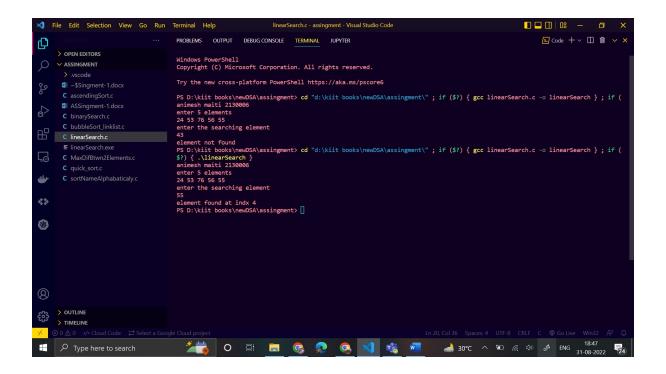
ASSINGMENT-1(DSA)

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2130006

Q1. // WARP (Write a Recursive Program) to search an element in a dynamic array of n integers using linear search.

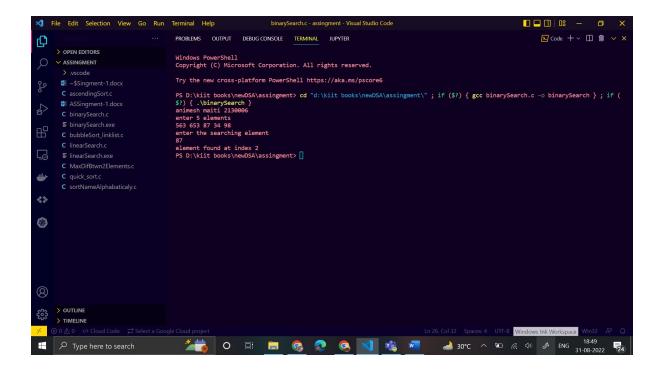
```
#include <stdio.h>
#include <stdlib.h>
int searchElement(int arr[], int size, int element)
    for (int i = 0; i < size; i++)</pre>
    {
        if (arr[i] == element)
            printf("element found at indx %d",i);
            return i;
    printf("element not found");
int main()
    int *arr, n=5,element;
    printf("animesh maiti 2130006");
    arr = (int *)malloc(n * sizeof(int));
    printf("enter 5 elements\n");
    for (int i = 0; i < n; i++)
        scanf(" %d",&arr[i]);
    printf("enter the searching element\n");
    scanf("%d", &element);
    searchElement(arr,n,element);
    return 0;
```



Q2. WARP using recursion to search an element in a dynamic array of n integers using binary search.

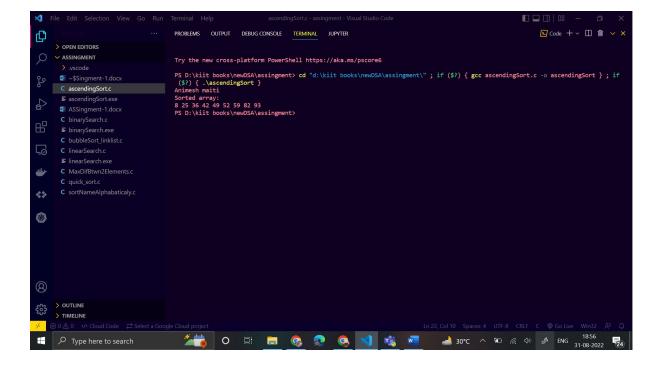
```
// WARP using recursion to search an element in a dynamic array of n integers
using binary search.
#include <stdio.h>
#include <stdlib.h>
void bubbleSort(int arr[], int n)
    int i, j, temp;
    for (i = 0; i < n - 1; i++)
        for (j = 0; j < n - i - 1; j++)
            if (arr[j] > arr[j + 1]) // condition for swaping
            {
                // swap element
                temp = arr[j];
                arr[j] = arr[j + 1];
                arr[j + 1] = temp;
        }
    }
int binarySearch(int arr[], int low, int high, int element)
    int mid;
    if (high >= low)
```

```
mid = (low + high) / 2;
       if (arr[mid] == element)
            return mid + 1;
       else if (arr[mid] < element)</pre>
            return binarySearch(arr, mid + 1, high, element);
       }
            return binarySearch(arr, low, mid - 1, element);
   return -1;
int main()
   printf("animesh maiti 2130006\n");
   int *arr, n = 5, element,res;
   arr = (int *)malloc(n * sizeof(int));
   printf("enter 5 elements\n");
   for (int i = 0; i < n; i++)</pre>
       scanf(" %d", &arr[i]);
   printf("enter the searching element\n");
   scanf("%d", &element);
   bubbleSort(arr,n);
   res= binarySearch(arr,0,n-1,element);
   if (res==-1)
       printf("element is not found\n");
   {
       printf("element found at index %d\n",res);
   }
   return 0;
```



