

# DISCRETE STRUCTURE AND LOGIC LAB

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ASSIGNMENT LAB 2

TOPIC = Intersection of two array

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#include<stdio.h>

int removepeated(int size,int a[]);
void sort(int size,int a[]);

main(){

    int i,size1,size2,size,j=0,k,intersectionsiz;

    printf("Enter size of an array1\n");
    scanf("%d",&size1);
    printf("Enter size of an array2\n");
    scanf("%d",&size2);
    int a[size1],b[size2],uni[size1+size2];
    if(size1<size2){
        intersectionsiz=size1;
    }else if(size1>size2){
        intersectionsiz=size2;
    }else{
        intersectionsiz=size1;
    }

    int intersection[intersectionsiz];

    printf("Enter numbers for array 1\n");
    for(i=0;i<size1;i++){
        scanf("%d",&a[i]);
    }

    printf("Enter numbers for array 2\n");
```

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for(i=0;i<size2;i++){
    scanf("%d",&b[i]);
}
//Intersection starts
k=0;
for(i=0;i<size1;i++){
    for(j=0;j<size2;j++){
        if(a[i]==b[j]){
            intersection[k]=a[i];
            k++;
        }
    }
}
//Sorting
sort(k,intersection);
//Removing
size=removerepeated(k,intersection);
printf("Array after intersection\n");
if(size>0){
    for(i=0;i<size;i++){
        printf("%d\n",intersection[i]);
    }
}else{
    printf("No intersection\n");
}
}

int removerepeated(int size,int a[]){
    int i,j,k;
    for(i=0;i<size;i++){

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        for(j=i+1;j<size;){
            if(a[i]==a[j]){
                for(k=j;k<size;k++){
                    a[k]=a[k+1];
                }
                size--;
            }else{
                j++;
            }
        }
    }
    return(size);
}

void sort(int size,int a[]){
    int i,j,temp;
    for(i=0;i<size;i++){
        for(j=i+1;j<size;j++){
            if(a[i]>a[j]){
                temp=a[i];
                a[i]=a[j];
                a[j]=temp;
            }
        }
    }
}

```

OUTPUT

Enter size of an array1

4

Enter size of an array2

3

Enter numbers for array 1

10 20 30 50

Enter numbers for array 2

10 40 50

Array after intersection

10

50

...Program finished with exit code 0

Press ENTER to exit console.