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AIM : Program to perform Merging operation.

Algorithm

Step 1: Start

2: Declare the variables

3: Read the size of first array

4: Read the elements of first array in sorted order.

5: Read the size of second array.

6: Read the elements of second array in sorted order.

7: Repeat step 8 and 9 while $i < m$ & $j < n$

8: Check if $a[i] \leq b[j]$ then $c[k++] = b[j++]$

9: else $c[k++] = a[i++]$

10: Repeat step 11 while $i < m$

11: $c[k++] = a[i++]$

12: Repeat step 13 while $j < n$

13: $c[k++] = b[j++]$

14: Print the first array

- 15: Print the second array
- 16: Print the merged array
- 17: end.

Aim: Program to Perform stack operations: Insert, delete, search & display.

Algorithm

Step 1: Start

2: Declare the node and the required variables.

3: Declare the function for push, pop, display and search an element.

4: Read the choice from user.

5: If the user choose the push an element, then read the element to be pushed and call the function to push the element by passing the value to the function.

S.1: Declare the newnode and allocate memory for the newnode

S.2: Set newnode \rightarrow data = value

S.3: check if top == null then set newnode \rightarrow next = null

S.4: Set newnode \rightarrow next = top

steps: Set $top = \text{new node}$ and then print
insertion is successful

6: If user choose to POP an element
from the stack then call the
function to pop the element.

6.1: Check if $pop == \text{null}$ then print stack
is empty.

6.2: Else declare a pointer variable temp
and initialize it to top

6.3: Print the element that being deleted

6.4: Set $temp = temp \rightarrow \text{next}$.

6.5: Free the temp.

7: If user choose the display then
call the function to the element in
the stack.

7.1: Check if $top == \text{null}$ then print
stack is empty.

7.2: else declare a pointer variable
temp and initialize it to top.

7.3: Print $temp \rightarrow \text{data}$.

7.4: Set $temp = temp \rightarrow \text{next}$.

Step 8: If user choose the search an element from the stack then call the function to search an element.

8.1: Declare the pointer variable $p1e$ and other necessary variable.

8.2: Initialize $p1e = top$

8.3: check if $p1e = null$ then Print stack is empty.

8.4: else read the element to be searched.

8.5: Repeat step 8.6 to 8.8 while $p1e \neq null$

8.6: check if $p1e \rightarrow data == item$ then Print element founded and to be located and set $flag = 1$

8.7: else get $flag = 0$

8.8: increment i by 1 and set $p1e = p1e \rightarrow next$

8.9: check if $flag = 0$ then Print the element not found.

Step 9: End.

Aim : Program to perform circular queue operations

Algorithm:

Step 1: Start

2: Declare the queue and other variables

3: Declare the functions for enqueue, dequeue, search and display.

4: Read the choice from the user.

5: If the user choose for choice enqueue, then read the element to be inserted from the user & call the enqueue function by passing the value.

5.1: check if $front == 1$ & $rear == 1$ then set $front = 0$, $rear = 0$ and set $Queue[rear] = element$.

5.2: else if $rear + 1 \% max == front$ or $front = rear + 1$ then print Queue is overflow.

5.3: else set $rear = rear + 1 \% max$ and set $Queue[rear] = element$.

6. If user choice is the option dequeue then call the function dequeue.

Step 6.1: check if $\text{front} == -1$ and $\text{rear} == -1$
then Print queue is underflow.

6.2: else check if $\text{front} == \text{rear}$ then Print
the element is to be deleted. Then set
 $\text{front} = -1$ and $\text{rear} = -1$.

6.3: else Print the element to be dequeued
Set $\text{front} = \text{front} + 1 \% \text{max}$.

7: if user choice is to display the queue
then call the function display.

7.1: check if $\text{front} = -1$ and $\text{rear} = -1$ then
Print queue is empty.

7.2: else Repeat the step 7.3 while
 $i \leq \text{rear}$.

7.3: Print $\text{queue}[i]$ and set $i = i + 1 \% \text{max}$.

8: If user choose the Search then call
the function to Search an element in
the queue.

8.1: Read the element to be searched in
the queue

8.2: check if $\text{item} == \text{queue}[i]$ then Print
item found at its position and
increment i by 1

step 8.3: check $c == 0$ then print item not found.

9: End

Aim: Program to Perform operations of Doubly linked list: Insertion, Search and display.

Algorithm:

Step 1: Start

2: Declare a structure and related variables.

3: Declare functions to create a node, insert a node in the beginning, at the end and given position, display the list and search an element in the list.

4: Define function to create a node, declare the required variables.

4.1: Set memory allocated to the node = temp. then set temp \rightarrow Prev = null and temp \rightarrow next = null.

4.2: Read the value to be inserted to the node.

4.3: Set temp \rightarrow n = data and increment count by 1.

5: Read the choice from the user to perform different operation on the list.

Step 6: If the user choose to Perform insertion operation at the beginning then call the function to perform the insertion.

6.1: check if head == null then call the function to create a node, Perform step 4 to 4.3.

6.2: Set head = temp & temp1 = head.

