SUBJECT CODE- CSC 2152

SUBJECT NAME- FOUNDATION OF DATA STRUCTURE LABORATORY

BTECH AI & DS

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DEC 2021

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BONAFIDE CERTIFICATE

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1) Course Title: Foundations of Data Structures Lab

2) Course Code: CSC 2155

3) Course Faculty: Mrs.Niyati Behera

4) Theory/Practical: Laboratory

5) Semester: III

6) Academic year: 2021 – 2022

7) Department: B.Tech AI & DS

8) No. of Credits: 1

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1. Single Linked List Implementation

AIM : To Implement Single Linked List program in c++ .

ALGORITHM :

- ✓ Allocate the space for the new node and store data into the data part of the node. This will be done by the following statements.

  p = (struct node *) malloc(sizeof(struct node *));

  p → data = item

- ✓ Make the link part of the new node pointing to the existing first node of the list. This will be done by using the following statement.

  p->next = head;

- ✓ At the last, we need to make the new node as the first node of the list this will be done by using the following statement.

- ✓ Step 1: IF PTR = NULL

  Write overflow

  Go to Step: 7

- ✓ Step 2: SET NEW_NODE = PTR
- ✓ Step 3: SET PTR = PTR → NEXT
- ✓ Step 4: SET NEW_NODE → DATA = VAL
- ✓ Step 5: SET NEW_NODE → NEXT = HEAD
- ✓ Step 6: SET HEAD = NEW_NODE
- ✓ Step 7: EXIT

PROGRAM :

```
#include<iostream>
```

```
using namespace std;


struct node{
	int data;
	struct node* link;
};
struct node* root=NULL;
void append(){
	int val;
	struct node* temp;
	temp=(struct node*)malloc(sizeof(struct node));
	struct node* p;
	cout<<"\nEnter value :";
	cin>>val;
	temp->data=val;
	temp->link=NULL;
	if(root==NULL){
		root=temp;
	}
	else{
		p=root;
		while(p->link!=NULL){
			p=p->link;

		}
		p->link=temp;
	}

	cout<<"\nItem pushed.";
```

```
}


void atbegin(){
        struct node* temp;
        int val;
        temp=(struct node*)malloc(sizeof(struct node));
        cout<<"\nEnter value :";
        cin>>val;
        temp->data=val;
        if(root==NULL){
                root=temp;
        }
        else{
                temp->link=root;
                root=temp;
        }
        cout<<"\nItem pushed.";
}


int length(){
        int count=0;
        struct node* p;
        p=root;
        while(p->link!=NULL){
                p=p->link;
                count++;
        }
        return count;
}
```

```
void atnode(){
	int loc,i=1;
	int len=length();
	struct node* temp;
	struct node* p;
	cout<<"\nEnter location :";
	cin>>loc;

	if(loc>len){
		cout<<"\nThe value is more than lenght of list.";
	}
	else{
		p=root;
		while(loc>i){
			p=p->link;
			i++;
		}
		temp= (struct node*)malloc(sizeof(struct node));
		temp->link=p->link;
		p->link=temp;
		cout<<"\nEnter data :";
		cin>>temp->data;

	}
	cout<<"\nItem pushed.";
}

void display(){
	struct node* p;
```

```
	p=root;
	if(p==NULL){
		cout<<"\nThe list is empty.";
	}
	else{
		while(p!=NULL){
			cout<<p->data<<"->";
			p=p->link;
		}
		cout<<"NULL";
	}
}

void delete_node(){
	struct node* temp;
	int loc,i;
	int len=length();
	cout<<"\nEnter location :";
	cin>>loc;
	if(loc>len){
		cout<<"\nInvalid location.";
	}
	else if(loc==1){
		temp=root;
		root=temp->link;
		temp->link=NULL;
		free(temp);
	}
	else{
```

```
            struct node *p,*q;
            p=root;
            i=1;
            while(loc-1>i){
                  p=p->link;
                  i++;
            }
            q=p->link;
            p->link=q->link;
            q->link=NULL;
            free(q);
      }
}
int main(){
      int ch;
      cout<<"\n1. Insert at beginning";
      cout<<"\n2. Insert at middle";
      cout<<"\n3. Insert at end";
      cout<<"\n4. Display";
      cout<<"\n5. Delete";
      cout<<"\n6. Exit";

      do{
            cout<<"\nEnter choice :";
            cin>>ch;
            switch(ch){
                  case 1 :
                        atbegin();
                        break;
```

```
                case 2:
                        atnode();
                        break;
                case 3:
                        append();
                        break;
                case 4 :
                        display();
                        break;
                case 5 :
                        delete_node();
                        break;
                case 6 :
                        cout<<"\nSucessfully exited.";
                        break;
                default :
                        cout<<"\nEnter a valid choice.";
                        break;
            }
        }while(ch!=6);
        return 0;
}
```

