i);

        }

    }

    return 0;

}

```

OUTPUT:

```

Prime numbers between 1 and 100 are:
2 3 5 7 11 13 17 19 23 29 31 37 41 43 47 53 59 61 67 71 73 79 83 89 97
-----
Process exited after 0.05785 seconds with return value 0
Press any key to continue . . . |

```

19.KNAPSACK PROBLEM USING GREEDY TECHNIQUES

```

#include <stdio.h>

#include <stdlib.h>

typedef struct {

    int weight;

    int value;

    float ratio;

} Item;

int compare(const void* a, const void* b) {

    Item* item1 = (Item*)a;

    Item* item2 = (Item*)b;

    return (item2->ratio > item1->ratio) - (item1->ratio > item2->ratio);

}

float fractionalKnapsack(int capacity, Item items[], int n) {

```

```

qsort(items, n, sizeof(Item), compare);

int currentWeight = 0;
float totalValue = 0.0;
for (int i = 0; i < n; i++) {
    if (currentWeight + items[i].weight <= capacity) {
        currentWeight += items[i].weight;
        totalValue += items[i].value;
    } else {
        int remainingWeight = capacity - currentWeight;
        totalValue += items[i].value * ((float)remainingWeight / items[i].weight);
        break;
    }
}

return totalValue;
}

int main() {
    int n, capacity;

    printf("Enter the number of items: ");
    scanf("%d", &n);

    printf("Enter the capacity of the knapsack: ");
    scanf("%d", &capacity);

    Item items[n];
    for (int i = 0; i < n; i++) {
        printf("Enter value and weight of item %d: ", i + 1);
        scanf("%d %d", &items[i].value, &items[i].weight);
        items[i].ratio = (float)items[i].value / items[i].weight;
    }

    float maxValue = fractionalKnapsack(capacity, items, n);
    printf("Maximum value in the knapsack: %.2f\n", maxValue);
    return 0;
}

```

OUTPUT:

```
Enter the number of items: 4
Enter the capacity of the knapsack: 56
Enter value and weight of item 1: 65
65
Enter value and weight of item 2: 65 9
Enter value and weight of item 3: 54 65
Enter value and weight of item 4: 65 21
Maximum value in the knapsack: 156.00

-----
Process exited after 363.5 seconds with return value 0
Press any key to continue . . . |
```

20.MST USING GREEDY TECHNIQUE

```
#include <stdio.h>

#include <limits.h>

#define V 5

int minKey(int key[], int mstSet[]) {
    int min = INT_MAX, min_index;
    for (int v = 0; v < V; v++)
        if (!mstSet[v] && key[v] < min)
            min = key[v], min_index = v;
    return min_index;
}

void primMST(int graph[V][V]) {
    int parent[V], key[V], mstSet[V] = {0};
    for (int i = 0; i < V; i++) key[i] = INT_MAX;
    key[0] = 0, parent[0] = -1;
    for (int count = 0; count < V - 1; count++) {
        int u = minKey(key, mstSet);
        mstSet[u] = 1;
        for (int v = 0; v < V; v++)
            if (graph[u][v] && !mstSet[v] && graph[u][v] < key[v])
                parent[v] = u, key[v] = graph[u][v];
    }
    printf("Edge \tWeight\n");
```



```

    for (int i = 1; i < V; i++)
        printf("%d - %d \t%d \n", parent[i], i, graph[i][parent[i]]);
}

int main() {
    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 exited after 0.06827 seconds with return value 0
Press any key to continue . . . |

```

21.OBST USING DYNAMIC PROGRAMMING

```

#include <stdio.h>

#include <limits.h>

int sum(int freq[], int i, int j) {
    int s = 0;

    for (int k = i; k <= j; k++)
        s += freq[k];

    return s;
}

int optimalBST(int keys[], int freq[], int n) {

```

```

int cost[n][n];

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

for (int len = 2; len <= n; len++) {
    for (int i = 0; i <= n - len; i++) {
        int j = i + len - 1;
        cost[i][j] = INT_MAX;
        int fsum = sum(freq, i, j);
        for (int r = i; r <= j; r++) {
            int c = ((r > i) ? cost[i][r - 1] : 0) +
                    ((r < j) ? cost[r + 1][j] : 0) + fsum;
            if (c < cost[i][j])
                cost[i][j] = c;
        }
    }
}

return cost[0][n - 1];
}

int main() {
    int keys[] = {10, 12, 20};
    int freq[] = {34, 8, 50};
    int n = sizeof(keys) / sizeof(keys[0]);
    printf("Cost of Optimal BST is %d\n", optimalBST(keys, freq, n));
    return 0;
}

```

OUTPUT:

```

Cost of Optimal BST is 142
-----
Process exited after 0.07152 seconds with return value 0
Press any key to continue . . . |

```

22.BINOMIAL COEFFICIENT USING DYNAMIC PROGRAMMING

```
#include <stdio.h>

int binomialCoeff(int n, int k) {
    int C[n + 1][k + 1];
    for (int i = 0; i <= n; i++) {
        for (int j = 0; j <= (i < k ? i : k); j++) {
            if (j == 0 || j == i)
                C[i][j] = 1;
            else
                C[i][j] = C[i - 1][j - 1] + C[i - 1][j];
        }
    }
    return C[n][k];
}

int main() {
    int n = 5, k = 2;
    printf("C(%d, %d) = %d\n", n, k, binomialCoeff(n, k));
    return 0;
}
```

OUTPUT:

```
C(5, 2) = 10
```

```
-----
```

```
Process exited after 0.07512 seconds with return value 0
Press any key to continue . . . |
```

23.REVERSE A GIVEN NUMBER

```
#include <stdio.h>

int main() {
    int num, reversed = 0;
    printf("Enter a number: ");
    scanf("%d", &num);
```

```

while (num != 0) {
    reversed = reversed * 10 + num % 10;
    num /= 10;
}
printf("Reversed number: %d\n", reversed);
return 0;
}

```

OUTPUT:

```

Enter a number: 5413
Reversed number: 3145

-----
Process exited after 3.463 seconds with return value 0
Press any key to continue . . . |

```

24.PERFECT NUMBER

```

#include <stdio.h>

int main() {
    int num, sum = 0;

    printf("Enter a number: ");
    scanf("%d", &num);

    for (int i = 1; i < num; i++) {
        if (num % i == 0)
            sum += i;
    }

    if (sum == num)
        printf("%d is a perfect number.\n", num);
    else
        printf("%d is not a perfect number.\n", num);
}

```

```
    return 0;
}
```

OUTPUT:

```
Enter a number: 6
6 is a perfect number.

-----
Process exited after 2.481 seconds with return value 0
Press any key to continue . . . |
```

25.TSP USING DYNAMIC PROGRAMMING

```
#include <stdio.h>

#include <limits.h>

#define N 4

#define INF INT_MAX

int dist[N][N] = {
    {0, 20, 42, 35},
    {20, 0, 30, 34},
    {42, 30, 0, 12},
    {35, 34, 12, 0}
};

int dp[1 << N][N];

int tsp(int mask, int pos) {
    if (mask == ((1 << N) - 1))
        return dist[pos][0];
    if (dp[mask][pos] != -1)
        return dp[mask][pos];
    int ans = INF;
    for (int city = 0; city < N; city++) {
        if (!(mask & (1 << city))) {
            int newAns = dist[pos][city] + tsp(mask | (1 << city), city);
```

```

        if (newAns < ans)
            ans = newAns;
    }
}
return dp[mask][pos] = ans;
}

int main() {
    for (int i = 0; i < (1 << N); i++)
        for (int j = 0; j < N; j++)
            dp[i][j] = -1;

    int result = tsp(1, 0);

    printf("The minimum cost of the tour is %d\n", result);

    return 0;
}

```

OUTPUT:

```

The minimum cost of the tour is 97
-----
Process exited after 0.06176 seconds with return value 0
Press any key to continue . . . |

```

26. PATTERN

1

1 2

1 2 3

1 2 3 4

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

```

int main() {
    for (int i = 1; i <= 5; i++) {
        for (int j = 1; j <= i; j++) {
            printf("%d ", j);

```

```

    }

    printf("\n");
}

return 0;
}

```

OUTPUT:

```

1
1 2
1 2 3
1 2 3 4
1 2 3 4 5

-----
Process exited after 0.06547 seconds with return value 0
Press any key to continue . . . |

```

27.FLOYD'S ALGORITHM

```

#include <stdio.h>

#define INF 99999

#define V 4

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

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

    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];
                }
            }
        }
    }
}

```

