

## Program: 1 merging

Aim: merge two sorted arrays in a third array.

Algorithm: - MERGING (array1, array2, merge, m, n)

Let array1 and array2 be sorted arrays with m and n elements, respectively. This algorithm merge array1 and array2 into array (merge) with m+n elements

1. SET  $i := 0$ ,  $j := 0$ ,  $k := 0$ , [initialise]

2. Repeat while  $i < m$  and  $j < n$ : [compare]

1. If array1[i] < array2[j] then:

SET merge[k] = array1[i]

SET  $k = k + 1$  and  $i = i + 1$

else

SET merge[k] = array2[j]

SET  $k = k + 1$  and  $j = j + 1$

[end of if structure]

[end of loop]

3. Repeat while  $i < m$ , then:

SET merge[k] = array1[i]

SET  $i = i + 1$

SET  $k = k + 1$

[End of loop]

4. Repeat while  $j < n$ , then:

SET  $\text{merge}[k] = \text{array2}[j]$ .

SET  $j = j + 1$  and  $k = k + 1$

[End of loop]

5. Exit.

## output

enter the size of the first array:

4

enter the elements of the first array

1

2

3

4

enter the size of the second array

5

enter the elements of the second array:

5

6

7

8

9

the merged array:

1

2

3

4

5

6

7

8

9

8

9



## program: 2 SINGLY LINKED STACK

Aim: Singly linked stack - push, pop, Linear search

Algorithm:-

1. Start
2. select push operation, then
3. create a new node with the given data
4. IF  $top == NULL$  then:  
(check whether the stack is empty)

SET  $top = \text{new node}$

SET  $\text{new node} \rightarrow \text{next} = NULL$

ELSE:

SET  $\text{new node} \rightarrow \text{next} = top$

$top = \text{new node}$

[END OF IF statement]

6. If user select pop operation then

7. IF  $top == NULL$  then:

(check whether stack is empty)

display "stack is empty"

else:

SET  $temp = top$

(create a temporary node & set it to top)

display temp  $\rightarrow$  data

8. SET top = temp  $\rightarrow$  next

(make Top point to the next node)

9. Free (temp)

(delete the temporary node)

10. If user select search operation then

11. Declare a pointer variable temp and the variable key that holds the value to be searched

12. SET temp = top

SET flag = 0

13. Repeat while temp  $\neq$  null

If temp  $\rightarrow$  data == key then:

display "element found at location"

SET flag = 1

[End of 1st Architecture]

Go to step 14

Else:

SET temp = temp  $\rightarrow$  next

[End of while]

14. If flag == 0 then:

display "element not found"  
[end of if structure]

15 : if user select display operation then

16 : declare a pointer node ptr

SET node ptr = top

17 : if node ptr == NULL then:

display "stack is empty"

[end of if structure]

18 : while node ptr != NULL then:

printf node ptr -> data

SET node ptr = node ptr -> next

if node ptr != NULL then:

printf " -> "

[end of if structure]

[end of while]

19 : Exit



## output

1. push
2. pop
3. display
4. search
5. exit

enter the choice : 1

enter the element to be inserted : 2

insertion is successful

1. push
2. pop
3. display
4. search
5. exit

enter the choice : 1

enter the element to be inserted : 4

insertion is successful

1. push
2. pop
3. display
4. search
5. exit

Enter the choice : 1

Enter the element to be inserted : 10

Insertion is successful

1. push
2. pop
3. display
4. search
5. exit

Enter the choice : 2

element deleted : 10

1. push
2. pop
3. display
4. search
5. exit



Enter the choice: 3

4  $\rightarrow$  2  $\rightarrow$  null

1. push

2. pop

3. display

4. search

5. exit

Enter the choice: 4

Enter the item which is to be searched: 2

Item found at location: 2

~~menu~~

1. push

2. pop

3. display

4. search

5. Exit

Enter the choice: 5

program: 3 Circular queue

Aim: Circular queue operations

Algorithm:- 1. start

2. If user select the insertion operation then

3. declare a variable item with given value

4. If  $\text{front} == 0$  &  $\text{rear} == \text{size} - 1$

If  $\text{front} == \text{rear} + 1$  then

Display "Queue overflow"