OUTPUT :

```
1. Insert at beginning
2. Insert at middle
3. Insert at end
4. Display
5. Delete
6. Exit
Enter choice :1

Enter value :25

Item pushed.
Enter choice :1

Enter value :39

Item pushed.
Enter choice :1

Enter value :21

Item pushed.
Enter choice :3

Enter value :41

Item pushed.
Enter choice :3

Enter value :93

Item pushed.
Enter choice :2

Enter location :3

Enter data :29

Item pushed.
Enter choice :4
21->39->25->29->41->93->NULL
Enter choice :5

Enter location :4

Enter choice :4
21->39->25->41->93->NULL
Enter choice :6

Sucessfully exited.%
```

Result :

2. Linked List Implementation of Stack ADT

AIM : To Implement Stack using Linked List program in c++ .

ALGORITHM :

- ✓ Step 1 - Include all the header files which are used in the program. And declare all the user defined
- ✓ functions.
- ✓ Step 2 - Define a 'Node' structure with two members data and next.
- ✓ Step 3 - Define a Node pointer 'top' and set it to NULL.
- ✓ Step 4 - Implement the main method by displaying Menu with list of operations and make suitable
- ✓ function calls in the main method.

push(value) - Inserting an element into the Stack

We can use the following steps to insert a new node into the stack...

- ✓ Step 1 - Create a newNode with given value.
- ✓ Step 2 - Check whether stack is Empty (top == NULL)
- ✓ Step 3 - If it is Empty, then set newNode → next = NULL.
- ✓ Step 4 - If it is Not Empty, then set newNode → next = top.
- ✓ Step 5 - Finally, set top = newNode.

pop() - Deleting an Element from a Stack

We can use the following steps to delete a node from the stack...

- ✓ Step 1 - Check whether stack is Empty (top == NULL).
- ✓ Step 2 - If it is Empty, then display "Stack is Empty!!! Deletion is not possible!!!" and terminate the function

- ✓ Step 3 - If it is Not Empty, then define a Node pointer 'temp' and set it to 'top'.
- ✓ Step 4 - Then set 'top = top → next'.
- ✓ Step 5 - Finally, delete 'temp'. (free(temp)).

display() - Displaying stack of elements

We can use the following steps to display the elements (nodes) of a stack...

- ✓ Step 1 - Check whether stack is Empty (top == NULL).
- ✓ Step 2 - If it is Empty, then display 'Stack is Empty!!!' and terminate the function.
- ✓ Step 3 - If it is Not Empty, then define a Node pointer 'temp' and initialize with top.
- ✓ Step 4 - Display 'temp → data --->' and move it to the next node. Repeat the same until temp reaches to the first node in the stack. (temp → next != NULL).
- ✓ Step 5 - Finally! Display 'temp → data ---> NULL'.

