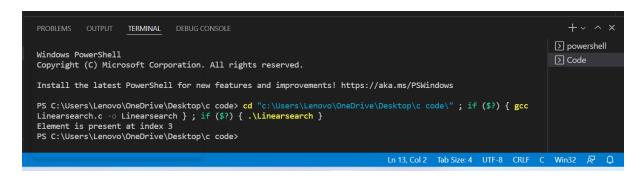
PRACTICAL:-01

AIM:- WAP and algorithm of linear search and binary search.

```
//Linear search algorithm
Linear_Search (DATA, n , ITEM , LOC)
1. Set k=1 and LOC=0
2. Repeat steps 3 and 4 while LOC=0 and k<=n
3. If ITEM = Data[k], then set LOC=k
4. Set k = k+1
[End of loop]
5. If LOC=0 then
Write: ITEM is not in the array
Else
Write: LOC is the location of ITEM
[End of if structure]
6. Exi
// COMPLIXTY
Best Case
                   0(1)
Average Case
                  O(n)
Worst case
                  O(n)
//PROGRAM:-
#include <stdio.h>
int search(int arr[], int n, int x)
```

```
{
      int i;
     for (i = 0; i < n; i++)
            if (arr[i] == x)
                  return i:
      return -1;
}
int main(void)
{
      int arr[] = { 2, 3, 4, 10, 40 };
      int x = 10;
      int n = sizeof(arr) / sizeof(arr[0]);
int result = search(arr, n, x);
      (result == -1)
            ? printf("Element is not present in array")
            : printf("Element is present at index %d", result);
      return 0:
}
//OUTPUT
```



```
1. Set BEG:= LB, END:=UB & MID= INT((BEG+END)/2)
2. Repeat steps 3 & 4 while ( (BEG <= END) and (DATA[MID] ≠ ITEM) ) do
3. if (ITEM < DATA[MID]) then
Set END = MID - 1
else
Set BEG = MID + 1
[Endif]
4. Set MID = INT((BEG + END) / 2)
(End of Step 2 loop)
5. If DATA[MID]=ITEM
then Set LOC = MID
Else
Set LOC= NULL endif
6. Exit
// COMPLEXITY
Best Case
                0(1)
Average Case O(logn)
Worst Case
                O(logn
//PROGRAM
#include <stdio.h>
int binarySearch(int array[], int x, int low, int high) {
 while (low <= high) {
```

//BINARY SEARCH ALGORITHM

```
int mid = low + (high - low) / 2;
  if (array[mid] == x)
   return mid;
  if (array[mid] < x)
   low = mid + 1;
  else
   high = mid - 1;
 }
 return -1;
int main(void) {
 int array[] = {3, 4, 5, 6, 7, 8, 9};
 int n = sizeof(array) / sizeof(array[0]);
 int x = 4;
 int result = binarySearch(array, x, 0, n - 1);
 if (result == -1)
  printf("Not found");
 else
  printf("Element is found at index %d", result);
 return 0;
```

}

//OUTPUT