Q3. WAP to sort the given array, Arr = {82, 42, 49, 8, 25, 52, 36, 93, 59} in an ascending order. Use selection sort method.

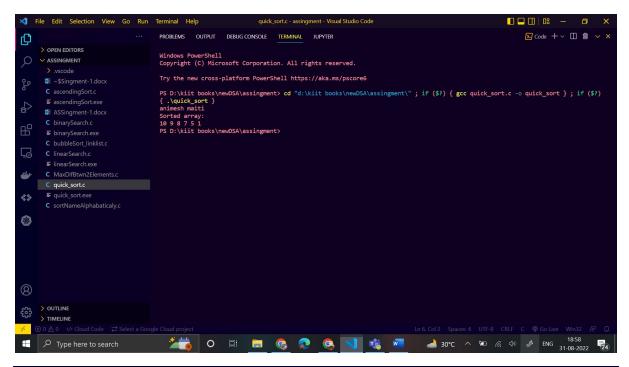
```
#include <stdio.h>
void swap(int *xp, int *yp)
    int temp = *xp;
    *xp = *yp;
    *yp = temp;
void selectionSort(int arr[], int n)
    int i, j, minIndex;
    // One by one move boundary of unsorted subarray
    for (i = 0; i < n - 1; i++)
        // Find the minimum element in unsorted array
        minIndex = i;
        for (j = i + 1; j < n; j++)
            if (arr[j] < arr[minIndex])</pre>
                minIndex = j;
        // Swap the found minimum element with the first element
        if (minIndex != i)
            swap(&arr[minIndex], &arr[i]);
        }
/oid printArray(int arr[], int size)
```



```
Q4. WAP to sort an array of n doubles in a descending order using quick sort.
// WAP to sort an array of n doubles in a descending order using quick sort.
#include <stdio.h>
// A function to swap two elements
void swap(int *a, int *b)
{
    int t = *a;
    *a = *b;
    *b = t;
}
```

```
int partition(int arr[], int low, int high)
   int last = arr[high];
   int i = (low - 1);
   for (int j = low; j <= high - 1; j++)
       // If current element is smaller than the last
       if (arr[j] > last)
       {
            i++; // increment index of smaller element
            swap(&arr[i], &arr[j]);
        }
   }
   swap(&arr[i + 1], &arr[high]);
   return (i + 1);
void quickSort(int arr[], int low, int high)
   if (low < high)</pre>
   {
       int pi = partition(arr, low, high);
       // Separately sort elements before
       // partition and after partition
       quickSort(arr, low, pi - 1);
       quickSort(arr, pi + 1, high);
// Function to print an array
void printArray(int arr[], int size)
   int i;
   for (i = 0; i < size; i++)</pre>
       printf("%d ", arr[i]);
int main()
   printf("animesh maiti\n");
   int arr[] = {10, 7, 8, 9, 1, 5};
   int n = sizeof(arr[0]);
   quickSort(arr, 0, n - 1);
   printf("Sorted array: \n");
   printArray(arr, n);
```

```
return 0;
}
```