PROGRAM :

```
#include<iostream>
using namespace std;
struct node{
    int data;
    struct node*link;
};
struct node* root=NULL;
void push(){
    struct node* temp;
    int val;
    temp=(struct node*)malloc(sizeof(struct node));
    cout<<"Enter value :";
    cin>>val;
    temp->data=val;
```

```
        if(root==NULL){
                root=temp;
        }
        else{
                temp->link=root;
                root=temp;
        }
        cout<<"\nItem pushed.";
}
void pop(){
        int loc=1;
        struct node* temp;
        if(root==NULL){
                cout<<"The stack is empty.";
                }
        else{
                temp=root;
                cout<<"The popped element :"<<temp->data;
                root=temp->link;
                temp->link=NULL;
                free(temp);
        }
}

void display(){
        struct node* p;
        p=root;
        if(root==NULL){
                cout<<"The stack is empty.";
```

```
    }
    else{
        cout<<"The elements in stack :\n";
        while(p!=NULL){
            cout<<p->data<<"->";
            p=p->link;
        }
        cout<<"NULL";
    }
}
int main(){
    int ch;
    do{
        cout<<"\n1. Push";
        cout<<"\n2. Pop";
        cout<<"\n3. Display";
        cout<<"\n4. Exit";
        cout<<"\nEnter choice :";
        cin>>ch;
        switch(ch){
            case 1:
                push();
                break;
            case 2 :
                pop();
                break;
            case 3 :
                display();
                break;
```

```
                case 4 :
                        cout<<"\n-----Successfully Exited-----\n";
                        break;
                default :
                        cout<<"\nInvalid choice.";
                        break;
            }
      }while(ch!=4);
      return 0;
}
```

OUTPUT:

```
1. Push
2. Pop
3. Display
4. Exit
Enter choice :1
Enter value :25

Item pushed.
Enter choice :1
Enter value :39

Item pushed.
Enter choice :1
Enter value :21

Item pushed.
Enter choice :1
Enter value :93

Item pushed.
Enter choice :3
The elements in stack :
93->21->39->25->NULL
Enter choice :2
The popped element :93
Enter choice :3
The elements in stack :
21->39->25->NULL
Enter choice :4

-----Successfully Exited-----
```

RESULT :

3. Linked List Implementation of Queue ADT

AIM : To Implement Queue using Linked List program in c++ .

ALGORITHM :

- ✓ Step 1 - Include all the header files which are used in the program. And declare all the user defined functions.
- ✓ Step 2 - Define a 'Node' structure with two members data and next.
- ✓ Step 3 - Define two Node pointers 'front' and 'rear' and set both to NULL.
- ✓ Step 4 - Implement the main method by displaying Menu of list of operations and make suitable function
- ✓ calls in the main method to perform user selected operation.

enQueue(value) - Inserting an element into the Queue

We can use the following steps to insert a new node into the queue...

- ✓ Step 1 - Create a newNode with given value and set 'newNode → next' to NULL.
- ✓ Step 2 - Check whether queue is Empty (rear == NULL)
- ✓ Step 3 - If it is Empty then, set front = newNode and rear = newNode.
- ✓ Step 4 - If it is Not Empty then, set rear → next = newNode and rear = newNode.

deQueue() - Deleting an Element from Queue

We can use the following steps to delete a node from the queue...

- ✓ Step 1 - Check whether queue is Empty (front == NULL).
- ✓ Step 2 - If it is Empty, then display "Queue is Empty!!! Deletion is not possible!!!" and terminate from the function

- ✓ Step 3 - If it is Not Empty then, define a Node pointer 'temp' and set it to 'front'.
- ✓ Step 4 - Then set 'front = front → next' and delete 'temp' (free(temp)).

display() - Displaying the elements of Queue

We can use the following steps to display the elements (nodes) of a queue...

- ✓ Step 1 - Check whether queue is Empty (front == NULL).
- ✓ Step 2 - If it is Empty then, display 'Queue is Empty!!!' and terminate the function.
- ✓ Step 3 - If it is Not Empty then, define a Node pointer 'temp' and initialize with front.
- ✓ Step 4 - Display 'temp → data --->' and move it to the next node. Repeat the same until 'temp' reaches
- ✓ to 'rear' (temp → next != NULL).
- ✓ Step 5 - Finally! Display 'temp → data ---> NULL'.

