ARRAY AND SEARCHING – LAB 01

EC 4070

DATA STRUCTURES AND ALGORITHMS

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REGISTRATION NO. : **2019/E/166**

SEMESTER : **SEMESTER 04**

DATE ASSIGNED : **28 FABRUARY 2022**

01.

Code:-

```
import java.util.Scanner; // Importing java scanner library.
public class Lab01Question01 {
   public static void main(String[] args) {
      Scanner scanner = new Scanner(System.in);  // Object of scanner.
      // Part (a)
      int[] elementArray = new int[20];         // New array size is 20
      // Part (b)
      for (int i = 0; i < elementArray.length; i++) // Read the values.
      {
         System.out.print("Enter Number : ");
         elementArray[i] = scanner.nextInt();
      }

      // Part (c)
      System.out.println("Enter two index need to interchange (0-19)");
      System.out.print("First index : "); // Take the index to change from user.
      int indexOne = scanner.nextInt();
      System.out.print("Second index : ");
      int indexTwo = scanner.nextInt();
      System.out.println("Before interchange : "+indexOne+" element "+elementArray[indexOne]
+ " " +indexTwo+" element "+ elementArray[indexTwo]);
      int temp = elementArray[indexOne]; // Keep the replacing value in temporary variable.
      elementArray[indexOne] = elementArray[indexTwo]; // Change the elements' values.
      elementArray[indexTwo] = temp;  // Reassign the value in temporary variable.
      System.out.println("After interchange : "+indexOne+" element "+elementArray[indexOne] +
" " +indexTwo+" element " + elementArray[indexTwo]);
      // Part (d)
      System.out.print("Enter index of array you need to read (0-19) : "); // Take index for reading.
      int readingArrayIndex = scanner.nextInt();
      System.out.println(readingArrayIndex+" element is " + elementArray[readingArrayIndex]);
      // Part (e)
      System.out.print("Enter index of array you need to delete (0-19) : "); // Take index for
deleting an item.
      int deletingArrayIndex = scanner.nextInt();
      elementArray[deletingArrayIndex] = 0; // For delete the relevant index element that index
replace by 0.
      // Part (f)
      System.out.print("Enter a new value to insert : "); // Take value for replacing.
      int newElement = scanner.nextInt();
      elementArray[(elementArray.length-1)] = newElement;
      // Part (g)
      int continueLoop = 1;
      while(continueLoop == 1)
```

```
        {
            System.out.print("Enter value for searching from array :");
            int searchValue = scanner.nextInt();
            boolean isEqual = false;
            for(int j =0; j < elementArray.length; j++)
            {
                if(elementArray[j] == searchValue)
                {
                    isEqual = true;
                    System.out.println("Index of equal value : "+j);
                }
            }
            if(isEqual == false)
            {
                System.out.println("Your element can not found in array.");
            }
            System.out.println("If you need to compare more press '1' or else press '0'");
            continueLoop = scanner.nextInt();
        }
    }
}
```