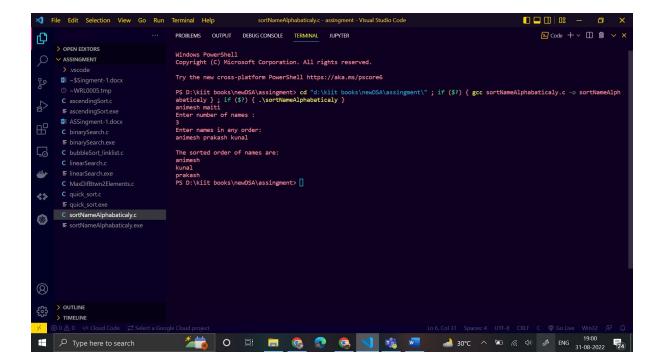


Q5. WAP sort the n names in an alphabetical order.

```
// WAP sort the n names in an alphabetical order.
#include <stdio.h>
#include <string.h>
int main()
{
    printf("animesh maiti\n");
    int i, j, n;
    char str[100][100], s[100];
    printf("Enter number of names :\n");
    scanf("%d", &n);
    printf("Enter names in any order:\n");
    for (i = 0; i < n; i++)</pre>
    {
        scanf("%s", str[i]);
    for (i = 0; i < n; i++)
        for (j = i + 1; j < n; j++)
            if (strcmp(str[i], str[j]) > 0)//if ascii value is greater than
2nd strcmp give value 1 than swap if equal return 0 if less return -1
            {
                // swaping names by copying
```

```
strcpy(s, str[i]);
    strcpy(str[i], str[j]);
    strcpy(str[j], s);
}

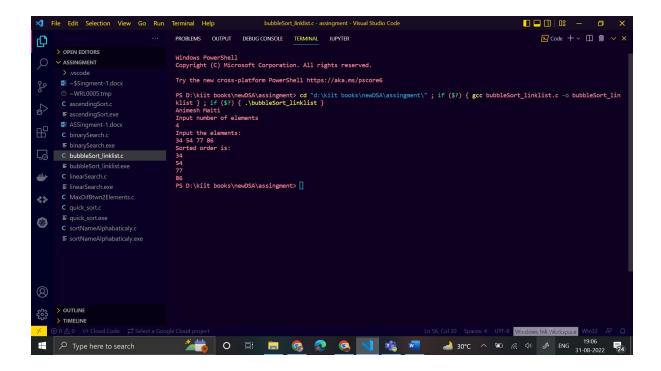
printf("\nThe sorted order of names are:\n");
for (i = 0; i < n; i++)
{
    printf("%s\n", str[i]);
}
return 0;
}</pre>
```



Q6. WAP demonstrating bubble sort using linked list.

```
#include <stdio.h>
#include <stdlib.h>
struct node
{
    int data;
    struct node *next;
};
int main()
{
    struct node *temp1, *temp2, *ptr, *newNode, *startList;
    int n, k, i, j;
    startList = NULL;
```

```
printf("Animesh Maiti\n");
printf("Input number of elements\n");
scanf("%d", &n);
printf("Input the elements:\n");
for (i = 1; i <= n; i++)
    if (startList == NULL)
    {
        newNode = (struct node *)malloc(sizeof(struct node));
        scanf("%d", &newNode->data);
        newNode->next = NULL;
        startList = newNode;
        temp1 = startList;
    }
    {
        newNode = (struct node *)malloc(sizeof(struct node));
        scanf("%d", &newNode->data);
        newNode->next = NULL;
        temp1->next = newNode;
        temp1 = newNode;
    }
for (i = n - 2; i >= 0; i--)
    temp1 = startList;
    temp2 = temp1->next;
    for (j = 0; j <= i; j++)
    {
        if (temp1->data > temp2->data)
            k = temp1->data;
            temp1->data = temp2->data;
            temp2->data = k;
        temp1 = temp2;
        temp2 = temp2->next;
    }
printf("Sorted order is: \n");
ptr = startList;
while (ptr != NULL)
    printf("%d\n", ptr->data);
    ptr = ptr->next;
}
```



Q7. WAP to find the maximum difference between any two elements

```
#include <stdio.h>
int maxDiff(int arr[], int arr_size)
    int maxDiff = arr[1] - arr[0];
    int min = arr[0];
    int i;
    for (i = 1; i < arr_size; i++)</pre>
        if (arr[i] - min > maxDiff)
            maxDiff = arr[i] - min;
        if (arr[i] < min)</pre>
            min = arr[i];
    return maxDiff;
int main()
    printf("animesh maiti\n");
    int arr[] = \{20, 13, 53, 84, 10\};
    int size = sizeof(arr) / sizeof(arr[0]);
    printf("Maximum difference is %d", maxDiff(arr, size));
    getchar();
    return 0;
```