[End of if structure]

5. If  $\text{front} == 1$  then

Set  $\text{front} = 0$

Set  $\text{rear} = 0$

[End of if structure]

6. If  $\text{rear} == \text{size} - 1$

Set  $\text{rear} = 0$

else:

Set  $\text{rear} = \text{rear} + 1$

[End of if structure]

7.  $q[SET(q[rear])] = item$
8. IF user select deletion operation then
9. IF  $front == -1$  then  
display "queue underflow"  
[end of if structure]
10. IF  $front == rear$  then  
SET  $front = -1$   
SET  $rear = -1$   
[end of if structure]
11. IF  $front == size - 1$  then:  
SET  $front = 0$   
else  
SET  $front = front + 1$   
[end of if structure]
12. IF user select the display operation then
13. SET  $front\_pos = front$   
SET  $rear\_pos = rear$
14. IF  $front == -1$  then:  
display "queue is empty"  
[end of if structure]



15: IF front\_pos  $\leq$  rear\_pos then:

Repeat while front\_pos  $\leq$  rear\_pos then:

print cq[front\_pos]

SET front\_pos = front\_pos + 1

[End of while]

else:

Repeat while front\_pos  $\leq$  size - 1

print cq[front\_pos]

SET front\_pos = front\_pos + 1

[End of while]

16: SET front\_pos = 0

17. Repeat while front\_pos  $\leq$  rear\_pos then:

print cq[front\_pos]

set front\_pos = front\_pos + 1

[End of while]

[End of IF]

18: IF user select search operation then

19: declare a variable set with value to be searched

20: declare a temporary variable temp then

SET temp = seq

21: SET  $i = \text{front}$

22: Repeat For  $i \leq \text{array\_length}$  then:

IF  $te == eq[i]$  then:

repeat  $j+1$

SET  $j = j+1$

[end of IF]

IF  $j == 0$  then

display "Item not found"

[end of IF statement]

SET  $i = i+1$

[end of for loop]

23: EXIT

6 Output  
menu

1. insert

2. delete

3. display

4. search

5. exit

5- enter the choice: 1

6 Enter the number to insert: 10

6 menu

1. insert

2. delete

3. display

4. search

5. exit

enter the choice: 1

enter the number to insert: 20

6 menu

1. insert

2. delete

3. display

4. search

5. exit

Enter



Enter the choice: 1

Enter the number to insert: 30

menu

1. insert

2. Delete

3. Display

4. Search

5. exit

Enter choice: 3

10, 20, 30

menu

1. insert

2. Delete

3. Display

4. Search

5. exit

Enter the choice: 4

Enter the element which is to be searched: 30

Item found at location 3

- G menu
- E 1. insert
- n 2. delete
- 1 3. display
- 2 4. search
- 3 5. exit

6 Enter the choice: 2

10 was deleted

- E menu
- 1. insert

- m 2. delete
- 1. 3. display
- 2 4. search
- 3 5. exit

4 select the choice: 5

6.

E

1

program : 4

AIM: set operations

Algorithm:- 1. start

2. If user select the union operation then:

3. declare two array  $set1[i]$   
and  $set2[i]$ , declare two variable  $n1, n2$   
for holding the size of two arrays

4. read elements into the arrays  
 $set1[i]$  and  $set2[i]$

5. If  $n1 == n2$  then:

6.  $set i = 0$

7. Repeat for  $i < n2$  then

8. ~~set~~  $set3[i] = set1[i] \cup set2[i]$

8.  $set i = i + 1$

[End of for loop]

9.  $set i = 0$

10. Repeat for  $i < 2$  then

print  $set3[i]$

11.  $set i = i + 1$



End of For loop}

[End of IF}

ELSE :

print "size are not equal"

