

14th may

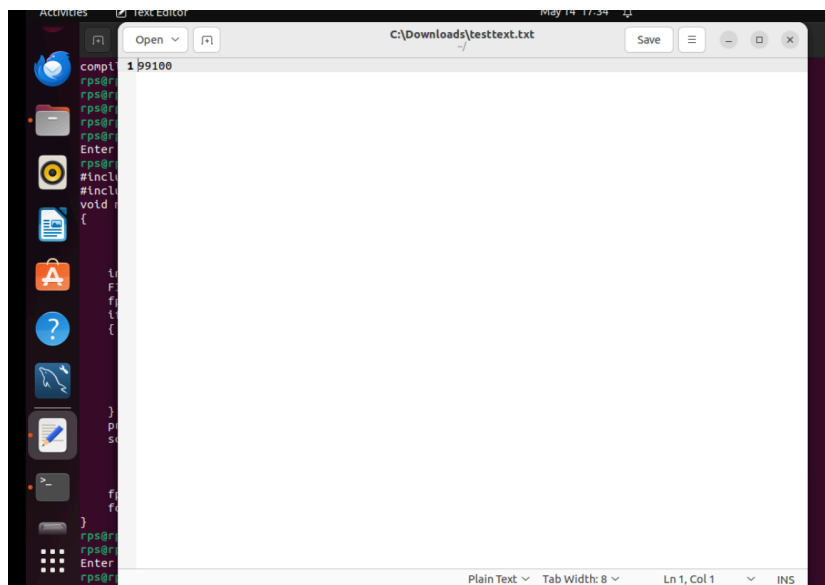
File handling programs

1.

```
rps@rps-virtual-machine:~$ vi filehandling.c
rps@rps-virtual-machine:~$ gcc filehandling.c
rps@rps-virtual-machine:~$ ./a.out
Enter number::99
rps@rps-virtual-machine:~$ cat filehandling.c
#include <stdio.h>
#include <stdlib.h>
void main ()
{
    int n;
    FILE *fptr;
    fptr = fopen ("C:\\Downloads\\testtext.txt", "a");
    if (fptr == NULL)
    {
        printf ("Error!!!!");
        exit(0);
    }
    printf ("Enter number::");
    scanf ("%d", &n);

    fprintf (fptr, "%d", n);
    fclose (fptr);
}
rps@rps-virtual-machine:~$ gcc filehandling.c
rps@rps-virtual-machine:~$ ./a.out
Enter number::100
rps@rps-virtual-machine:~$
```

Output



2.employee management system

```
#include <stdio.h>
#include <string.h>
void create();
```

```
void view();
void edit();
void delete();
void choice();
```

```
void choice(){
    int choic;
    printf("\nWELCOME TO OMG COMPANY\n");
    start:
    printf("-----\n");
    printf("Press 1 to Create a new Data\n");
    printf("Press 2 to View the Data\n");
    printf("Press 3 to edit the Data\n");
    printf("Press 4 to delete the Data\n");
    printf("Press 5 to exit the Program...!\n");
    printf("-----\n");

    int choice;
    scanf("%d",&choice);

    if(choice==5){
        printf("Exiting the Program...\n");
        return ;
    }
    switch (choice)
    {
    case 1:
        create();
        printf("Do you wish to continue? 1 for Yes 0 for No\n");
        scanf("%d",&choic);

        if(choic==1){
            goto start;
        }
        else if(choic==0){
            printf(" exiting the program.....!\n");
        }
        break;
    case 2:
        view();
        printf("Do you wish to continue? 1 for Yes 0 for No\n");
        scanf("%d",&choic);

        if(choic==1){
            goto start;
        }
        else if(choic==0){
```

```

        printf(" exiting the program.....!\n");
    }
    break;
case 3:
    edit();
    printf("Do you wish to continue? 1 for Yes 0 for No\n");
    scanf("%d",&choic);

    if(choic==1){
        goto start;
    }
    else if(choic==0){
        printf(" exiting the program.....!\n");
    }
    break;
case 4:
    delete();
    printf("Do you wish to continue? 1 for Yes 0 for No\n");
    scanf("%d",&choic);

    if(choic==1){
        goto start;
    }
    else if(choic==0){
        printf(" exiting the program.....!\n");
    }
    break;
default:
    break;
}
}
struct emp
{
    int id;
    char name[30];
    int age;
    char branch[20];
    char designation[20];
}emp;
void create(){
    struct emp p1;
    FILE *fp=fopen("D:\\Assignments\\Demo1.txt", "a");
    if(fp==NULL){
        printf("Error opening File");
        return ;
    }
    printf("\nEnter Employee Id:");
    scanf("%d",&p1.id);

```

```

// fflush(stdin);

printf("\nEnter Employee name: ");
scanf("%s", p1.name);
strcpy (p1.name, p1.name);

printf("\nEnter Employee Age: ");
scanf("%d", &p1.age);

printf("\nEnter Employee Branch:");
scanf("%s", p1.branch);

printf("\nEnter Employee Designation:");
scanf("%s", p1.designation);

//fprintf(fp,"Employee Id:%d\n Employee Name:%s\n Employee Age: %d \n Employee
Branch:%s\n Employee Designation :%s\n\n
",p1.id,p1.name,p1.age,p1.branch,p1.designation);
fwrite(&p1,sizeof(emp),1,fp);
printf("Data Uploaded Successfully\n");
fclose(fp);
}

void view(){
    struct emp p1;
    FILE *ptr;
    ptr=fopen("D:\\Assignments\\Demo1.txt", "r");
    if(ptr==NULL){
        printf("Failed to open File\n");
        return;
    }
    while(fread(&p1,sizeof(emp),1,ptr)){
        printf("%d %s %d %s %s\n",p1.id,p1.name,p1.age,p1.branch,p1.designation);
    }
    fclose(ptr);
}

void edit(){
    struct emp p1;
    FILE *ptr, *ptr1;
    int c = 0;
    int a;

    ptr = fopen("D:\\Assignments\\Demo1.txt", "r");
    if (ptr == NULL) {
        printf("Error opening file for reading\n");
        return ;
    }