PROGRAM :

```
#include<iostream>

using namespace std;


struct node{

    int data;

    struct node *link;

};

struct node* root=NULL;


void enqueue(){

    int val;

    struct node *temp;

    temp=(struct node*)malloc(sizeof(struct node));
```

```
        cout<<"\nEnter value :";
        cin>>val;
        temp->data=val;
        temp->link=NULL;
        if(root==NULL){
                root=temp;
        }
        else{
                temp->link=root;
                root=temp;
        }
        cout<<"\nItem pushed.";
}
int length(){
        int count=0;
        struct node* p;
        p=root;
        while(p->link!=NULL){
                count++;
                p=p->link;
        }
        return count;
}
void dequeue(){
        struct node *p,*q;
        int len=length();
        int i=0;
        // cout<<"\nlength:"<<len;
        if(root==NULL){
```

```
        cout<<"The Queue is empty.";
    }
    else{
        p=root;
        while(len-1>i){
            p=p->link;
            i++;
        }
        // cout<<"The element popped :"<<p->data<<endl;
        q=p->link;
        p->link=q->link;
        q->link=NULL;
        free(q);
    }
}

void display(){
    struct node *p;
    if(root==NULL){
        cout<<"\nQueue is empty";
    }
    else{
        p=root;
        while(p!=NULL){
            cout<<p->data<<"->";
            p=p->link;
        }
    cout<<"NULL";
    }
```

```
}


int main(){
	int ch;
		cout<<"\n1. Enqueue";
		cout<<"\n2. Dequeue";
		cout<<"\n3. Dispaly";
		cout<<"\n4. Exit";
	do{
		cout<<"\nEnter choice :";
		cin>>ch;
		switch(ch){
			case 1 :
				enqueue();
				break;
			case 2:
				dequeue();
				break;
			case 3:
				display();
				break;
			case 4 :
				cout<<"\n-----Successfully Exited-----\n";
				break;
			default :
				cout<<"\nEnter a valid choice.";
				break;
		}
	}while(ch!=4);
```

```
}
```

OUTPUT :

```
1. Enqueue
2. Dequeue
3. Dispaly
4. Exit
Enter choice :1

Enter value :26

Item pushed.
Enter choice :1

Enter value :31

Item pushed.
Enter choice :1

Enter value :72

Item pushed.
Enter choice :1

Enter value :92

Item pushed.
Enter choice :1

Enter value :28

Item pushed.
Enter choice :3
28->92->72->31->26->NULL
Enter choice :2

Enter choice :3
28->92->72->31->NULL
Enter choice :4

-----Successfully Exited-----
```

RESULT :

4. Use recursion to generate Fibonacci series

AIM : To generate Fibonacci series program Using recursion in c++ .

ALGORITHM :

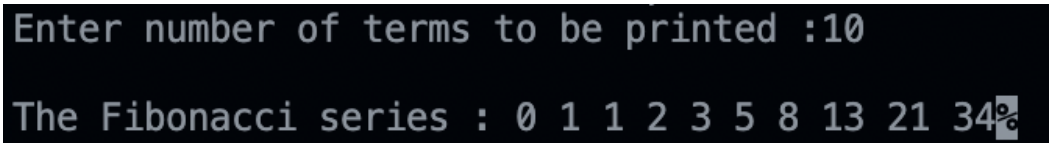
- ✓ Firstly we declare a function for recursion named as Fibbo with parameter as integer n, Where n is any positive integer.
- ✓ Now we need conditional statements to check the value after every recursion.
- ✓ First condition is that the integer number should go until 1.
- ✓ In the else part we give the recursion series of the number as fibbo(n - 1) + fibbo(n - 2).
- ✓ The recursion will continue till the given range.

PROGRAM :

```
/* This is a program to print fibonacci series*/

/* The output is 0 1 1 2 3 5 8 ..... */


#include<iostream>

using namespace std;


int fibonacci(int x){

      if(x==1 || x==0){

            return (x);

      }

      else{

            return (fibonacci(x - 1) + fibonacci(x - 2));

      }

}
```

```
int main(){

	int n,i=0;

	cout<<"Enter number of terms to be printed :";

	cin>>n;



	cout<<"\nThe Fibonacci series :";



	for(int i=0;i<n;i++){

		cout<<" "<<fibonacci(i);

	}

	return 0;

}
```

OUTPUT :



RESULT :

5. Implementation of Binary Tree.

AIM : To Implementation of Binary Tree program in c++ .