Outputs:-

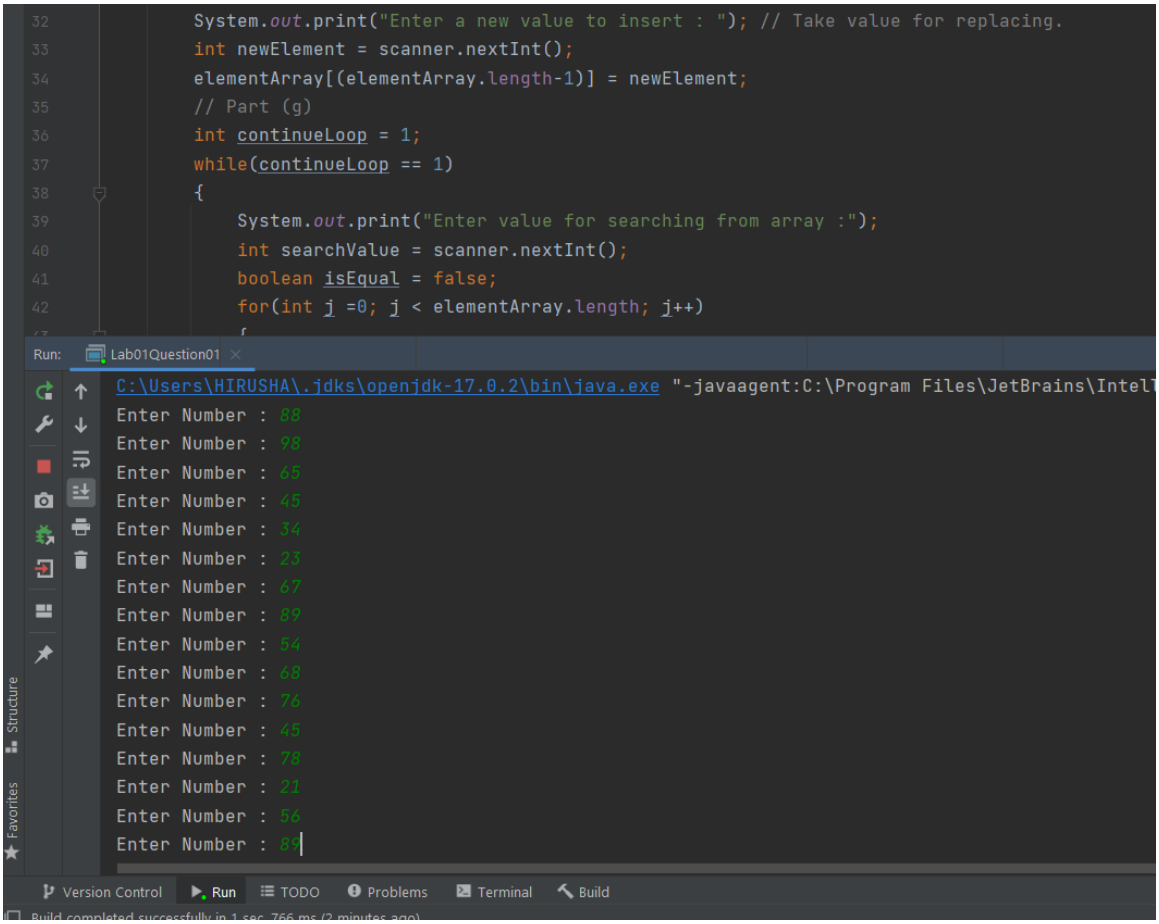

FIGURE 01 – READING ELEMENTS FROM USER.