```

```

}

ptr1 = fopen("D:\\Assignments\\temp.txt", "w");
if (ptr1 == NULL) {
    printf("Error opening file for writing\n");
    fclose(ptr);
    return ;
}

printf("Enter the Employee Id to Modify the Data:\n");
scanf("%d", &a);

while (fread(&p1, sizeof(struct emp), 1, ptr)) {
    if (a == p1.id) {
        c = 1;
        printf("Enter New Employee name: \n");
        scanf("%s", p1.name);

        printf("Enter New Employee Age: \n");
        scanf("%d", &p1.age);

        printf("Enter New Employee Branch:\n");
        scanf("%s", p1.branch);

        printf("Enter New Employee Designation:\n");
        scanf("%s", p1.designation);
    }
    fwrite(&p1, sizeof(struct emp), 1, ptr1);
}

fclose(ptr);
fclose(ptr1);

if (c == 0) {
    printf("Employee Not found\n");
} else {
    ptr1 = fopen("D:\\Assignments\\temp.txt", "r");
    ptr = fopen("D:\\Assignments\\Demo1.txt", "w");
    if (ptr == NULL) {
        printf("Error opening file for writing\n");
        fclose(ptr1);
        return ;
    }
    if (ptr1 == NULL) {
        printf("Error opening file for reading\n");
        fclose(ptr);
        return ;
    }
}

```

```

        while (fread(&p1, sizeof(struct emp), 1, ptr1)) {
            fwrite(&p1, sizeof(struct emp), 1, ptr);
        }

        fclose(ptr);
        fclose(ptr1);
        remove("D:\\Assignments\\temp.txt");
    }
}

void delete(){
    FILE *ptr, *ptr1;
    struct emp p1;

    ptr = fopen("D:\\Assignments\\Demo.txt", "r");
    ptr1 = fopen("D:\\Assignments\\temp.txt", "w");

    if(ptr == NULL){
        printf("Error opening files for deleting\n");
        fclose(ptr);

        return;
    }
    if(ptr1==NULL){
        printf("Error opening files for deleting\n");
        fclose(ptr1);
        return ;
    }
    printf("Enter the employee id to delete\n");
    int a;
    scanf("%d", &a);
    int c = 0;
    while (fread(&p1, sizeof(struct emp), 1, ptr)){
        printf("%d",p1.id);
        if(a == p1.id){
            c = 1;
        } else {
            fwrite(&p1, sizeof(struct emp), 1, ptr1);
        }
    }
    fclose(ptr1);
    fclose(ptr);

    if(c == 1){
        ptr = fopen("D:\\Assignments\\temp.txt", "r");
        ptr1 = fopen("D:\\Assignments\\Demo1.txt", "w");
    }
}

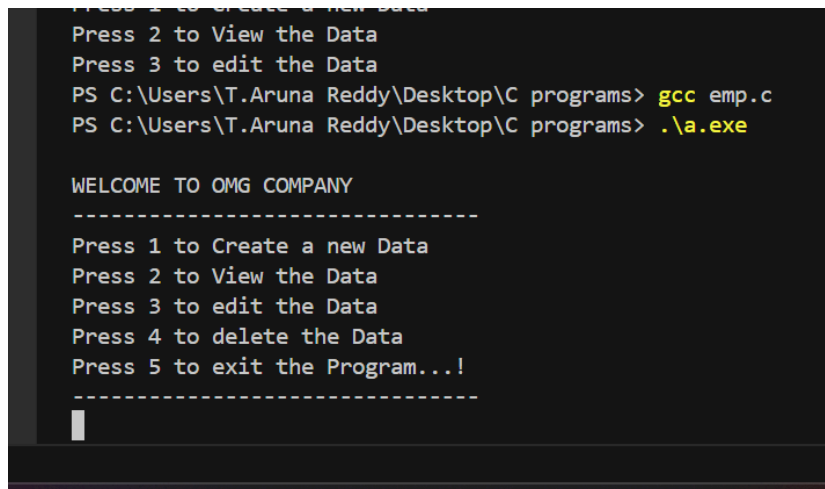
```

```

    if(ptr == NULL || ptr1 == NULL){
        printf("Failed to open the file\n");
        if(ptr) fclose(ptr);
        if(ptr1) fclose(ptr1);
        return;
    }

    while(fread(&p1, sizeof(struct emp), 1, ptr)){
        fwrite(&p1, sizeof(struct emp), 1, ptr1);
    }
    fclose(ptr1);
    fclose(ptr);
    remove("D:\\Assignments\\temp.txt");
    printf("Deleted the employee successfully\n");
} else {
    printf("Record not found\n");
}
}
int main()
{
    choice();
    return 0;
}

```



```

Press 1 to Create a new Data
Press 2 to View the Data
Press 3 to edit the Data
PS C:\Users\T.Aruna Reddy\Desktop\C programs> gcc emp.c
PS C:\Users\T.Aruna Reddy\Desktop\C programs> .\a.exe

WELCOME TO OMG COMPANY
-----
Press 1 to Create a new Data
Press 2 to View the Data
Press 3 to edit the Data
Press 4 to delete the Data
Press 5 to exit the Program...!
-----