Exit

12: If user select insertion operation then

13: declare two array set1[i] and set2[i]  
with size  $n_1$ ,  $n_2$  respectively and new elements  
to the arrays

14: If  $n_1 == n_2$  then

15: SET  $i = 0$

16: Repeat for  $i < n_2$  then

17: SET  $set3[i] = set1[i] \cup set2[i]$

18: SET  $i = i + 1$

[End of For loop}

19: SET  $i = 0$

20: Repeat for  $i < n_2$  then:

print  $set3[i]$

21: SET  $i = i + 1$

[End of For loop}

[End of IF}

ELSE :

print "size are not equal"

Exit

22 - If user select the subtraction then

23: declare two array  $set1[i]$  and  $set2[i]$  with  $n_1, n_2$  size respectively and input the element to the array

24: If  $n_1 == n_2$  then

25: set  $i = 0$

26: Repeat for  $i < n_2$  then:

Set  $set3[i] = set1[i] - set2[i]$

27:  $i = i + 1$

[End of for loop]

28: Set  $i = 0$

29: Repeat for  $i < n_2$  then print  $set3[i]$

~~29: Repeat for  $i < n_2$~~

30: set  $i = i + 1$

[End of for loop]

[End of if]

Else

"print size are not equal"

31: Exit

output

press 1 for union

press 2 for intersection

press 3 for subtraction

press 4 for exit

enter choice 1

Enter the size of set 1

3

Enter the elements of set 1

1

2

3

Enter the size of set 2

3

Enter the elements of set 2

1

2

3

union: 1 2 3

press 1 for union

press 2 for intersection

press 3 for subtraction

press 4 for exit

Enter the choice: 2



Enter the size of set 1

3

Enter the elements of set 1

1

2

3

Enter the size of set 2

3

Enter the elements of set 2

3

4

Intersection: 3

press 1 for union

press 2 for intersection

press 3 for subtraction

press 4 for exit

Enter your choice: 3

Enter the size of set 1

3

Enter the elements of set 1

1

2

3

Enter the size of set 2

3

Enter the elements of set 2

4

2

Difference: 1

press 1 for union

press 2 for intersection

press 3 for subtraction

press 4 for exit

enter the choice %4

## program: 5 Binary Search Tree

Aim: Binary Search tree operations

1

Algorithm:- 1. start

2. If user select the insertion operation then

3. create a new BST node and assign value to it

4. create tree (node, data) // all the create tree function with the root value and the data entered by user

5. if root == NULL then:

6. declare a temporary variable is temp

Set temp  $\rightarrow$  data = data

Set temp  $\rightarrow$  left  $\rightarrow$  right = NULL;

return the new node temp to the calling function [End of IF]

7. if data  $<$  (node  $\rightarrow$  data)

8. call the create node function with

node  $\rightarrow$  left and assign the return value

in - node  $\rightarrow$  left

9. node  $\rightarrow$  left = create tree (node  $\rightarrow$  left, data)

[End of IF Structure]



9. If  $data > node \rightarrow data$
10. call the create tree function with  $node \rightarrow right$  and assign the return value in  $node \rightarrow right$   
 $node \rightarrow right = create\_tree(node \rightarrow right, data)$   
 (End of If structure)
11. return the original root pointer 'node' to the calling function.
12. If the user select the search element operation then.
13.  $search(node, data)$  // call the search function with root value and the element the to be searched.
14. If  $node == NULL$   
 return "element not found"  
 (End of If)
15. If  $data < node \rightarrow data$  then : call the search function with  $node \rightarrow left$  and assign the return value in  $node \rightarrow left$   
 $node \rightarrow left = search(node \rightarrow left, data)$   
 (End of If structure)

16: IF  $data > node \rightarrow data$  then  
call search function with  $node \rightarrow right$   
and assign the return value in  $node \rightarrow right$

$node \rightarrow right = search(node \rightarrow right, data)$   
[End of IF structure]

else:

print "Element found"  $node \rightarrow data$

17: return the original root pointer 'node'  
to the calling function.