ALGORITHM :

- ✓ Step 1 - Create a newNode with given value and set its left and right to NULL.
- ✓ Step 2 - Check whether tree is Empty.
- ✓ Step 3 - If the tree is Empty, then set root to newNode.
- ✓ Step 4 - If the tree is Not Empty, then check whether the value of newNode is smaller or larger than the node (here it is root node).
- ✓ Step 5 - If newNode is smaller than or equal to the node then move to its left child. If newNode is larger than the node then move to its right child.
- ✓ Step 6- Repeat the above steps until we reach to the leaf node (i.e., reaches to NULL).
- ✓ Step 7 - After reaching the leaf node, insert the newNode as left child if the newNode is smaller or equal to that leaf node or else insert it as right child.

PROGRAM :

```
#include<iostream>
using namespace std;


int tree[100];
/*Inserting at root node*/
void root_node(int root){
	if(tree[0]!=0){
		cout<<"The root node already exists. ";
	}
	else{
		cout<<"\nEnter root data :";
		cin>>root;
		tree[0]=root;
```

```
	}


}
//Inserting at left node
void left_node(int left, int parent){
	cout<<"\nEnter parent index :";
	cin>>parent;
	if(tree[parent]==0){
		cout<<"\nParent node donot exist at "<<(parent*2)+1;
	}
	else{
		cout<<"\nEnter left node :";
		cin>>left;
		tree[(parent*2)+1]=left;
	}


}
//Inserting at right node
void right_node(int right, int parent){
	cout<<"\nEnter Parent index :";
	cin>>parent;
	if(tree[parent]==0){
		cout<<"\nParent node donot exist at"<<(parent*2)+2;
	}
	else{
		cout<<"\nEnter right node :";
		cin>>right;
		tree[(parent*2)+2]=right;
	}
```

```
}

void display(){
	for(int i=0;i<10;i++){
		if(tree[i]!=0){
			cout<<tree[i]<<" ";
		}
		else{
			cout<<"*"<<" ";
		}
	}

}
int main(){
	int parent,root,left,right,ch;
	cout<<"\n1. To Enter root node";
	cout<<"\n2. To Enter left node";
	cout<<"\n3. To Enter right node";
	cout<<"\n4. To display tree";
	cout<<"\n5. Exit";
	do{
		cout<<"\nEnter choice :";
		cin>>ch;
		switch(ch){
			case 1 :
				root_node(root);
				break;
			case 2:
```

```
                    left_node(left,parent);
                    break;
                case 3 :
                    right_node(right,parent);
                    break;
                case 4 :
                    display();
                    break;
                case 5:
                    cout<<"\nSucessfully Exited";
                    break;
                default :
                    cout<<"\nEnter a valid choice ";
                    break;
            }
        }while(ch!=5);
        return 0;
}
```

OUTPUT :

```
1. To Enter root node
2. To Enter left node
3. To Enter right node
4. To display tree
5. Exit
Enter choice :1

Enter root data :26

Enter choice :2

Enter parent index :0

Enter left node :29

Enter choice :3

Enter Parent index :0

Enter right node :21

Enter choice :4
26 29 21 * * * * * * *
Enter choice :5

Sucessfully Exited%
```

RESULT :

6. Implementation of Binary Tree Traversal

AIM : To Implementation of Binary Tree Traversal program in c++ .

ALGORITHM :

In-order Traversal

Until all nodes are traversed −

- ✓ Step 1 − Recursively traverse left subtree.
- ✓ Step 2 − Visit root node.
- ✓ Step 3 − Recursively traverse right subtree.

Pre-order Traversal

Until all nodes are traversed −

- ✓ Step 1 − Visit root node.
- ✓ Step 2 − Recursively traverse left subtree.
- ✓ Step 3 − Recursively traverse right subtree.

Post-order Traversal

Until all nodes are traversed −

- ✓ Step 1 − Recursively traverse left subtree.
- ✓ Step 2 − Recursively traverse right subtree.
- ✓ Step 3 − Visit root node.