```

15th may

1.program to print the calender for one year

```
#include <stdio.h>
```

```
// Function that returns the index of the
// day for date DD/MM/YYYY
int dayNumber(int day, int month, int year)
{
```

```
    static int t[] = { 0, 3, 2, 5, 0, 3,
                       5, 1, 4, 6, 2, 4 };
```

```
    year -= month < 3;
    return (year + year / 4
            - year / 100
            + year / 400
            + t[month - 1] + day)
        % 7;
```

```
}
```

```
// Function that returns the name of the
// month for the given month Number
// January - 0, February - 1 and so on
char* getMonthName(int monthNumber)
{
```

```
    char* month;
```

```
    switch (monthNumber) {
```

```
    case 0:
```

```
        month = "January";
        break;
```

```
    case 1:
```

```
        month = "February";
        break;
```

```
    case 2:
```

```
        month = "March";
        break;
```

```
    case 3:
```

```
        month = "April";
        break;
```

```
    case 4:
```

```
        month = "May";
        break;
```

```
    case 5:
```

```
        month = "June";
        break;
```

```
    case 6:
```

```
        month = "July";
        break;
```

```
    case 7:
```

```
        month = "August";
        break;
```



```

    case 8:
        month = "September";
        break;
    case 9:
        month = "October";
        break;
    case 10:
        month = "November";
        break;
    case 11:
        month = "December";
        break;
    }
    return month;
}

// Function to return the number of days
// in a month
int numberOfDays(int monthNumber, int year)
{
    // January
    if (monthNumber == 0)
        return (31);

    // February
    if (monthNumber == 1) {
        // If the year is leap then Feb
        // has 29 days
        if (year % 400 == 0
            || (year % 4 == 0
                && year % 100 != 0))
            return (29);
        else
            return (28);
    }

    // March
    if (monthNumber == 2)
        return (31);

    // April
    if (monthNumber == 3)
        return (30);

    // May
    if (monthNumber == 4)
        return (31);
}

```

```

// June
if (monthNumber == 5)
    return (30);

// July
if (monthNumber == 6)
    return (31);

// August
if (monthNumber == 7)
    return (31);

// September
if (monthNumber == 8)
    return (30);

// October
if (monthNumber == 9)
    return (31);

// November
if (monthNumber == 10)
    return (30);

// December
if (monthNumber == 11)
    return (31);
}

// Function to print the calendar of
// the given year
void printCalendar(int year)
{
    printf("    Calendar - %d\n\n", year);
    int days;

    // Index of the day from 0 to 6
    int current = dayNumber(1, 1, year);

    // i for Iterate through months
    // j for Iterate through days
    // of the month - i
    for (int i = 0; i < 12; i++) {
        days = numberOfDays(i, year);

        // Print the current month name
        printf("\n -----%s-----\n",
            getMonthName(i));
    }
}

```

```

// Print the columns
printf(" Sun Mon Tue Wed Thu Fri Sat\n");

// Print appropriate spaces
int k;
for (k = 0; k < current; k++)
    printf(" ");

for (int j = 1; j <= days; j++) {
    printf("%5d", j);

    if (++k > 6) {
        k = 0;
        printf("\n");
    }
}

if (k)
    printf("\n");

current = k;
}

return;
}

// Driver Code
int main()
{
    int year = 2016;

    // Function Call
    printCalendar(year);
    return 0;
}

```

output:

PS C:\Users\T.Aruna Reddy\Desktop\C programs> gcc initial.c

PS C:\Users\T.Aruna Reddy\Desktop\C programs> .\a.exe

Calendar - 2016

-----January-----

Sun Mon Tue Wed Thu Fri Sat

				1	2	
3	4	5	6	7	8	9
10	11	12	13	14	15	16

17 18 19 20 21 22 23
24 25 26 27 28 29 30
31

-----February-----

Sun Mon Tue Wed Thu Fri Sat
1 2 3 4 5 6
7 8 9 10 11 12 13
14 15 16 17 18 19 20
21 22 23 24 25 26 27
28 29

-----March-----

Sun Mon Tue Wed Thu Fri Sat
1 2 3 4 5
6 7 8 9 10 11 12
13 14 15 16 17 18 19
20 21 22 23 24 25 26
27 28 29 30 31

-----April-----

Sun Mon Tue Wed Thu Fri Sat
1 2
3 4 5 6 7 8 9
10 11 12 13 14 15 16
17 18 19 20 21 22 23
24 25 26 27 28 29 30

-----May-----

Sun Mon Tue Wed Thu Fri Sat
1 2 3 4 5 6 7
8 9 10 11 12 13 14
15 16 17 18 19 20 21
22 23 24 25 26 27 28
29 30 31

-----June-----

Sun Mon Tue Wed Thu Fri Sat
1 2 3 4
5 6 7 8 9 10 11
12 13 14 15 16 17 18
19 20 21 22 23 24 25
26 27 28 29 30

-----July-----

Sun Mon Tue Wed Thu Fri Sat
1 2
3 4 5 6 7 8 9

10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

-----August-----

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

-----September-----

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

-----October-----

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1		
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

-----November-----

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

-----December-----

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

2.flight management system project:

```
#include <stdio.h>
```

```

#include <string.h>

#define MAX_FLIGHTS 10

typedef struct {
    char source[50];
    char destination[50];
    int isAvailable;}
    Flight;

Flight flights[] = {
    {"Hyderabad", "Bangalore", 1},
    {"Mumbai", "Delhi", 1},
    {"Kolkata", "Chennai", 1},
    {"Bhubaneswar", "Pune", 0},
    {"Goa", "Chandigarh", 0}
};

int flightCount = sizeof(flights) / sizeof(flights[0]);

int checkFlightAvailability(char source[], char destination[]) {
    for (int i = 0; i < flightCount; i++) {
        if (strcmp(flights[i].source, source) == 0 && strcmp(flights[i].destination, destination) ==
0) {
            return flights[i].isAvailable;
        }
    }
    return 0;
}

int checkDateAvailability(int day) {
    return (day >= 1 && day <= 20) ? 1 : 0;
}

int main() {
    char source[50], destination[50];
    int year, month, day;

    printf("Enter source: ");
    scanf("%s", source);
    printf("Enter destination: ");
    scanf("%s", destination);

    if (checkFlightAvailability(source, destination)) {
        printf("Flight is available for this destination.\n");

        printf("Enter year: ");
        scanf("%d", &year);
        printf("Enter month: ");

