

Backtracking - Generating Permutation.

```
void swap(char *x, char *y)
{
    char temp;
    temp = *x;
    *x = *y;
    *y = temp;
}
```

```
void permute(char *a, int l, int r)
{
    int i;
    if (l == r)
    {
        printf("%s\n", a);
    }
    else
    {
        for (i = l; i <= r; i++)
        {
            swap((a+l), (a+i));
            permute(a, l+1, r);
            swap((a+l), (a+i));
        }
    }
}
```

Backtracking - Generating Permutation

```

int main()
{
    char str[] = "ABC";
    int n = strlen(str);
    permute(str, 0, n-1);
    return 0;
}

```

