

CET 214 - Data Structures & Algorithms

Experiment # 2

Experiment Title
Algorithm Development and Implementation

Assessment of CLO(s): III

Performed on 27-09-2024

| Student Name | | |
|---------------------|---------|--|
| Roll No. | Group | |
| Semester | Session | |

| Total (Max) | Criteria 1 (2.5) | Criteria 2 (2.5) | Criteria 3 (2.5) | Criteria 4 (2.5) | Total (10) |
|------------------|---------------------|---------------------|---------------------|---------------------|---------------|
| Marks Obtained | | | | | |
| Remarks (if any) | | | | | |

Experiment evaluated by

| Instructor's Name | Engr. Muhammad Asad Husain | | |
|-------------------|----------------------------|-----------|--|
| Date | | Signature | |

Department of Engineering Technology (UIT University)

Course Code: CET214 Course Title: Data Structures & Algorithms Course Credits: 2+1 Session: Fall 2024

Rubric for assessment criteria to perform experiment number 2.

| Level Criteria | UNSATISFACTORY 1 | COMPETENT 2 | PROFICIENT 3 | DISTINGUISHED 4 |
|--|--|---|--|--|
| Capability of writing algorithm/ Procedure | None of the steps are implemented of an algorithm. | Few steps are implemented correctly of an algorithm. | Most of the steps are implemented correctly of an algorithm. | All the steps are implemented correctly of an algorithm. |
| Capability of writing Program | Programs not completed. | Completeness of code, consistent variable naming and unformatted. | Completeness of code, inconsistent variable naming and well formatted. | Completeness of code, consistent variable naming and well formatted. |
| Completion of target in Lab | 25% target has been completed | 50% target has been completed | 75% target has been completed | 100% target has been completed |
| Output | None of the outputs are correct. | Few outputs have been found correctly. | Some of the outputs are correct and well formatted. | Most of the outputs are correct and well formatted. |

Practical Objective(s):

- 1. Practicing the process of writing an algorithm to solve a problem
- 2. Practicing the process of converting an algorithm into program
- 3. Being able to write an algorithm and the corresponding program on your own

Theory

In this experiment, we will practice how to write an algorithm for a particular problem and convert it into a program.

Example(s):

Example 1:

Algorithm 1(a): A non-empty array DATA with N numerical values is given. These algorithms find the location LOC and the value MAX of the largest element of DATA. The variable K is used as counter.

```
Step 1: [Initialize] set K: =1, LOC: =1 and MAX:
=DATA [1]
Step 2: [Increment counter] Set K: =K+1
Step 3: [Test Counter] if K > N, then: Write: LOC, MAX, and Exit.
Step 4: [Compare and update] if MAX < DATA [K], then: Set LOC: = K and MAX: =DATA [K]</li>
```

Step 5: [Repeat loop] Go to Step 2

Code:

```
#include <stdio.h>
#include <iostream>
using namespace std;

int main()
{
    int data[]={10,3,16,1,27,98,5,112,65,8,13,123,190};
    int location;
    int k=1;
    int max=data[0];

label: k=k+1;
```

```
CET-214 Data Structure & Algorithms if (k<13)
```

{
 if (max<data[k])</pre>

{ location=k; max=data[k]; }
goto label;

cout<<"location="<<location<<"\n";
cout<<"Largest element="<<max<<"\n";
system ("pause");
return 0;</pre>

Algorithm 1(b):

}

Step 1: [Initialize] Set K: =1, LOC: =1 and MAX: =DATA [1]

Step 2: Repeat Step 3 and 4 while K less than and equal to N

Step 3: If MAX<DATA [K], then Set LOC: =K and MAX: =DATA [K]

Step 4: Set K: =K+1

Step 5: Write LOC, MAX

Step 6: Exit

Example 2:

Algorithm 2: This algorithm inputs the coefficients A, B, C of a quadratic equation and outputs the real solutions, if any.

Step 1: Read: A, B, C

Step 2: Set $D = b^2 - 4ac$

Step 3: If D > 0, then:

(a) Set $X_1 = \frac{(-b + \sqrt{D})}{2a}$ and $X_2 = \frac{(-b - \sqrt{D})}{2a}$

(b) Write: X_1, X_2

Else if D=0, then

(a) Set $X = \frac{-b}{2a}$

(b) Write: 'UNIQUE SOLUTION', X

Else:

Write: 'NO REAL SOLUTIONS'

[End of if structure]

Step 4: Exit

Code:

```
#include <stdio.h>
#include <iostream>
#include <math.h>
using namespace std;
int main()
{
          int A,B,C,D;
          float X,X1,X2;
          cout<<"Enter the value of A: ";</pre>
          cin>>a;
          cout<<"Enter the value of B: ";</pre>
          cin>>b;
          cout<<"Enter the value of C: ";</pre>
          cin>>c;
          statement
          if (condition)
                X1=statement; X2=statement;
                cout<<"x1="<<X1<<"\n";
                cout<<"x2="<<X2<<"\n";
           }
          else if (condition)
          {
                statement;
                cout<<"UNIQUE SOLUTION"<<X;</pre>
          }
          else
                statement;
          system ("pause");
          return 0;
}
```

Do It Yourself:

- 1. Implement algorithm 1(b) in C++
- 2. Complete the code for algorithm 2
- 3. Write an algorithm to divide a given array of integers into two sub- arrays. Sub-array1 should consist of the even numbers existing in the array and sub-array2 should consist of the odd numbers existing in the array.
- 4. Implement the above algorithm in C++.

Question(s):

- 1. Which of the two algorithms present a better programming practice? Algorithm 1(a) or Algorithm 1(b)?
- 2. Write the reason for your answer in question 1.

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