```

```

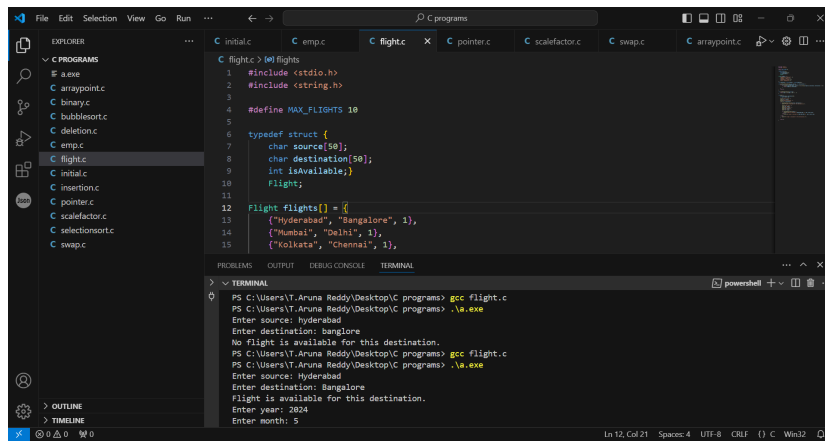
scanf("%d", &month);
printf("Enter day: ");
scanf("%d", &day);

if (checkDateAvailability(day)) {
    printf("Flight is available on %04d-%02d-%02d.\n", year, month, day);
} else {
    printf("No flight is available on %04d-%02d-%02d.\n", year, month, day);
}
} else {
    printf("No flight is available for this destination.\n");
}

return 0;
}

```

Output:



The screenshot shows a Visual Studio Code editor with a C program named `flight.c` open. The program defines a struct for flight information and a function to check date availability. The terminal output shows the program being compiled and executed, with the following interactions:

```

PS C:\Users\T.Aruna Reddy\Desktop\programs> gcc flight.c
PS C:\Users\T.Aruna Reddy\Desktop\programs> .\a.exe
Enter source: hyderabad
Enter destination: banglore
No flight is available for this destination.
PS C:\Users\T.Aruna Reddy\Desktop\programs> gcc flight.c
PS C:\Users\T.Aruna Reddy\Desktop\programs> .\a.exe
Enter source: Hyderabad
Enter destination: Bangalore
Flight is available for this destination.
Enter year: 2024
Enter month: 5

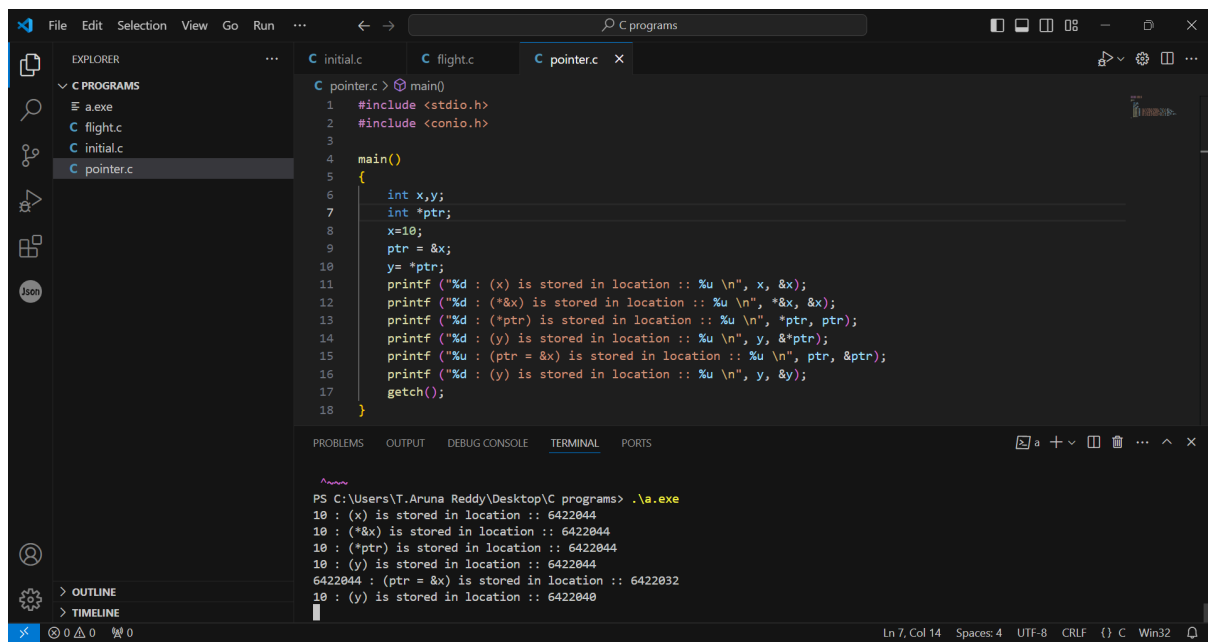
```