```

    }
}
}
for (i = 0; i < V; i++) {
    for (j = 0; j < V; j++) {
        if (dist[i][j] == INF) printf("INF ");
        else printf("%d ", dist[i][j]);
    }
    printf("\n");
}
}

int main() {
    int graph[V][V] = {
        {0, 3, INF, 7},
        {8, 0, 2, INF},
        {5, INF, 0, 1},
        {2, INF, INF, 0}
    };

    floydWarshall(graph);

    return 0;
}

```

OUTPUT:

```

0 3 5 6
5 0 2 3
3 6 0 1
2 5 7 0

-----
Process exited after 0.04506 seconds with return value 0
Press any key to continue . . . |

```

28.PASCAL'S TRIANGLE

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



```

int main() {

    int n, i, j, num;

    printf("Enter the number of rows: ");

    scanf("%d", &n);

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

        num = 1;

        for (j = 0; j < n - i - 1; j++) {

            printf(" ");

        }

        for (j = 0; j <= i; j++) {

            printf("%d ", num);

            num = num * (i - j) / (j + 1);

        }

        printf("\n");

    }

    return 0;

}

```

OUTPUT:

```

Enter the number of rows: 5
    1
  1 1
 1 2 1
1 3 3 1
1 4 6 4 1

-----
Process exited after 1.754 seconds with return value 0
Press any key to continue . . . |

```

29.SUM OF DIDGITS

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

```

int main() {

    int num, sum = 0, digit;

    printf("Enter a number: ");

```

```

scanf("%d", &num);
while (num != 0) {
    digit = num % 10;
    sum += digit;
    num = num / 10;
}
printf("Sum of the digits is: %d\n", sum);
return 0;
}

```

OUTPUT:

```

Enter a number: 5684
Sum of the digits is: 23

-----
Process exited after 3.32 seconds with return value 0
Press any key to continue . . . |

```

30.INSERT A NUMBER IN THE LIST

```

#include <stdio.h>

int main() {
    int arr[100], n, i, position, value;

    printf("Enter the number of elements in the array: ");
    scanf("%d", &n);
    printf("Enter the elements of the array: \n");
    for (i = 0; i < n; i++) {
        scanf("%d", &arr[i]);
    }

    printf("Enter the position to insert the number (1 to %d): ", n + 1);
    scanf("%d", &position);
    printf("Enter the value to insert: ");
    scanf("%d", &value);
    for (i = n; i >= position; i--) {

```

```

        arr[i] = arr[i - 1];
    }
    arr[position - 1] = value;
    n++;
    printf("Updated array: ");
    for (i = 0; i < n; i++) {
        printf("%d ", arr[i]);
    }
    printf("\n");
    return 0;
}

```

OUTPUT:

```

Enter the number of elements in the array: 5
Enter the elements of the array:
15 65 6 56 25
Enter the position to insert the number (1 to 6): 6
Enter the value to insert: 96
Updated array: 15 65 6 56 25 96

-----
Process exited after 17.72 seconds with return value 0
Press any key to continue . . . |

```

31.SUM OF SUBSETS USING BACKTRACKING

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

```

void subsetSum(int arr[], int n, int target_sum, int index, int current_sum, int current_subset[], int
subset_size) {
    if (current_sum == target_sum) {
        printf("{ ");
        for (int i = 0; i < subset_size; i++) {
            printf("%d ", current_subset[i]);
        }
        printf("}\n");
        return;
    }
}

```

```

    if (current_sum > target_sum || index == n) {
        return;
    }

    current_subset[subset_size] = arr[index];

    subsetSum(arr, n, target_sum, index + 1, current_sum + arr[index], current_subset, subset_size + 1);

    subsetSum(arr, n, target_sum, index + 1, current_sum, current_subset, subset_size);
}

void findAllSubsets(int arr[], int n, int target_sum) {
    int current_subset[n];

    subsetSum(arr, n, target_sum, 0, 0, current_subset, 0);
}

int main() {
    int arr[] = {10, 7, 5, 18, 12, 20, 15};

    int target_sum = 35;

    int n = sizeof(arr) / sizeof(arr[0]);

    printf("Subsets with sum %d are:\n", target_sum);

    findAllSubsets(arr, n, target_sum);

    return 0;
}

```

OUTPUT:

```

Subsets with sum 35 are:
{ 10 7 18 }
{ 10 5 20 }
{ 5 18 12 }
{ 20 15 }

-----
Process exited after 0.0709 seconds with return value 0
Press any key to continue . . . |

```

32.GRAPH COLOURING USING BACKTRACKING

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

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