PROGRAM :

```
#include <iostream>

#include <stdlib.h>

using namespace std;
```

```
struct node
{
    int data;
    struct node *right;
    struct node *left;
};

struct node *root = NULL;

void adding_node()
{
    struct node *temp, *p;
    temp = (struct node *)malloc(sizeof(struct node));
    cout << "\nEnter a value: ";
    cin >> temp->data;
    temp->left = NULL;
    temp->right = NULL;
    p = root;
    if (root == NULL)
    {
        root = temp;
    }
    else
    {
        struct node *current;
        current = root;
        while (current)
        {
```

```
            p = current;
            if (temp->data > current->data)
            {
                current = current->right;
            }
            else
            {
                current = current->left;
            }
        }
        if (temp->data > p->data)
        {
            p->right = temp;
        }
        else
        {
            p->left = temp;
        }
    }
}
void InOrder_Traversal(struct node *temp)
{
    if (temp->left)
    {
        InOrder_Traversal(temp->left);
    }
    cout << temp->data<<" -> ";
    if (temp->right)
    {
```

```
        InOrder_Traversal(temp->right);
    }
}

void PostOrder_Traversal(struct node *temp)
{
    if (temp->left)
    {
        PostOrder_Traversal(temp->left);
    }
    if (temp->right)
    {
        PostOrder_Traversal(temp->right);
    }
    cout << temp->data<<" -> ";
}

void PreOrder_Traversal(struct node *temp)
{
    cout << temp->data<<" -> ";
    if (temp->left)
    {
        PreOrder_Traversal(temp->left);
    }
    if (temp->right)
    {
        PreOrder_Traversal(temp->right);
    }
```

```
}


int main()
{
   int num;
    cout << "\n1.Insert\n2.Inorder\n3.Postorder\n4.Preorder\n5.Exit\n";


      do
      {
            cout << "\nEnter your choice: ";
            cin >> num;
            switch (num)
            {
            case 1:
                  adding_node();
                  break;
            case 2:
                  cout << "\tIn-order traversal\n";
                  InOrder_Traversal(root);
                  cout << "\n";
                  break;
            case 3:
                  cout << "\Post-order traversal\n";
                  PostOrder_Traversal(root);
                  cout << "\n";
                  break;
            case 4:
                  cout << "\Pre-order traversal\n";
                  PreOrder_Traversal(root);
```

```
            cout << "\n";
            break;
        case 5:
            cout << "\nExiting...";
            break;
        default:
            cout << "\nInvalid Input";
        }
    } while (num != 5);

    return 0;
}
```

OUTPUT :

```
/tmp/aO1G3ay2MU.o
1.Insert
2.Inorder
3.Postorder
4.Preorder
5.Exit

Enter your choice: 1
Enter a value: 67
Enter your choice: 1
Enter a value: 47
Enter your choice: 1
Enter a value: 74
Enter your choice: 1
Enter a value: 94
Enter your choice: 1
Enter a value: 75
Enter your choice: 2
In-order traversal
47 -> 67 -> 74 -> 75 -> 94 ->

Enter your choice: 3
Post-order traversal
47 -> 75 -> 94 -> 74 -> 67 ->

Enter your choice: 4
Pre-order traversal
67 -> 47 -> 74 -> 94 -> 75 ->

Enter your choice: 5
Exiting...
```

RESULT :

7. Implementation of Binary search.

AIM : To Implementation of Binary search program using c++ .

ALGORITHM :

- ✓ Compare x with the middle element.
- ✓ If x matches with the middle element, we return the mid index.
- ✓ Else If x is greater than the mid element, then x can only lie in the right half subarray after the mid element. So we recur for the right half.
- ✓ Else (x is smaller) recur for the left half.