16th may

1.pointer

```
#include <stdio.h>
#include <conio.h>
```

```
main()
{
    int x,y;
    int *ptr;
    x=10;
    ptr = &x;
    y= *ptr;
    printf ("%d : (x) is stored in location :: %u \n", x, &x);
    printf ("%d : (*&x) is stored in location :: %u \n", *&x, &x);
    printf ("%d : (*ptr) is stored in location :: %u \n", *ptr, ptr);
    printf ("%d : (y) is stored in location :: %u \n", y, &*ptr);
    printf ("%u : (ptr = &x) is stored in location :: %u \n", ptr, &ptr);
    printf ("%d : (y) is stored in location :: %u \n", y, &y);
    getch();
}
```



```
VS Code Explorer: C PROGRAMS
  a.exe
  flight.c
  initial.c
  pointer.c

C pointer.c
1  #include <stdio.h>
2  #include <conio.h>
3
4  main()
5  {
6      int x,y;
7      int *ptr;
8      x=10;
9      ptr = &x;
10     y= *ptr;
11     printf ("%d : (x) is stored in location :: %u \n", x, &x);
12     printf ("%d : (*&x) is stored in location :: %u \n", *&x, &x);
13     printf ("%d : (*ptr) is stored in location :: %u \n", *ptr, ptr);
14     printf ("%d : (y) is stored in location :: %u \n", y, &*ptr);
15     printf ("%u : (ptr = &x) is stored in location :: %u \n", ptr, &ptr);
16     printf ("%d : (y) is stored in location :: %u \n", y, &y);
17     getch();
18 }
```

```
PS C:\Users\T.Arana Reddy\Desktop\C programs> .\a.exe
10 : (x) is stored in location :: 6422044
10 : (*&x) is stored in location :: 6422044
10 : (*ptr) is stored in location :: 6422044
10 : (y) is stored in location :: 6422044
6422044 : (ptr = &x) is stored in location :: 6422032
10 : (y) is stored in location :: 6422040
```

2.Scale factor

```
#include <stdio.h>
#include <conio.h>
```

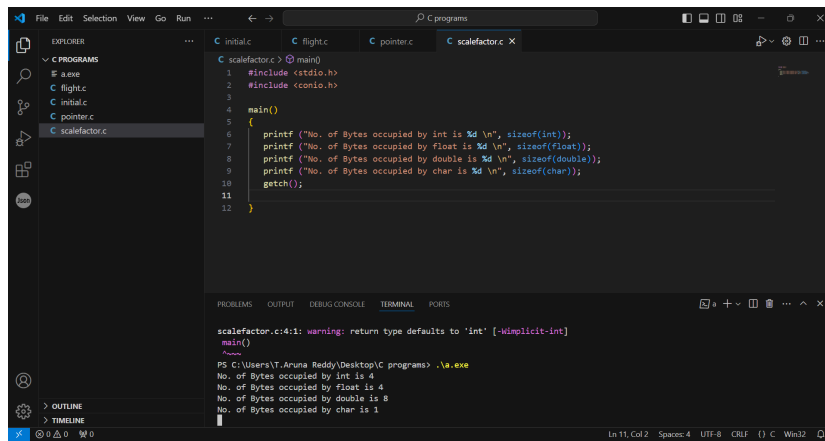
```
main()
```



```

{
    printf ("No. of Bytes occupied by int is %d \n", sizeof(int));
    printf ("No. of Bytes occupied by float is %d \n", sizeof(float));
    printf ("No. of Bytes occupied by double is %d \n", sizeof(double));
    printf ("No. of Bytes occupied by char is %d \n", sizeof(char));
    getch();
}

```



3.swap

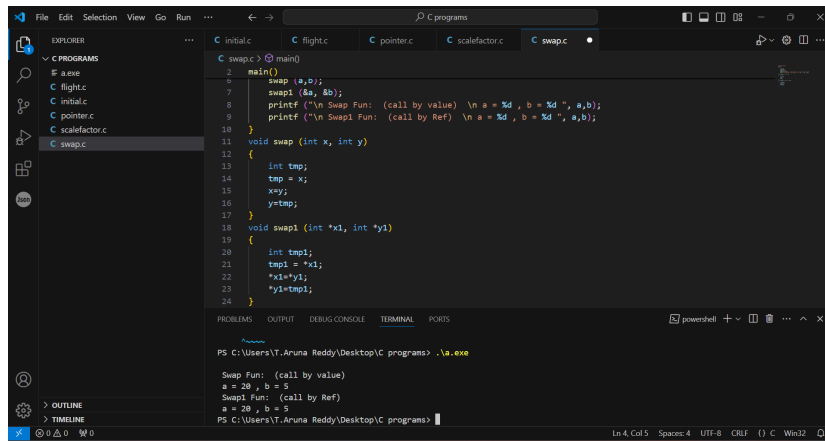
```

#include <stdio.h>
main()
{
    int a,b;
    a=5, b=20;
    swap (a,b);
    swap1 (&a, &b);
    printf ("\n Swap Fun: (call by value) \n a = %d , b = %d ", a,b);
    printf ("\n Swap1 Fun: (call by Ref) \n a = %d , b = %d ", a,b);
}

void swap (int x, int y)
{
    int tmp;
    tmp = x;
    x=y;
    y=tmp;
}

void swap1 (int *x1, int *y1)
{
    int tmp1;
    tmp1 = *x1;
    *x1=*y1;
    *y1=tmp1;
}

```



4.array pointer

```
#include <stdio.h>
```

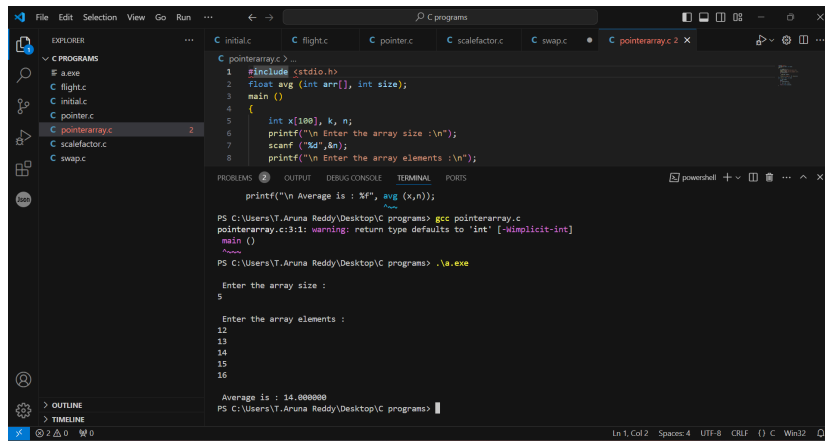
```
float avg (int arr[], int size);
```

```
main ()
```

```
{
    int x[100], k, n;
    printf("\n Enter the array size :\n");
    scanf ("%d",&n);
    printf("\n Enter the array elements :\n");
    for (k=0;k<n;k++)
    {
        scanf("%d", &x[k]);
    }
    printf("\n Average is : %f", avg (x,n));
}
```

```
float avg (int arr[], int size)
```

```
{
    int *p,i,sum=0;
    p=arr;
    for (i=0;i<size;i++)
    {
        sum = sum + *(p+i);
    }
    return ((float) sum/size);
}
```