```

#define N 4

bool isSafe(int vertex, int graph[N][N], int colors[], int color) {
    for (int i = 0; i < N; i++) {
        if (graph[vertex][i] && colors[i] == color) {
            return false;
        }
    }
    return true;
}

bool graphColoring(int graph[N][N], int m, int colors[], int vertex) {
    if (vertex == N) {
        return true;
    }
    for (int color = 1; color <= m; color++) {
        if (isSafe(vertex, graph, colors, color)) {
            colors[vertex] = color;
            if (graphColoring(graph, m, colors, vertex + 1)) {
                return true;
            }
            colors[vertex] = 0;
        }
    }
    return false;
}

void solveGraphColoring(int graph[N][N], int m) {
    int colors[N] = {0};
    if (graphColoring(graph, m, colors, 0)) {
        printf("Solution found:\n");
        for (int i = 0; i < N; i++) {
            printf("Vertex %d -> Color %d\n", i, colors[i]);
        }
    }
}

```

```

    } else {
        printf("No solution exists\n");
    }
}

int main() {
    int graph[N][N] = {
        {0, 1, 1, 1},
        {1, 0, 1, 0},
        {1, 1, 0, 1},
        {1, 0, 1, 0}
    };

    int m = 3;

    solveGraphColoring(graph, m);

    return 0;
}

```

OUTPUT:

```

Solution found:
Vertex 0 -> Color 1
Vertex 1 -> Color 2
Vertex 2 -> Color 3
Vertex 3 -> Color 2

-----
Process exited after 0.06214 seconds with return value 0
Press any key to continue . . . |

```

33.CONTAINER LOADING PROBLEM

```

#include <stdio.h>

int maxLoad = 0;

void backtrack(int weights[], int n, int capacity, int index, int currentLoad) {
    if (currentLoad > capacity) {
        return;
    }

    if (currentLoad > maxLoad) {
        maxLoad = currentLoad;
    }
}

```

```

    }
    if (index == n) {
        return;
    }
    backtrack(weights, n, capacity, index + 1, currentLoad + weights[index]);
    backtrack(weights, n, capacity, index + 1, currentLoad);
}

int maxContainerLoad(int weights[], int n, int capacity) {
    maxLoad = 0;
    backtrack(weights, n, capacity, 0, 0);
    return maxLoad;
}

int main() {
    int weights[] = {10, 20, 30, 40};
    int n = sizeof(weights) / sizeof(weights[0]);
    int capacity = 50;
    int maxLoadPossible = maxContainerLoad(weights, n, capacity);
    printf("Maximum load that can be loaded: %d\n", maxLoadPossible);
    return 0;
}

```

OUTPUT:

```

Maximum load that can be loaded: 50
-----
Process exited after 0.06523 seconds with return value 0
Press any key to continue . . . |

```

34.LIST OF ALL FACTORS FOR N VALUE

```

#include <stdio.h>

#include <math.h>

void findFactors(int n) {
    printf("Factors of %d are:\n", n);
}

```

```

for (int i = 1; i <= sqrt(n); i++) {
    if (n % i == 0) {
        printf("%d ", i);
        if (i != n / i) {
            printf("%d ", n / i);
        }
    }
}
printf("\n");
}

int main() {
    int n;

    printf("Enter a number to find its factors: ");
    scanf("%d", &n);
    findFactors(n);
    return 0;
}

```

OUTPUT:

```

Enter a number to find its factors: 6
Factors of 6 are:
1 6 2 3

-----
Process exited after 2.281 seconds with return value 0
Press any key to continue . . . |

```

35.JOB ASSIGNMENT PROBLEM USING BRANCH AND BOUND

```

#include <stdio.h>

#include <limits.h>

#include <stdbool.h>

#define N 4

```



```

typedef struct Node {

    int cost;

    int lowerBound;

    int jobAssignment[N];

    bool assigned[N];

    int level;

} Node;

int calculateLowerBound(int costMatrix[N][N], bool assigned[N], int level) {

    int lowerBound = 0;

    for (int i = level; i < N; i++) {

        int minCost = INT_MAX;

        for (int j = 0; j < N; j++) {

            if (!assigned[j] && costMatrix[i][j] < minCost) {

                minCost = costMatrix[i][j];

            }

        }

        lowerBound += minCost;

    }

    return lowerBound;

}

void branchAndBound(int costMatrix[N][N]) {

    int minCost = INT_MAX;