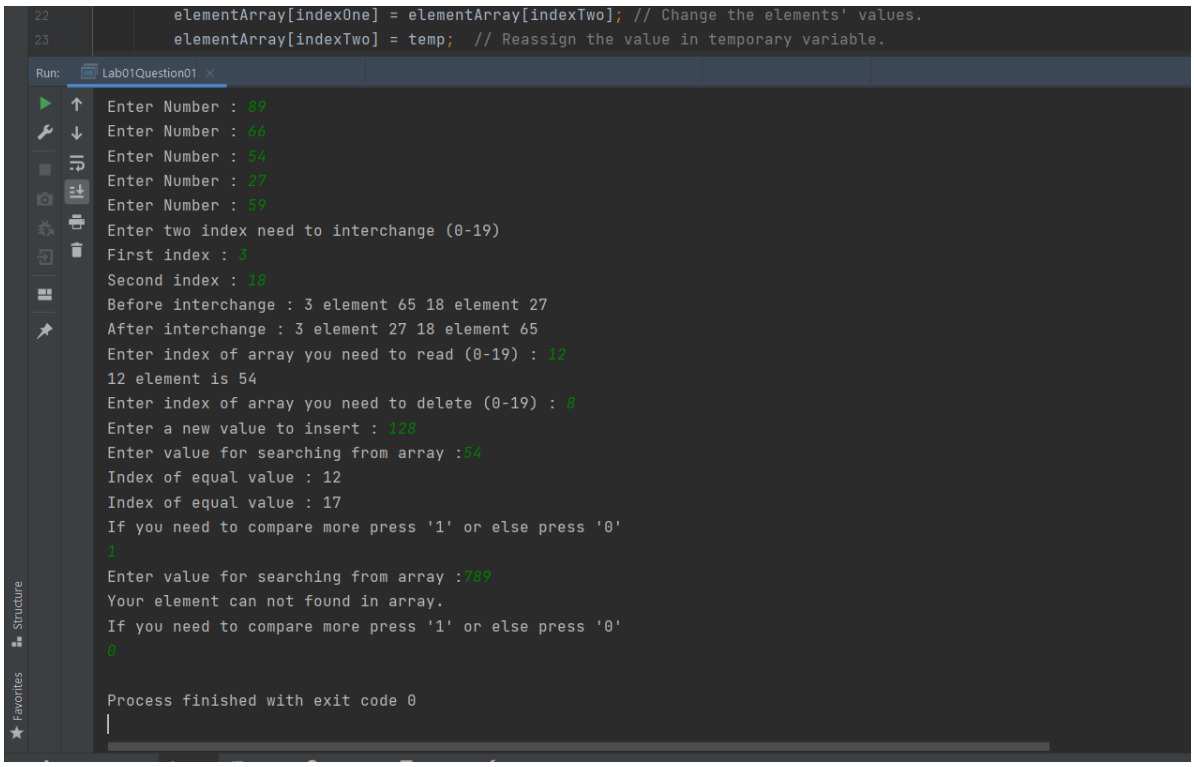

FIGURE 02 – OUTPUT OF THE QUESTION 01

02.

Code:

```
import java.util.Scanner;       // Importing java scanning library.
public class Lab01Question02 {
   int[] elementArray = new int[20]; // Array defining with 20 elements.
   int indexOne;   // For interchangeElements method variable define.
   int indexTwo;   // For interchangeElements method variable define.
   int indexToPrint;  // For printElement method variable define.
   int indexToDelete; // For deleteElements method variable define.
   int elementValue;  // For insertElement method variable define.
   int insertIndex;   // For insertElement method variable define.
   int searchNumber;  // For searchElement method variable define.
   Scanner scanner = new Scanner(System.in);

   // Part 01
   public void readElements() // Reading elements method.
   {
      for(int i = 0; i <elementArray.length; i++)
      {
         System.out.print("Enter value : ");  // Get value for reading elements from user.
```

```
            elementArray[i] = scanner.nextInt(); // Take input value.
        }
    }

    // part 02
    public void printArray()  // Print the array.
    {
        for(int i = 0; i <elementArray.length; i++)
        {
            System.out.print(elementArray[i] );       // Print the element of array.
            if(i < elementArray.length-1)            // Check whether last element or not of array.
            {
                System.out.print(" , ");
            }
        }
        System.out.println();
    }

    // Part 03
    public void interchangeElements(int indexOne,int indexTwo) // Use for inter change values.
    {
        this.indexOne = indexOne;  // Assign value on the class with the value given at method
calling value.
        this.indexTwo = indexTwo;  // Assign value on the class with the value given at method
calling value.
        int temp = elementArray[indexOne]; // Keep element value in temporary value before
replacing.
        elementArray[indexOne] = elementArray[indexTwo]; // Replace value 01 with value 02.
        elementArray[indexTwo] = temp; // Replace value 02 with value 01(temp variable value).
    }

    // Part 04
    public void printElement(int indexToPrint)  // Print the given index's element.
    {
        this.indexToPrint = indexToPrint;  // Assign value on the class with the value given at method
calling value.
        System.out.println("Element for "+indexToPrint+ " : " + elementArray[indexToPrint]);
    }

    // Part 05
    public void deleteElement(int indexToDelete)  // Delete the given index's element.
    {
        this.indexToDelete = indexToDelete;  // Assign value on the class with the value given at
method calling value.
        elementArray[indexToDelete] = 0;
    }

    // Part 06
    public void insertElement(int elementValue, int insertIndex)  // Use for
```

```
    {
        this.elementValue = elementValue;  // Assign value on the class with the value given at
method calling value.
        this.insertIndex = insertIndex;    // Assign value on the class with the value given at method
calling value.
        elementArray[insertIndex] = elementValue;
    }

    // Part 07
    public void searchElement(int searchNumber)
    {
        this.searchNumber = searchNumber;   // Assign value on the class with the value given at
method calling value.
        boolean isEqual = false;           // Check whether condition is true or false.
        for(int j =0; j < elementArray.length; j++)   // Checking the elements of array one by one
incrementing.
        {
            if(elementArray[j] == searchNumber)        // Check the searching number is equal or not.
            {
                isEqual = true;
                System.out.println("Index of equal value : "+j);    // Print the searching element index.
            }
        }
        if(!isEqual)          // If the searching element is not in array in will output this statement.
        {
            System.out.println("Your element can not found in array.");
        }
    }

    public static void main(String[] args) {
        Lab01Question02 newObject = new Lab01Question02();   // Making object of
Lab01Question02 class.
        newObject.readElements();                      // Calling the readElement method.
        newObject.printArray();                        // Calling printArray method.
        newObject.interchangeElements(4,13);  // Calling interchangeElements method.
        newObject.printElement(2);                // Calling printElement method.
        newObject.deleteElement(11);              // Calling deleteElement method.
        System.out.println("After deleting 11th element.");   // Calling printArray method.
        newObject.printArray();                        // Calling printArray method.
        System.out.println("After insert element.");         // Calling printArray method.
        newObject.insertElement(180,13);   // Calling insertElement method.
        newObject.printArray();                        // Calling printArray method.
        System.out.println("Search element.");              // Calling printArray method.
        newObject.searchElement(45);              // Calling searchElement method.
        newObject.printArray();                        // Calling printArray method.
    }

}
```