PROGRAM :

```
#include <iostream>
#include <stdlib.h>
using namespace std;


int BinarySearch(int arr[], int ele, int low, int high)
{
        if (low <= high)
      {
            int mid;
            mid = low + (high - low)/2;
            if (arr[mid] > ele)
            {
                  return BinarySearch(arr, ele, mid + 1, high);
            }
            else if (arr[mid] < ele)
            {
                  return BinarySearch(arr, ele, low, mid - 1);
            }
```

```
            return mid;
        }
        else
        {
            return -1;
        }
}
int main()
{
        int array[] = {12, 23, 34, 45, 56, 67, 78};
        int n = sizeof(array)/sizeof(array[0]), ele, result;
        cout<<"Enter the element to search: ";
        cin>>ele;
        result = BinarySearch(array, ele, 0, n-1);
        (result == -1) ? cout<<"\nElement is not found." : cout<<"\nElement found at position: "<<result;
        return 0;
}
```

OUTPUT :

```
/tmp/cJSzGp0QJh.o
Enter the element to search: 45
Element found at position: 3
```

RESULT :

8. Implementation of Bubble Sorting.

AIM : To Implement of Bubble Sorting program using c++ .

ALGORITHM :

First Iteration (Compare and Swap)

- ✓ Starting from the first index, compare the first and the second elements.
- ✓ If the first element is greater than the second element, they are swapped.
- ✓ Now, compare the second and the third elements. Swap them if they are not in order.
- ✓ The above process goes on until the last element.

PROGRAM :

```
#include<iostream>

using namespace std;


int main(){

	int n=100, temp;

	int arr[n];


	cout<<"Enter size of array :";

	cin>>n;

	cout<<"\nEnter elements in array :";

	for(int i=0;i<n;i++){

		cin>>arr[i];

	}

	for(int i=0;i<n-1;i++){

		for(int j=0;j<n-i-1;j++){

				if(arr[j]>arr[j+1]){

					temp = arr[j];
```

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

                    arr[j+1] = temp;

                }

            }

        }

        cout<<"The sorted array is :";

        for(int i=0;i<n;i++){

            cout<<" "<<arr[i];

        }

}
```

OUTPUT :

```
Enter size of array :5

Enter elements in array :21
5
63
29
12
The sorted array is : 5 12 21 29 63%
```

RESULT :

9. Implementation of Selection Sorting.

AIM : To Implement of Selection Sorting program in c++ .

ALGORITHM :

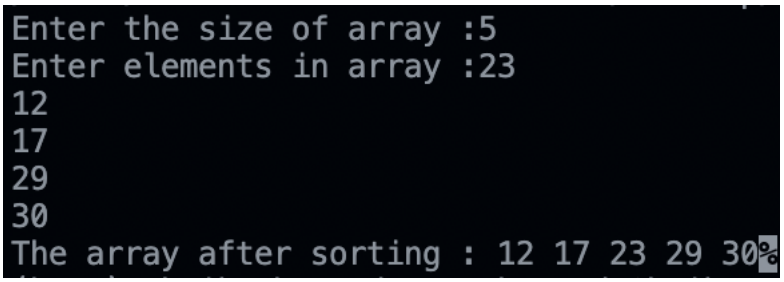
- ✓ Set the first element as minimum.
- ✓ Compare minimum with the second element. If the second element is smaller than minimum, assign the second element as minimum.
- ✓ After each iteration, minimum is placed in the front of the unsorted list.
- ✓ For each iteration, indexing starts from the first unsorted element. Step 1 to 3 are repeated until all the elements are placed at their correct positions.

PROGRAM :

```
#include<iostream>

using namespace std;


int main(){

    int n=100,temp;

    int arr[n];


    cout<<"Enter the size of array :";

    cin>>n;


    cout<<"Enter elements in array :";

    for(int i=0;i<n;i++){

        cin>>arr[i];

    }

    for(int i=0;i<n-1;i++){

        for(int j=i+1;j<n;j++){

            if(arr[j]<arr[i]){

                temp = arr[j];
```

```
                    arr[j]=arr[i];
                    arr[i]=temp;
                }
            }
        }
        cout<<"The array after sorting :";
        for(int i=0;i<n;i++){
            cout<<" "<<arr[i];
        }
        return 0;
}
```

OUTPUT :



RESULT :

10. Implement Hash Table using Linear probing method.

AIM : To Implement Hash Table using Linear probing method using c++ .

ALGORITHM :

In linear probing, we linearly probe for next slot.

- ✓ Formula for linear probing is (hash+ i) % m where hash = key % m, m is size of array.
- ✓ If slot hash(x) % S is full, then we try (hash(x) + 1) % S
- ✓ If (hash(x) + 1) % S is also full, then we try (hash(x) + 2) % S
- ✓ If (hash(x) + 2) % S is also full, then we try (hash(x) + 3) % S .....

PROGRAM :