17th may

1.binary

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int a[5];
```

```
    int i,j,n;
```

```
    printf("Enter the Array Elements::\n");
```

```
    for (i=0;i<5;i++)
```

```
    {
```

```
        scanf("%d",&a[i]);
```

```
    }
```

```
    printf("Enter the Element to search ::\n");
```

```
    scanf("%d",&n);
```

```
    for (i=0; i < 5-1; i++)
```

```
    {
```

```
    for (j=0; j < 5-i-1; j++)
```

```
    {
```

```
        if (a[j] > a[j+1])
```

```
        {
```

```
            int temp = a[j];
```

```
            a[j] = a[j+1];
```

```
            a[j+1] = temp;
```

```
        }
```

```
    }
```

```
}
```

```
int low =0,high=4,flag=0;;
```

```
while (low <= high)
```

```
{
```

```
    int mid = low + (high - low) / 2;
```

```
    if (a[mid] == n)
```

```
        printf("\n Element is found at index position : %d \n",mid);
```

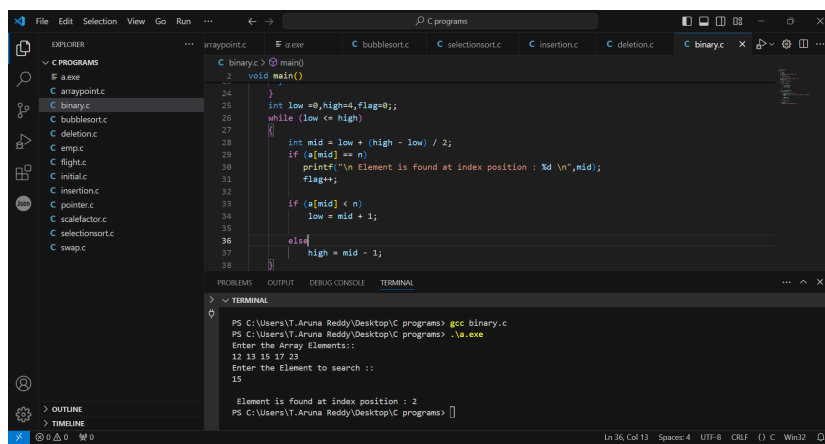
```
        flag++;
```

```

        if (a[mid] < n)
            low = mid + 1;

        else
            high = mid - 1;
    }
    if(flag ==0){
        printf("\n Element NOT FOUND \n");
    }
}

```



2.bubble sort

```
#include <stdbool.h>
```

```
#include <stdio.h>
```

```
void swap(int* xp, int* yp)
```

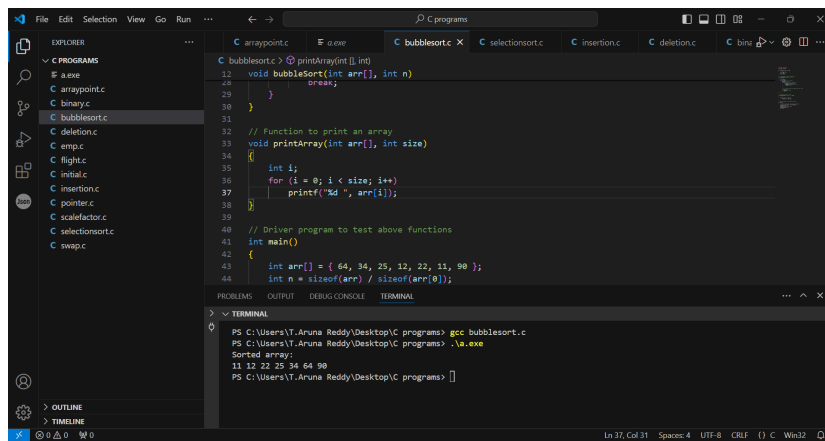
```
{
    int temp = *xp;
    *xp = *yp;
    *yp = temp;
}
```

```
// An optimized version of Bubble Sort
```

```
void bubbleSort(int arr[], int n)
```

```
{
    int i, j;
    bool swapped;
    for (i = 0; i < n - 1; i++) {
        swapped = false;
        for (j = 0; j < n - i - 1; j++) {
            if (arr[j] > arr[j + 1]) {
                swap(&arr[j], &arr[j + 1]);
            }
        }
    }
}
```

```
// Driver program to test above functions
int main()
{
    int arr[] = { 64, 34, 25, 12, 22, 11, 90 };
    int n = sizeof(arr) / sizeof(arr[0]);
    bubbleSort(arr, n);
    printf("Sorted array: \n");
    printArray(arr, n);
    return 0;
}
```

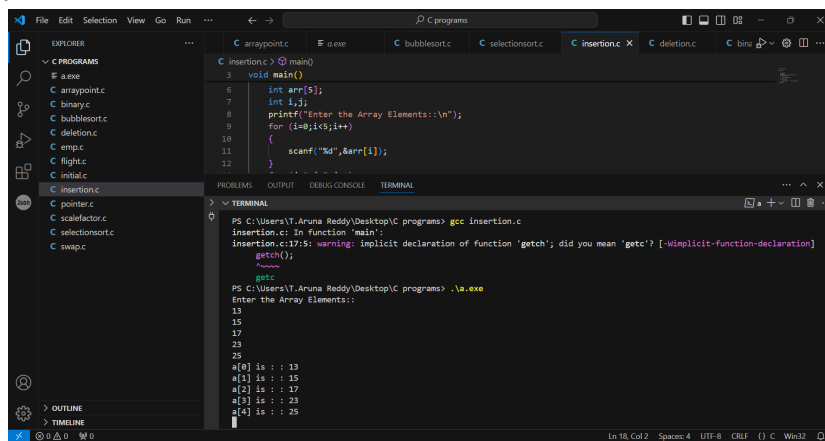


3.Insertion