18: IF the user select the deletion operation then

19:  $del(node, data)$  // call the del function with  
root value and the element to be deleted  
is declare a temporary variable temp

19 IF  $node == NULL$  then:

print "Element not found"  
[End of IF]

20: IF  $data < node \rightarrow data$  then

call the del function with  $node \rightarrow left$  and  
assign the return value to  $node \rightarrow left$   
 $node \rightarrow left = del(node \rightarrow left, data)$

[End of IF]



21: If ~~data~~ node  $\rightarrow$  ~~data~~ then call the del function  
with node  $\rightarrow$  right and assign the return  
value n

node  $\rightarrow$  right

(End of IF)

22: ELSE

// delete this node and replace with either  
minimum element in the right subtree or  
maximum element in the left subtree.

23: IF node  $\rightarrow$  right ~~is~~ node  $\rightarrow$  left // replace with  
minimum element in the right subtree.

24: ~~set~~ call find min function with node  $\rightarrow$   
right then return value assign in temp  
Go to step 30

56: temp = function (node  $\rightarrow$  right)

~~56: temp = find min~~

56: node  $\rightarrow$  data = temp  $\rightarrow$  data

// replaced it with some other node

25: call function del with value node  $\rightarrow$  right  
temp  $\rightarrow$  data and return value assign  
in node  $\rightarrow$  right

ELSE:

26: 56: temp = node



11 If there is only one or zero children then we can directly remove it from the tree and connect its parent to its child.

27 If  $\text{node} \rightarrow \text{left} == \text{NULL}$  then:

SET  $\text{node} = \text{node} \rightarrow \text{right}$   
GOTO

28: If  $\text{node} \rightarrow \text{right} == \text{NULL}$  then:  
SET  $\text{node} = \text{node} \rightarrow \text{left}$ .

29: Free (temp)

[End of IF]

[End of IF]

[End of IF]

30: Find min (node)

31: If  $\text{node} == \text{NULL}$  then  
return NULL

Go to Step 24

[End of IF]

32: If  $\text{node} \rightarrow \text{left}$  then call the function Find min with value ( $\text{node} \rightarrow \text{left}$ ) then return the value to calling function. ( $\text{node} \rightarrow \text{left}$ )  
else

return node

goto step 24

End of IF

33 if the user select the binary option then

34 inorder traverse

call the inorder function with root value

35: node != NULL then

inorder (node  $\rightarrow$  left)

call the function inorder with value node  $\rightarrow$  left

36 print node  $\rightarrow$  data

inorder (node  $\rightarrow$  right)

call the function inorder with value node  $\rightarrow$  right

End of IF

37. Exit

## output

1. Insert in Binary tree
2. Delete from Binary tree
3. Inorder traversal of Binary tree
4. Search
5. Exit

Enter the choice: 1

Enter new element: 20

Root is 20

Inorder traversal of binary tree: 20

1. Insert in Binary tree
2. Delete from Binary tree
3. Inorder traversal of Binary tree
4. Search
5. Exit

Enter the choice: 1

Enter new element: 25

Inorder traversal of Binary tree: 20 25



1. Insert in Binary tree
2. Delete from Binary tree
3. Inorder traversal of Binary tree.

4. Search

5. Exit

Enter choice: 4

Enter the element to be searched: 45

Element 45 which was searched is found

1. Insert in Binary tree
2. Delete from Binary tree
3. Inorder traversal of Binary tree
4. Search

5. Exit

Enter the choice: 5

## Programs Double Linked List

AIM: Doubly linked list operation.