Output:-

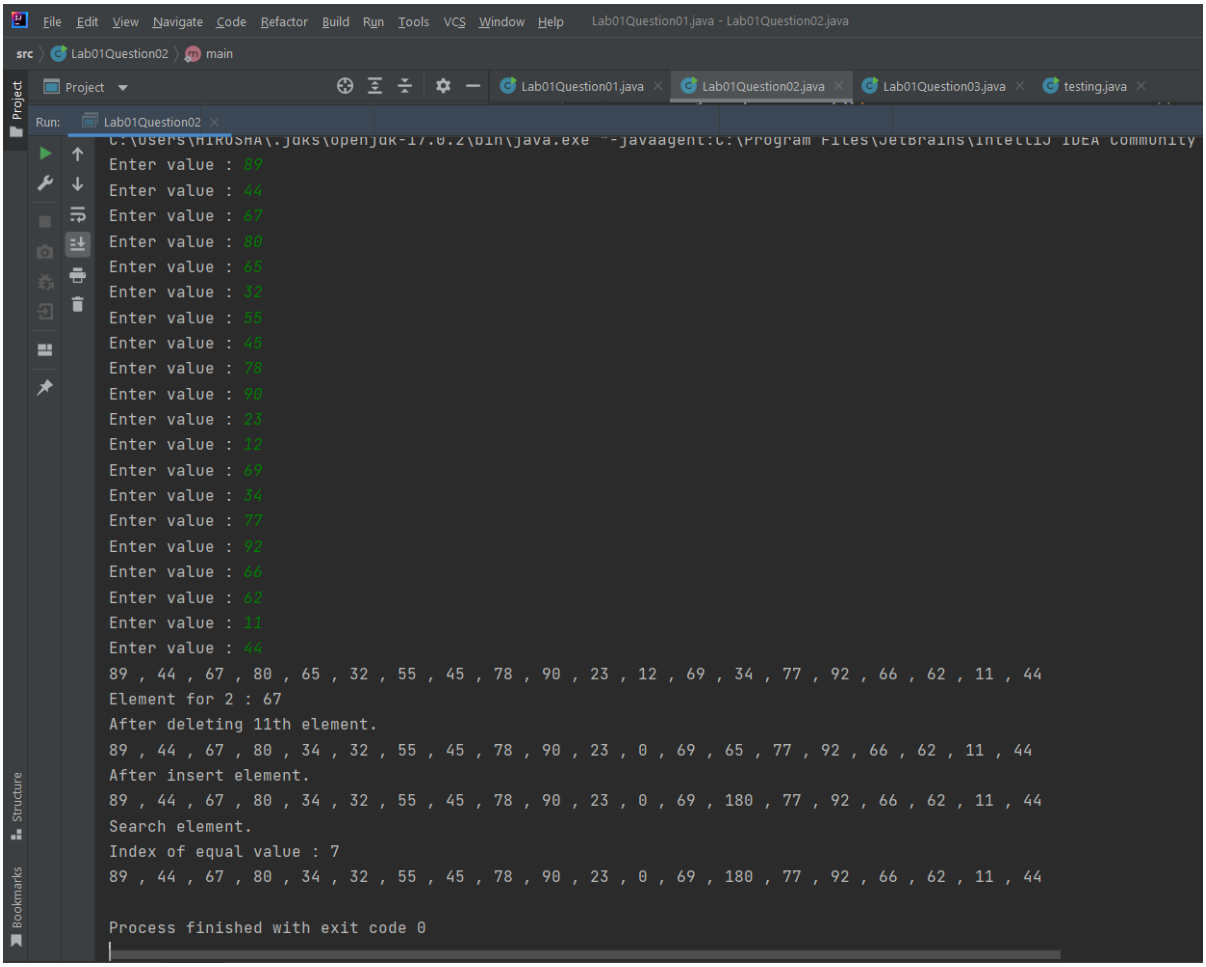

FIGURE 03 – OUTPUTS OF QUESTION 02

03.