    Node bestNode;

    Node root;

    root.cost = 0;

    root.level = 0;

    for (int i = 0; i < N; i++) {

        root.assigned[i] = false;

        root.jobAssignment[i] = -1;

    }

```

```

root.lowerBound = calculateLowerBound(costMatrix, root.assigned, root.level);

Node queue[N * N];

int queueSize = 0;

queue[queueSize++] = root;

while (queueSize > 0) {

    Node currentNode = queue[--queueSize];

    if (currentNode.lowerBound >= minCost) continue;

    if (currentNode.level == N) {

        if (currentNode.cost < minCost) {

            minCost = currentNode.cost;

            bestNode = currentNode;

        }

        continue;

    }

    for (int job = 0; job < N; job++) {

        if (!currentNode.assigned[job]) {

            Node newNode = currentNode;

            newNode.level++;

            newNode.jobAssignment[currentNode.level - 1] = job;

            newNode.cost += costMatrix[currentNode.level - 1][job];

            newNode.assigned[job] = true;

            newNode.lowerBound = newNode.cost + calculateLowerBound(costMatrix,
newNode.assigned, newNode.level);

            if (newNode.lowerBound < minCost) {

                queue[queueSize++] = newNode;

            }

        }

    }

}

printf("Minimum cost: %d\n", minCost);

printf("Job assignments:\n");

```

```

    for (int i = 0; i < N; i++) {
        printf("Person %d -> Job %d\n", i, bestNode.jobAssignment[i]);
    }
}

int main() {
    int costMatrix[N][N] = {
        {9, 2, 7, 8},
        {6, 4, 3, 7},
        {5, 8, 1, 8},
        {7, 6, 9, 4}
    };

    branchAndBound(costMatrix);

    return 0;
}

```

OUTPUT:

```

Minimum cost: 10
Job assignments:
Person 0 -> Job 1
Person 1 -> Job 2
Person 2 -> Job 0
Person 3 -> Job -1

-----
Process exited after 0.04755 seconds with return value 0
Press any key to continue . . . |

```

36.LINEAR SEARCH

```

#include <stdio.h>

int linearSearch(int arr[], int n, int target) {
    for (int i = 0; i < n; i++) {
        if (arr[i] == target) {
            return i;
        }
    }

    return -1;
}

```

```

}

int main() {
    int arr[] = {34, 21, 56, 78, 90, 23, 12};
    int n = sizeof(arr) / sizeof(arr[0]);
    int target = 78;
    int result = linearSearch(arr, n, target);
    if (result != -1) {
        printf("Element found at index %d\n", result);
    } else {
        printf("Element not found in the array\n");
    }
    return 0;
}

```

OUTPUT:

```

Element found at index 3
-----
Process exited after 0.06744 seconds with return value 0
Press any key to continue . . . |

```

37.HAMILTONIAN CIRCUIT USING BACKTRACKING

```

#include <stdio.h>

#include <stdbool.h>

#define V 5

bool canAddToPath(int v, int graph[V][V], int path[], int position) {
    if (graph[path[position - 1]][v] == 0)
        return false;
    for (int i = 0; i < position; i++) {
        if (path[i] == v)
            return false;
    }
}

```

```

    return true;
}

bool hamiltonianCycle(int graph[V][V], int path[], int position) {
    if (position == V) {
        if (graph[path[position - 1]][path[0]] == 1)
            return true;
        else
            return false;
    }

    for (int v = 1; v < V; v++) {
        if (canAddToPath(v, graph, path, position)) {
            path[position] = v;
            if (hamiltonianCycle(graph, path, position + 1))
                return true;
            path[position] = -1;
        }
    }

    return false;
}

int main() {
    int graph[V][V] = {
        {0, 1, 0, 1, 0},
        {1, 0, 1, 1, 0},
        {0, 1, 0, 1, 1},
        {1, 1, 1, 0, 1},
        {0, 0, 1, 1, 0}
    };

    int path[V];

    for (int i = 0; i < V; i++) {
        path[i] = -1;
    }
}

```

```

path[0] = 0;
if (hamiltonianCycle(graph, path, 1)) {
    printf("Hamiltonian Cycle found: \n");
    for (int i = 0; i < V; i++) {
        printf("%d ", path[i]);
    }
    printf("%d\n", path[0]);
} else {
    printf("No Hamiltonian Cycle found\n");
}
return 0;
}

```

OUTPUT:

```

Hamiltonian Cycle found:
0 1 2 4 3 0

-----
Process exited after 0.05161 seconds with return value 0
Press any key to continue . . . |

```

38.N QUEENS PROBLEM

```

#include <stdio.h>
#include <stdbool.h>
#define N 8
int board[N][N];
void printSolution() {
    for (int i = 0; i < N; i++) {
        for (int j = 0; j < N; j++) {
            if (board[i][j] == 1)
                printf(" Q ");
            else
                printf(" . ");
        }
    }
}

```

```

    }

    printf("\n");
}

printf("\n");
}

bool isSafe(int row, int col) {
    for (int i = 0; i < row; i++) {
        if (board[i][col] == 1)
            return false;
    }
    for (int i = row, j = col; i >= 0 && j >= 0; i--, j--) {
        if (board[i][j] == 1)
            return false;
    }
    for (int i = row, j = col; i >= 0 && j < N; i--, j++) {
        if (board[i][j] == 1)
            return false;
    }
    return true;
}

bool solveNQueens(int row) {
    if (row == N)
        return true;
    for (int col = 0; col < N; col++) {
        if (isSafe(row, col)) {
            board[row][col] = 1;
            if (solveNQueens(row + 1))
                return true;
            board[row][col] = 0;
        }
    }
}

```

```

        return false;
    }
int main() {
    for (int i = 0; i < N; i++)
        for (int j = 0; j < N; j++)
            board[i][j] = 0;
    if (solveNQueens(0)) {
        printSolution();
    } else {
        printf("No solution exists\n");
    }
    return 0;
}

```

OUTPUT:

```

Q   .   .   .   .   .   .   .
.   .   .   .   Q   .   .   .
.   .   .   .   .   .   .   Q
.   .   .   .   .   Q   .   .
.   .   Q   .   .   .   .   .
.   .   .   .   .   .   Q   .
.   Q   .   .   .   .   .   .
.   .   .   Q   .   .   .   .

-----
Process exited after 0.03961 seconds with return value 0
Press any key to continue . . . |

```

39.OPTIMAL COST BY USING APPROPRIATE ALGORITHM

```

#include <stdio.h>

#include <limits.h>

#include <stdbool.h>

#define V 5

#define INF INT_MAX

void dijkstra(int graph[V][V], int src) {
    int dist[V];

```



```

bool sptSet[V];

for (int i = 0; i < V; i++) {
    dist[i] = INF;
    sptSet[i] = false;
}

dist[src] = 0;

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

    for (int v = 0; v < V; v++) {
        if (!sptSet[v] && (u == -1 || dist[v] < dist[u])) {
            u = v;
        }
    }

    sptSet[u] = true;

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

printf("Vertex\tDistance from Source\n");

for (int i = 0; i < V; i++) {
    printf("%d\t%d\n", i, dist[i]);
}

}

int main() {
    int graph[V][V] = {
        {0, 10, 0, 30, 0},
        {10, 0, 50, 0, 0},
        {0, 50, 0, 20, 10},
        {30, 0, 20, 0, 60},

```

```

        {0, 0, 10, 60, 0}

};

dijkstra(graph, 0);

return 0;
}

```

OUTPUT:

```

Vertex  Distance from Source
0        0
1        10
2        50
3        30
4        60

-----
Process exited after 0.04987 seconds with return value 0
Press any key to continue . . . |

```

40.MIN MAX VALUE SEPERATELY FOR ALL NUMBERS IN THE LIST

```

#include <stdio.h>

void findMinMax(int numbers[], int size, int* min, int* max) {

    *min = numbers[0];

    *max = numbers[0];

    for (int i = 1; i < size; i++) {

        if (numbers[i] < *min) {

            *min = numbers[i];

        }

        if (numbers[i] > *max) {

            *max = numbers[i];

        }

    }

}

```

```
}  
  
int main() {  
    int numbers[] = {34, 21, 56, 78, 90, 23, 12};  
    int size = sizeof(numbers) / sizeof(numbers[0]);  
    int min, max;  
    findMinMax(numbers, size, &min, &max);  
    printf("Minimum value: %d\n", min);  
    printf("Maximum value: %d\n", max);  
    return 0;  
}
```

OUTPUT:

```
Minimum value: 12  
Maximum value: 90  
  
-----  
Process exited after 0.07009 seconds with return value 0  
Press any key to continue . . . |
```