Algorithm: 1. Start

2. If user select the insert operation at beginning then

3. If head == null then:

4. perform step 56 to 59 (call the function create)

5.  $SG \ r \text{ Head} = temp$

$Temp \ r = head$

6.  $GO \ 56$

7. perform step 56 to 59 (call the function create)

8.  $SET \ temp \rightarrow next = head$

$SG \ r \ head \rightarrow prev = temp$

$SG \ r \ head = temp$

[End of IF structure]

9. If user choose the operation insert node at end then.

10. else If head == null then:

11. perform 56 to 59

12.  $SET \ head = temp \mid SG \ r \ temp \ r = head$

13. Else
14. perform step 56 to 59
15. SET temp1  $\rightarrow$  next = temp  
 SET temp  $\rightarrow$  next = temp1  
 SET temp1 = temp  
 [End of if structure]
16. If user choose insert at any position then
17. Read the position and store it in the variable pos
18. SET temp2 = head
19. If  $pos < 1$  ||  $pos > (count + 1)$  then  
 Display "position out of range to insert"  
 Exit  
 [End of if structure]
20. If head == NULL & pos = 1 then  
 Display "Empty list cannot insert other than 1st position"  
 Exit [End of if structure]
21. If head == null & pos == 1 then
22. perform step 56 to 59 (call function create)



23: SET head = temp  
SET temp1 = head

[End of if]

Exit

24: else  
Repeat

25: while !L pos then:

26: SET temp2 = temp2 → next  
SET i = i + 1 [End of while]

27: reform step 56 to 59

28: SET temp → new = temp2  
SET temp → next = temp2 → next  
SET temp2 → next = temp

29: If user choose the operation deletion then:

30: Read the position the it store into the variable pos

31: SET Temp2 = head

32: If pos < 1 || pos > count + 1 then Display

"position out of range to delete"

[End of if store value]

Exit

33. IF head == NULL then  
display "Empty list no elements to delete"  
[End of IF structure]

Exit

34. Goto

35. Repeat while  $i \leq pos$

SET temp2 = temp2 → next

SET  $i = i + 1$

[End of while]

36. IF  $i == 1$  then

IF temp2 → next == NULL then

display "node deleted from list"

37. free temp2

SET temp2 = head = NULL

[End of IF structure]

Exit

36. IF temp2 → next == NULL then:

SET temp2 → next → next = NULL.

free temp2

display "node deleted from list"

[End of IF structure]

Exit.

free temp2

37. SET temp2  $\rightarrow$  head = NULL  
(End of the structure)

Exit

38 IF temp2  $\rightarrow$  next = NULL then:

SET temp2  $\rightarrow$  next  $\rightarrow$  next = NULL  
free temp2

display "node deleted from list"  
(End of IF structure)  
Exit

39: SET temp2  $\rightarrow$  next  $\rightarrow$  next = temp2  $\rightarrow$  next

38: IF i == 1 then

temp2  $\rightarrow$  next  $\rightarrow$  next = temp2  $\rightarrow$  next  
(End of IF structure)

39: IF i == 1 then

set head = temp  $\rightarrow$  next

display "node deleted"

40: free temp2

(End of IF structure)

41: SET count = count - 1

42: IF user select display representation



Then 43: SET temp2 = head  
43: SET temp2 = NULL

msg msg 44: empty list display

{ End of IF structure }

Exit

45: while temp2 → next != null then

print temp2 → n

SET temp2 = temp2 → next

{ End of while }

46: print temp2 → n

47: IF user selects search press then.

48: SET temp = head

49: IF temp == NULL then

msg msg 4: List empty to search for data

{ End of IF structure }

Exit

50: Read the value to be search and store it in  
to the variable data

51 while temp 21 = null then

52 IF temp2 → n == data then

S3:  $6 \text{ } \& \text{ } 56$

SET temp2 = temp2  $\rightarrow$  next

SET count = count + 1

[End of IF]

[End of while]

S4: Display "not found"

S5:  $6 \text{ } \& \text{ } \text{if}$

S6: // when call create function

• SET temp  $\rightarrow$  next = NULL // create

S7: SET temp  $\rightarrow$  next = NULL

Display "Enter value to node"