```
#include <stdio.h>
```

```
void main()
{

    int arr[5];
    int i,j;
    printf("Enter the Array Elements::\n");
    for (i=0;i<5;i++)
    {
        scanf("%d",&arr[i]);
    }
    for (j=0;j<5;j++)
    {
        printf("a[%d] is : %d\n",j,arr[j]);
    }
    getch();
}
```



4.Selection sort

```
#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, min_idx;
```

```
// One by one move boundary of unsorted subarray
```

The screenshot shows the Visual Studio Code editor with the file 'selectionsort.c' open. The code implements the selection sort algorithm in C. The main function calls 'selectionSort' on an array of 10 integers. The output window shows the compilation and execution of the program, resulting in a sorted array: 11 12 22 25 64.

```

1  #include <stdio.h>
2
3  void swap(int *xp, int *yp)
4  {
5      int temp = *xp;
6      *xp = *yp;
7      *yp = temp;
8  }
9
10 void selectionSort(int arr[], int n)
11 {
12     int i, j, min_idx;
13
14     // One by one move boundary of unsorted subarray
15     for (i = 0; i < n-1; i++)
16     {
17         // Find the minimum element in unsorted array
18         min_idx = i;
19         for (j = i+1; j < n; j++)
20             if (arr[j] < arr[min_idx])

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

compilation terminated.
PS C:\Users\T.Aruna Reddy\Desktop\C programs> gcc selectionsort.c
PS C:\Users\T.Aruna Reddy\Desktop\C programs> .\a.exe
Sorted array:
11 12 22 25 64
PS C:\Users\T.Aruna Reddy\Desktop\C programs>]

OUTLINE
TIMELINE

Ln10, Col37 Space4 UTF-8 CRLF C1 Win20

5.Deletion

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int arr[5];
```

```
    int i,j,n,counter=0;
```

```
    printf("Enter the Array Elements::\n");
```

```
    for (i=0;i<5;i++)
```

```
    {
```

```
        scanf("%d",&arr[i]);
```

```
    }
```

```
    for (j=0;j<5;j++)
```

```
    {
```

```
        printf("a[%d] is : : %d\n",j,arr[j]);
```

```
    }
```

```
    printf("Enter the Array Index you want to delete::\n");
```

```
    scanf("%d",&n);
```

```
    arr[n] = 0;
```

```
    /*for (i=0;i<=n;i++)
```

```
    {
```

```
        if(i==n)
```

```
        {
```

```
            arr[i]= 0;
```

```
        }
```

```
    */
```

```
    printf("Array Elements after Deletion::\n");
```

```
    for (j=0;j<5;j++)
```

```
    {
```

```
        printf("a[%d] is : : %d\n",j,arr[j]);
```

```
    }
```

```
    for (i=0;i<5;i++)
```

```
    {
```

```
        if (arr[i]== 0)
```

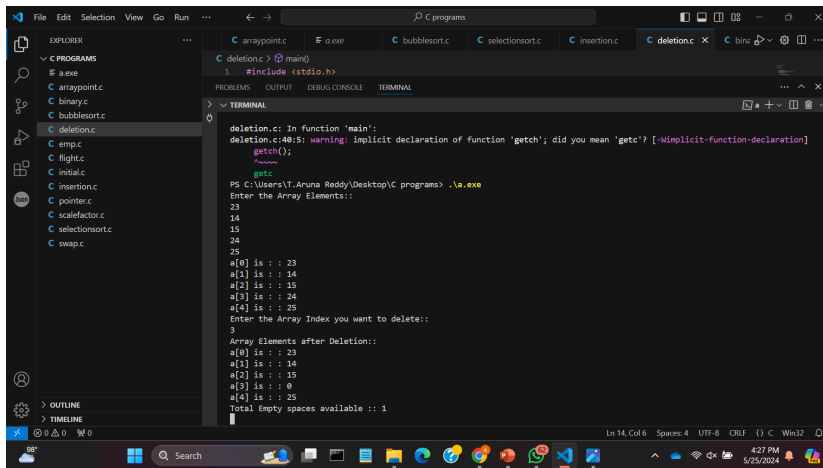
```
            counter = counter +1;
```