Code:

```
public class Lab01Question03 {
   int arraySize;
   int[] elementArray = new int[arraySize];   // Define an array with 5 elements.
   int searchValue;                 // Define variable for searching value.
   boolean elementAvailable = false;

   public void buildingArray(int[] elementArray, int arraySize)
   {
      this.arraySize = arraySize;
      this.elementArray = elementArray;
   }

   // Liner search.
   public void linearSearch(int searchValue)    // LinearSearch method.
   {
      this.searchValue = searchValue;      // Assign value on the class with the value given at
method calling value.
      for(int i = 0; i < elementArray.length; i++) // Search one by one whether equal with
searchValue or not.
      {
         if(elementArray[i] == searchValue)   // Condition for equalling.
         {
            System.out.println(searchValue + " is at index : " + i);  // Print after element find.
            elementAvailable = true;                  // The variable will true if any element found from
array.
         }
      }
      if(elementAvailable == false)                // Check the element is in array if not this will print.
      {
         System.out.println("Element is not available in array.");
      }
   }

   // Bubble sort.
   public void bubbleSort()
   {
      for(int i =0; i< elementArray.length;i++)     // For comparing element this will run.
      {
         for(int j = 0; j < elementArray.length-1; j++)  // For comparing with the upper loop element
all the other elements.
         {
            if(elementArray[j] > elementArray[j+1])    // Check the both element what is big and
what is small.
            {
```

```
                int temp = elementArray[j];          // Store in temporary variable the changing one
element.
                elementArray[j] = elementArray[j+1];   // Change the elements with other index.
                elementArray[j+1] = temp;            //// Change the elements with other index.
              }
            }
        }

    }

    // Insertion sort.
    public void insertionSort()
    {
       for(int i =1; i < elementArray.length; i++)     // For taking element one by one for comparing.
       {
          int tempValue = elementArray[i];          // Store in temporary variable for comparing
purposes.
          int j = i-1;
          while(j >= 0 && elementArray[j] >tempValue)  // Until it found less value this loop will run.
           {
             elementArray[j+1] = elementArray[j];     // Inter change the elements after the
statement is right.
             j--;          // Decrement the j variable.
          }
          elementArray[j+1] = tempValue;        // Reassign value for temporary variable.
       }
    }

    // Selection sort.
    public void selectionSort()
    {
       for(int i =0; i < elementArray.length-1; i++)    // For taking element one by one for
comparing.
       {
          int minValue = i;             // Assign first element as the minimum value.
          for(int j =i+1; j< elementArray.length; j++) //For search the element.
          {
             if(elementArray[j] < elementArray[minValue])    // Check what is the minimum value.
             {
                minValue = j;      // After statement is true reassign the minimum value.
             }
          }
          if(minValue != i)
          {
             int tempValue = elementArray[i];
             elementArray[i] = elementArray[minValue];
             elementArray[minValue] = tempValue;
          }
       }
```

```
    }

    // Print array.
    public void printArray(int[] elementArray)  // Print the array.
    {
        this.elementArray = elementArray;
        for(int i = 0; i <elementArray.length; i++)  // Print element one by one.
        {
            System.out.print(elementArray[i] );
            if(i < elementArray.length-1)
            {
                System.out.print(" , ");
            }
        }
        System.out.println();
    }

    public static void main(String[] args) {
        Lab01Question03 objectOne = new Lab01Question03();            // Create an object of
Lab01Question03 class.
        int []elementArray = new int[]{12,34,67,66,8,89,67,59,90,23,12}; // Assigning and defining
the array.
        objectOne.buildingArray(elementArray, elementArray.length);     // Calling the buildingArray
method for make the array.
        objectOne.linearSearch(11);                    // Calling linearSearch method for search the
element of 11.
        objectOne.bubbleSort();                        // Calling bubbleSort method for sorting the
array.
        objectOne.printArray(elementArray);                    // Calling printArray method for
checking purposes.
        objectOne.insertionSort();                     // Calling bubbleSort method for sorting the
array.
        objectOne.printArray(elementArray);                    // Calling printArray method for
checking purposes.
        objectOne.selectionSort();                     // Calling bubbleSort method for sorting the
array.
        objectOne.printArray(elementArray);                    // Calling printArray method for
checking purposes.
    }
}
```