6.3: else call the function to create a node, perform step 4 - 4.3 then Set temp \rightarrow next = head, Set head \rightarrow prev = temp and head = temp.

7: If the user choice is to Perform insertion at the end of the list, then call the function to Perform the Insertion at the end.

7.1: check if head == null then call the function create a newnode then set temp = head & then Set head = temp1

7.2: Else call the function to create a new node then set temp1 \rightarrow next = temp, temp \rightarrow prev = temp1 and temp1 = temp.

8: If the user choose to Perform Insertion in the list at any position then call the function to perform the Insertion operation.

Step 8.1: ^{Declare} ~~the~~ the necessary variable.

8.2: Read the position where the node need to the inserted, set $\text{temp2} = \text{head}$

8.3: check if $\text{pos} < 1$ or $\text{pos} \geq \text{count} + 1$ then Print the position is out of range.

8.4: check if $\text{head} == \text{null}$ & $\text{pos} \neq 1$ then Print "Empty list cannot insert other than 1st position".

8.5: check if $\text{head} == \text{null}$ & $\text{pos} = 1$ then call the function to create newnode, then set $\text{temp} = \text{head}$ and $\text{head} = \text{temp}$.

8.6: while $i < \text{pos}$ then set $\text{temp2} = \text{temp2} \rightarrow \text{next}$ then increment i by 1.

8.7: call the function to create a new node and then set $\text{temp} \rightarrow \text{prev} = \text{temp2}$, $\text{temp} \rightarrow \text{next} = \text{temp2} \rightarrow \text{next}$ $\rightarrow \text{prev} = \text{temp}$.

$\text{temp2} \rightarrow \text{next} = \text{temp}$.

9: If the user choose ~~the~~ ^{to} perform deletion operation is the list then all the function to perform the deletion operation

Step 9.1: Declare the necessary variables.

9.2: Read the position where node need to be deleted Set $temp2 = head$

9.3: Check if $pos < 1$ or $pos > count$.
Then Print position out of range.

9.4: check if $head == null$ then Print the list is empty.

9.5: while $i < pos$ then $temp2 = temp \rightarrow next$ and increment i by 1

9.6: check if $i == 1$ then check if $temp2 \rightarrow next == null$ then Print node deleted $free(temp2)$ Set $temp2 = head = null$.

9.7: check if $temp2 \rightarrow next == null$ then $temp2 \rightarrow prev \rightarrow next = null$ then $free(temp2)$ then Print node deleted.

9.8: $temp2 \rightarrow next \rightarrow prev = temp2 \rightarrow prev$ then check if $i != 1$ then $temp2 \rightarrow prev \rightarrow next = temp2 \rightarrow next$.

9.9: check if $i == 1$ then $head = temp2 \rightarrow next$ then Print node deleted then free $temp2$ and decrement count by 1.

Step 10: If the user choose to perform the display operation then call the function to display the list

10.1: Set $temp2 = n$

10.2: Check if $temp2 = null$ then print list is empty.

10.3: while $temp2 \rightarrow next \neq null$ then print $temp2 \rightarrow n$ then $temp2 = temp2 \rightarrow next$.

11: If the user choose to perform the search operation then call the function to perform search operation.

11.1: Declare the necessary variables.

11.2: Set $temp2 = head$.

11.3: check if $temp2 == null$ then print the list is empty.

11.4: Read the value to be searched.

11.5: while $temp2 \neq null$ then check if $temp2 \rightarrow n == data$ then print element found at position count + 1

11.6: Else set $temp2 = temp2 \rightarrow next$ and increment count by 1

Step 11.7: Repeat element not found in the list
12: End

Aim : Program to Perform Set operations

Algorithm:

Step 1: Start

2: Declare the necessary variable

3: Read the choice from user to Perform Set operation.

4: If the user choose to Perform union.

4.1: Read the cardinality of 2 sets.

4.2: Check if $m = n$ then Print Cannot Perform union.

4.3: else read the elements in both the sets.

4.4: Repeat the step 4.5 to 4.7 until $i = m$

4.5: $c[i] = a[i] \cup b[i]$

4.6: Print $c[i]$

4.7: Increment i by 1

5: Read the choice from the user to Perform intersection.

5.1: Read the cardinality of 2 sets.

Step 5.2: check if $m = n$ then Print cannot perform Intersection.

5.3: else read the elements is both the sets

5.4: Repeat the step 5.5-5.7 until $i \leq m$

5.5: $c[i] = A[i] \& B[i]$

5.6: Print $c[i]$

5.7: increment i by 1

6: if the user choose to perform set difference operation

6.1: Read the cardinality of 2 sets.

6.2: check if $m = 0$ then Print cannot perform set difference operation.

6.3: else read the element in both sets.

6.4: Repeat the step 6.5-6.8 until $i \leq n$

6.5: check if $A[i] == 0$ then $c[i] = 0$

6.6: else if $B[i] == 1$ then $c[i] = 0$

6.7: else $c[i] = 1$

6.8: Increment i by 1

Step 7 : Repeat the step 7.1 and 7.2 until $i \leq m$.

7.1 : Print $i \leq m$

7.2 : Increment i by 1

8 : End

Aim : Program to implement Binary Search Tree.