```
#include <iostream>
#include <stdlib.h>
using namespace std;
#define n 10

int arr[n];

void insert()
{
    int index, hash, key, data;
    cout<<"\nEnter the key value: ";
    cin>>key;
    cout<<"\nEnter the data value: ";
    cin>>data;
    hash = key % n;
    for (int i = 0; i < n; i++)
    {
```

```
            index = (hash + i) % n;
            if (arr[index] == 0)
            {
                arr[index] = data;
                break;
            }
        }
}

void display()
{
        for (int i = 0; i < n; i++)
        {
            if (arr[i])
            {
                cout<<arr[i]<<” ”;
            }
            else
            {
                cout<<" -- ";
            }
        }
        cout<<"\n";

}

int main()
{
        int num;
```

```
    do{
        cout<<"\nEnter the number: ";
        cin>>num;
        switch(num)
        {
        case 1:
            insert();
            break;
        case 2:
            display();
            break;
        }
    case 3:
            cout<<"\nExiting...";
      break;
        }
        default :
            cout<<"\nInvalid Input";
    }while(num != 3);
    return 0;
}
```

OUTPUT :

```
/tmp/qI5D1H4KSP.o
Enter the number: 1
Enter the key value: 45
Enter the data value: 45
Enter the number: 1
Enter the key value: 76
Enter the data value: 76
Enter the number: 1
Enter the key value: 98
Enter the data value: 98
Enter the number: 1
Enter the key value: 55
Enter the data value: 55
Enter the number: 2
--  --  --  --  -- 45 76 55 98  --

Enter the number: 3
Exiting...
```

RESULT :

Implement Hash Table using Quadratic probing method.

AIM : To Implement Hash Table using Quadratic probing method using c++ .

ALGORITHM :

In quadratic probing, we look for ith square slot in ith iteration.

- ✓ If slot hash(x) % S is full, then we try (hash(x) + 1*2) % S
- ✓ If (hash(x) + 1*2) % S is also full, then we try (hash(x) + 2*2) % S
- ✓ If (hash(x) + 2*2) % S is also full, then we try (hash(x) + 3*2) % S.....

PROGRAM :

```
#include <iostream>

#include <stdlib.h>

using namespace std;

#define n 10


int arr[n];


void insert()

{

	int index, hash, key, data, C = 1, P = 3;

	cout<<"\nEnter the key value: ";

	cin>>key;

	cout<<"\nEnter the data value: ";

	cin>>data;

	hash = key % n;

	for (int i = 0; i < n; i++)

	{

		index = (hash + (C*i) + (P*i*i) ) % n;
```

```
            if (arr[index] == 0)
            {
                arr[index] = data;
                break;
            }
        }
}

void display()
{
        for (int i = 0; i < n; i++)
        {
            if (arr[i])
            {
                cout<<arr[i]<<” “;
            }
            else
            {
                cout<<" -- ";
            }
        }
        cout<<"\n";

}
int main()
{
        int num;
        do{
            cout<<"\nEnter the number: ";
```

```
            cin>>num;
            switch(num)
            {
            case 1:
                  insert();
                  break;
            case 2:
                  display();
                  break;
      case 3:
                  cout<<"Exiting...";
                  break;
            default:
                  cout<<"Invalid Input";
            }
      }while(num != 3);


      return 0;
}
```

OUTPUT :

```
/tmp/CmSO5gu4PI.o
Enter the number: 1
Enter the key value: 44
Enter the data value: 44
Enter the number: 1
Enter the key value: 98
Enter the data value: 98
Enter the number: 1
Enter the key value: 65
Enter the data value: 65
Enter the number: 1
Enter the key value: 34
Enter the data value: 34
Enter the number: 2
--  --  --  -- 44 65 34  -- 98  --

Enter the number: 3
Exiting...
```

RESULT :