Output:

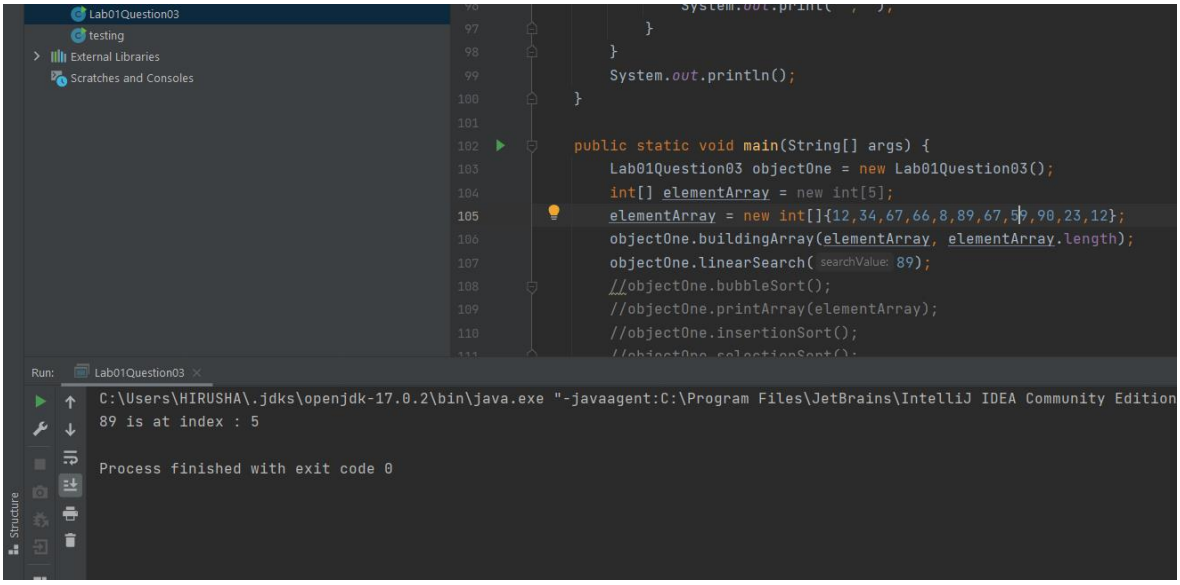

FIGURE 04 – OUTPUT FOR LINEAR SEARCH

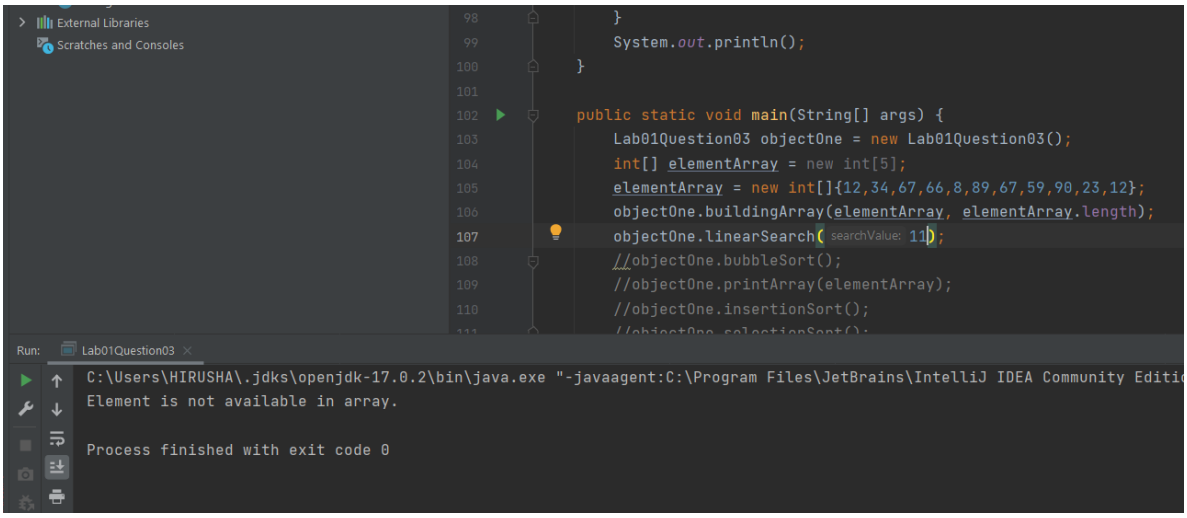