Algorithm:

Step 1 : Start

2 : Declare a structure and structure variable pointer for insertion, deletion and search operations, and also declare a function for inorder traversal.

3 : Declare a pointer as root and also the required variable.

4 : Read the choice from the user to perform insertion, deletion, searching and inorder traversal.

5 : If the user choose to perform insertion operation then read the value which is to be inserted to the tree from the user.

5.1 : Pass the value to the insert pointer and also the root pointer.

5.2 : Check if !root then allocate memory for the root.

step 5.3: Set the value to the info part of the root and then set left and right part of the root to null and return root.

5.4: check if $\text{root} \rightarrow \text{info} > x$ then call the insert pointer to insert to left of the root.

5.5: check if $\text{root} \rightarrow \text{info} > x$ then insert pointer to insert to the right of the root.

5.6: Return the root.

6: If the user choose to perform deletion operation then read the element to be deleted from the tree pass the root pointer, and the item to the delete pointer.

6.1: check if not ple then print node not found.

6.2: else if $\text{ple} \rightarrow \text{info} < x$ then call delete pointer by passing the right pointer and the item.

6.3: else if $\text{ple} \rightarrow \text{info} > x$ then call delete pointer by passing the left pointer and the item.

step 6.4: Check if $p1e \rightarrow info == item$ then check if $p1e \rightarrow left == p1e \rightarrow right$ then free $p1e$ and return null.

6.5: else if $p1e \rightarrow left == null$ then set $p1 = p1e \rightarrow right$ and free $p1e$. return $p1$.

6.6: else if $p1e \rightarrow right == null$, then set $p1 = p1e \rightarrow left$ and free $p1e$, return $p1$.

6.7: else set $p1 = p1e \rightarrow right$ and $p2 = p1e \rightarrow left$.

6.8: while $p1 \rightarrow left$ not equal to null, set $p1 = p1 \rightarrow left$ and free $p1e$, return $p2$.

6.9: Return $p1e$.

7: If the user choose ~~the~~ to perform search operation then call the pointer to perform search operation.

7.1: Declare the necessary pointer & variable.

7.2: Read the element to be searched.

7.3: while $p1e$ check if $item > p1e \rightarrow info$ then $p1e = p1e \rightarrow right$.

7.4: Else if $item < p1e \rightarrow info$ then $p1e = p1e \rightarrow left$.

step 7.5: else break

7.6 : check if ptr then print that the element is found.

7.7 : else print element not found in tree and return root.

8 : if user choose to perform traversal then call the traversal function and pass the root pointer.

8.1 : If root not equals to null recursively call the functions by passing $root \rightarrow left$.

8.2: Print root \rightarrow info

8.3; call the traversal function recursively by passing $root \rightarrow right$

9 : End.

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Aim : Program to perform dis
joint.

Algorithm:

Step 1: start

2: Declare the structure and related
structure variable.

3: Declare a function makeset()

3.1: Repeat step 3.2 - 3.4 until $i \leq n$

3.2: dis.parent[i] is set to i

3.3: Set dis.rank[i] is equal to 0

3.4: Increment i by 1

4: Declare a Function display set

4.1: Repeat step 4.2 and 4.3 until $i \leq n$

4.2: Print dis.parent[i]

4.3: increment i by 1

4.4: Repeat step 4.5 and 4.6 until $i \leq n$

4.5: Print dis.rank[i]

4.6: Increment i by 1

5: Declare a function Find and pass
x to the function

Step 5.1: Check if $\text{dis.parent}[x] \neq x$ then
Set the return to $\text{dis.parent}[x]$

5.2: Return $\text{dis.parent}[x]$

6: Declare a function union & pass two
variable x & y

6.1: Set x set to $\text{find}(x)$

6.2: Set y set to $\text{find}(y)$

6.3: Check if $x\text{set} == y\text{set}$

6.4: Check if $\text{dis.rank}[x\text{set}] < \text{dis.rank}[y\text{set}]$

6.5: Set $y\text{set} = \text{dis.parent}[y\text{set}]$

6.6: Set -1 to $\text{dis.rank}[x\text{set}]$

6.7: Else if check $\text{dis.rank}[x\text{set}] > \text{dis.rank}[y\text{set}]$.

6.8: Set $x\text{set}$ to $\text{dis.parent}[y\text{set}]$

6.9: Set -1 to $\text{dis.rank}[y\text{set}]$

6.10: else $\text{dis.parent}[y\text{set}] = x\text{set}$

6.11: Set $\text{dis.rank}[x\text{set}] + 1$ to $\text{dis.rank}[x\text{set}]$

6.12: Set -1 to $\text{dis.parent}[y\text{set}]$

7: Read the number of elements

8: call the function $\text{make_set}()$

Step 9 : Read the choice from user to perform union find and display operation.

10 : If the user choose to perform union operation read the element to perform union operations.

11 : If the users choose to perform find operation read the element to check if connected

11.1 : check if $\text{find}(x) == \text{find}(y)$ then print connected component.

11.2 : else print not connected component

12 : If the user choose to perform display operation call the function display set.