```
    }
```

```
    printf("Total Empty spaces available :: %d\n", counter);
```

```
    getch();
```

```
}
```

19-24 may

1.Stack implementation

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#define MAX 10
```

```
int count = 0;
```

```
// Creating a stack
```

```
struct stack {
```

```
    int items[MAX];
```

```
    int top;
```

```
};
```

```
typedef struct stack st;
```

```
void createEmptyStack(st *s) {
```

```
    s->top = -1;
```

```
}
```

```
// Check if the stack is full
```

```
int isfull(st *s) {
```

```
    if (s->top == MAX - 1)
```

```
        return 1;
```

```
    else
```

```
        return 0;
```

```
}
```

```
// Check if the stack is empty
```

```
int isempty(st *s) {
```

```
    if (s->top == -1)
```

```
        return 1;
```

```
    else
```

```

    return 0;
}

// Add elements into stack
void push(st *s, int newitem) {
    if (isfull(s)) {
        printf("STACK FULL");
    } else {
        s->top++;
        s->items[s->top] = newitem;
    }
    count++;
}

// Remove element from stack
void pop(st *s) {
    if (isempty(s)) {
        printf("\n STACK EMPTY \n");
    } else {
        printf("Item popped= %d", s->items[s->top]);
        s->top--;
    }
    count--;
    printf("\n");
}

// Print elements of stack
void printStack(st *s) {
    printf("Stack: ");
    for (int i = 0; i < count; i++) {
        printf("%d ", s->items[i]);
    }
    printf("\n");
}

// Driver code
int main() {
    int ch,n,ele;
    st *s = (st *)malloc(sizeof(st));

    createEmptyStack(s);
    printf(" Enter the size of the stack : ");
    scanf("%d",&n);
    printf("\n Enter the elements in to the stack : ");
    for (int i=0;i<n;i++)
    {
        scanf("%d",&ele);
        push(s, ele);
    }
}

```

```

}
printStack(s);

pop(s);

printf("\nAfter popping out\n");
printStack(s);
}

```

```

// stack.c
// Driver code
int main() {
    int ch, n, ele;
    struct stack *st = (struct stack *)malloc(sizeof(struct stack));
    createEmptyStack(st);
    printf("Enter the size of the stack : ");
    scanf("%d", &n);
    printf("\nEnter the elements in to the stack : ");
    for (int i=0; i<n; i++)
    {
        scanf("%d", &ele);
        push(st, ele);
    }
}

```

Terminal Output:

```

PS C:\Users\T.Aruna Reddy\Desktop\C programs> gcc stack.c
PS C:\Users\T.Aruna Reddy\Desktop\C programs> .\a.exe
Enter the size of the stack : 3
Enter the elements in to the stack : 2
3
4
Stack: 2 3 4
Item popped: 4
After popping out
Stack: 2 3
PS C:\Users\T.Aruna Reddy\Desktop\C programs>

```

2.Queue implementation

```

#include <stdio.h>
#define SIZE 5

```

```

void enqueue(int);
void dequeue();
void display();

```

```

int items[SIZE], front = -1, rear = -1;

```

```

int main() {
    //dequeue is not possible on empty queue
    dequeue();
}

```

```

//enqueue 5 elements
enqueue(1);
enqueue(2);
enqueue(3);
enqueue(4);
enqueue(5);

```

```

// 6th element can't be added to because the queue is full
enqueue(6);

```

```

display();

```

```

//deQueue removes element entered first i.e. 1
deQueue();
//Now we have just 4 elements
display();

return 0;
}

```

```

void enqueue(int value) {
    if (rear == SIZE - 1)
        printf("\nQueue is Full!!!");
    else {
        if (front == -1)
            front = 0;
        rear++;
        items[rear] = value;
        printf("\nInserted -> %d", value);
    }
}

```

```

void dequeue() {
    if (front == -1)
        printf("\nQueue is Empty!!!");
    else {
        printf("\nDeleted : %d", items[front]);
        front++;
        if (front > rear)
            front = rear = -1;
    }
}

```

```

// Function to print the queue
void display() {
    if (rear == -1)
        printf("\nQueue is Empty!!!");
    else {
        int i;
        printf("\nQueue elements are:\n");
        for (i = front; i <= rear; i++)
            printf("%d ", items[i]);
    }
    printf("\n");
}

```

3.binary tree

```
#include <stdio.h>
```

```
// A recursive binary search function. It returns location
// of x in given array arr[l..r] if present, otherwise -1
int binarySearch(int arr[], int l, int r, int x)
{
    // checking if there are elements in the subarray
    if (r >= l) {

        // calculating mid point
        int mid = l + (r - l) / 2;

        // If the element is present at the middle itself
        if (arr[mid] == x)
            return mid;

        // If element is smaller than mid, then it can only
        // be present in left subarray
        if (arr[mid] > x) {
            return binarySearch(arr, l, mid - 1, x);
        }

        // Else the element can only be present in right
        // subarray
        return binarySearch(arr, mid + 1, r, x);
    }

    // We reach here when element is not present in array
    return -1;
}
```

```
// driver code
int main(void)
{
    // taking a sorted array
    int arr[] = { 2, 3, 4, 10, 40 };
    int size = sizeof(arr) / sizeof(arr[0]);
    // element to be searched
    int x = 10;
    // calling binary search
    int index = binarySearch(arr, 0, size - 1, x);

    if (index == -1) {
        printf("Element is not present in array");
    }
    else {
```

```

        printf("Element is present at index %d", index);
    }

    return 0;
}

```

The screenshot shows a Visual Studio Code editor with a C program for binary search. The file explorer on the left lists various C programs, with 'binarytree.c' selected. The main editor displays the code for 'binarytree.c', which includes a driver code and a binary search function. The terminal at the bottom shows the execution of the program, which outputs 'Element is present at index 3'.

```

C:\programs> gcc binarytree.c
PS C:\Users\T.Aruna Reddy\Desktop\C programs> .\a.exe
Element is present at index 3
PS C:\Users\T.Aruna Reddy\Desktop\C programs>

```

4.tower of honai

The screenshot shows a Visual Studio Code editor with a C program for the Tower of Hanoi. The file explorer on the left lists various C programs, with 'hanoi.c' selected. The main editor displays the code for 'hanoi.c', which includes a recursive function 'hanoi' and a main function. The terminal at the bottom shows the execution of the program, which outputs the sequence of moves for 3 disks.

```

PS C:\Users\T.Aruna Reddy\Desktop\C programs> gcc hanoi.c
PS C:\Users\T.Aruna Reddy\Desktop\C programs> .\a.exe
Move disk 1 from A to C
Move disk 2 from A to B
Move disk 1 from C to B
Move disk 3 from A to C
Move disk 1 from B to A
Move disk 2 from B to C
Move disk 1 from A to C

```