FIGURE 05 – OUTPUT FOR LINEAR SEARCH

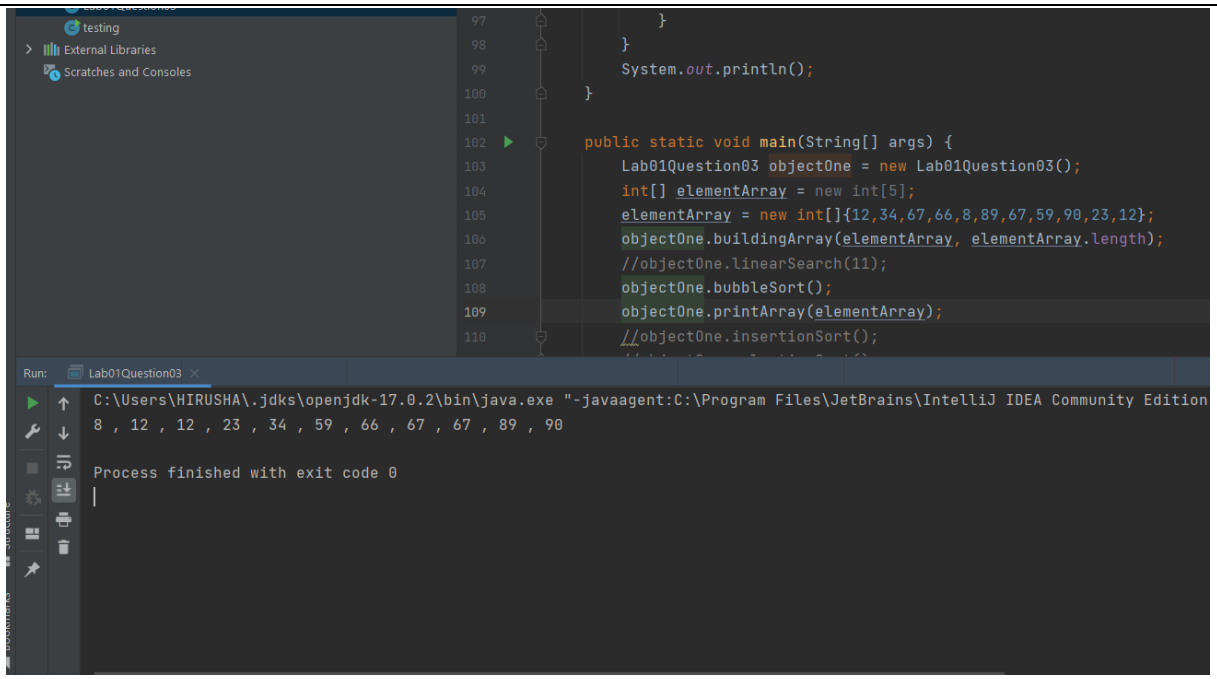

FIGURE 06 – OUTPUT FOR BINARY SORT

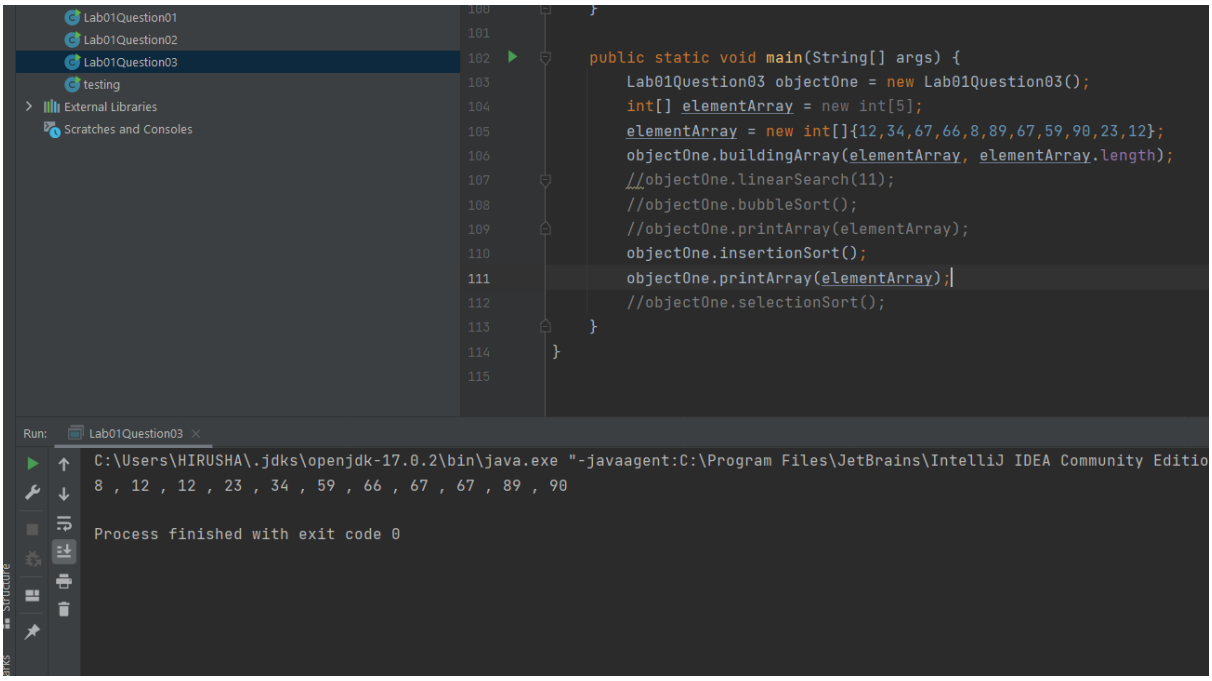