S8: Read data and assign it into  
temp  $\rightarrow$  n

temp  $\rightarrow$  n = data

S9: count = count + 1

60:  $6 \text{ } \& \text{ } \text{if}$

## output

1. insert at beginning
2. insert at end
3. insert at position
4. delete
5. display
6. search
7. Exit

Enter choice: 1

Enter the value of node 5

1. insert at beginning
2. insert at end
3. insert at position
4. delete
5. display
6. search
7. exit

Enter choice: 1

Enter the value of node: 10



1. Insert at beginning
2. Insert at end
3. Insert at position
4. Delete
5. Display
6. Search
7. Exit

Enter choice: 2

Enter the value to node: 2

1. Insert at beginning
2. Insert at end
3. Insert at position
4. Delete
5. Display
6. Search
7. Exit

Enter the choice: 3

Enter the position to be inserted: 2

Enter the value to node: 13

1. insert at beginning
2. insert at end
3. insert at position
4. delete
5. display
6. search
7. exit

enter the choice: 4

enter the position to be deleted: 2

node deleted

1. insert at beginning
2. insert at end
3. insert at position
4. delete
5. display
6. search
7. exit

enter choice: 6

enter the value to search: 10

element found at 1st position

23

24

25

26

27

28

29

30

31

32

1. insert at beginning
2. insert at end
3. insert at position
4. delete
5. display
6. search
7. exit

Enter the choice:



## program Disjoint

Aim: Disjoint Set operations

program:

1. start
2. Read the number of element from user and store it in  $tot$  dig
3. call function  $makeSet()$  then
4.  $SET i = 0$
5. Repeat for  $i < dig$  then  
     $SET dig parent[i] = i$   
     $SET dig rank[i] = 0$   
     $SET i = i + 1$   
    Cend of for }
6. user select the union operation then
7. Read the element to perform union and store in  $x$  &  $y$  respectively
8. If perform any operation with  $x$  &  $y$  then result

In to xset newform step

9. If  $xset == yset$  then

{end of IF}

10. If  $dis.rank[xset] < dis.rank[yset]$  then:

SET  $dis.parent[xset] = yset$

SET  $dis.rank[xset] = -1$

{end of IF}

11. else if  $dis.rank[xset] > dis.rank[yset]$  then

SET  $dis.parent[yset] = xset$ ;

SET  $dis.rank[yset] = -1$

{end of IF}

12: else

13: SET  $dis.parent[yset] = xset$

SET  $dis.rank[xset] = dis.rank[xset] + 1$

SET  $dis.rank[yset] = -1$

14. If user choose find operation then

15. Read the element  $x$  to check if and store the value in the variables  $x$  and  $y$  respectively

16: IF  $\text{find} \neq \text{find} y$  then

display 4 connected components

17: else

display 4 not connected components

18: IF user select the display operation then

19: SET  $i = 0$

20: Repeat for  $i < \text{dis} \cdot n$  then

print  $\text{dis} \cdot \text{parent}[i]$

SET  $i = i + 1$

[End of for loop]

21: SET  $i = 0$

22: Repeat for  $i < \text{dis} \cdot n$  then:

print  $\text{dis} \cdot \text{rank}[i]$

SET  $i = i + 1$

[End of for loop]

23: IF  $\text{dis} \cdot \text{parent}[x] \neq x$  then

SET:

SET  $\text{dis} \cdot \text{parent}[x] = \text{find}(\text{dis} \cdot \text{parent}[x])$

return  $\text{dis} \cdot \text{parent}[x]$

24: EXIT



## output

How many elements? 4

menu

1. action

2. find

3. display

enter the choice

1

enter element to perform action

3

4

Do you wish to continue? (y/n)

1

menu

1. action

2. find

3. display

enter choice

1

enter the element to perform action

3

6

do you want to continue (Y/N)

1

menu

1. action

2. find

3. display

Enter choice:

3

percent array

3 1 2 3

Rank array

-1 0 0 1

do you want to continue (Y/N)

0