FIGURE 07 – OUTPUT FOR INSERTION SORT

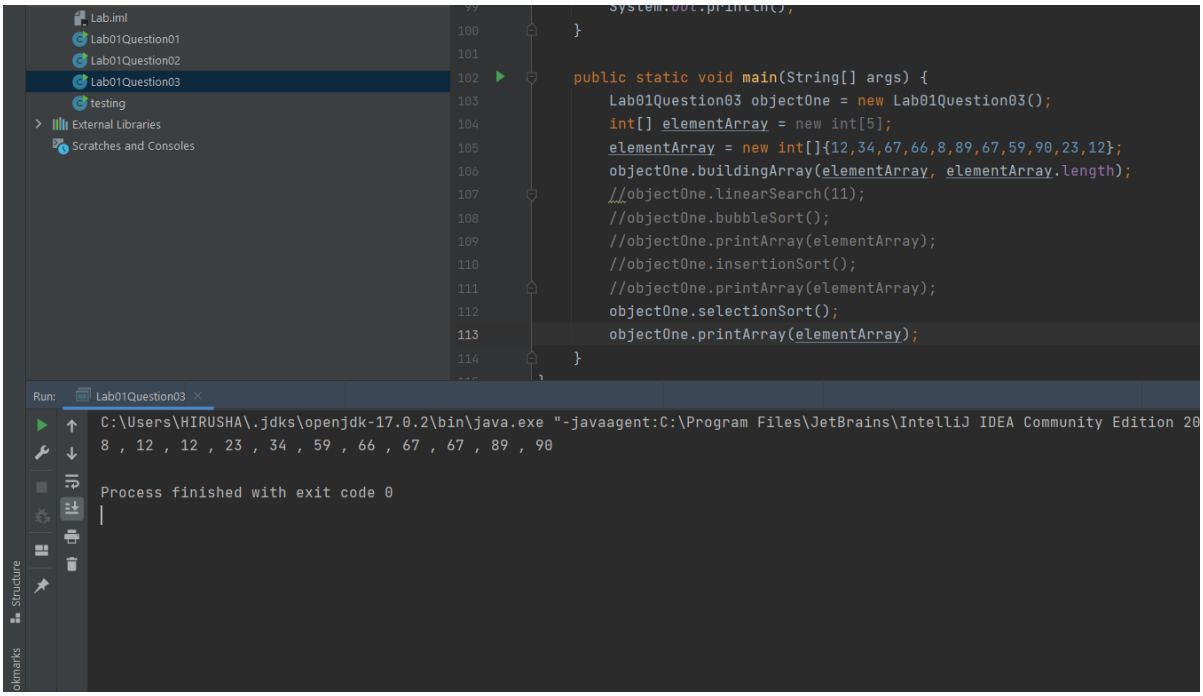

FIGURE 08 – OUTPUT FOR SELECTION SORT