

Program 1

Aim: Program to merge sorted array

Algorithm:-

Step 1: START

Step 2: Initialize arr 1[], arr 2[], res[], m, n, i, j, k

Step 3: check while $i < m$ & $j < n$ and
arr 1[i] < arr 2[j] then set result,
 $res[k++] = arr 1[i++]$

otherwise

$arr 1[i++]$

Step 4: Repeat while $i < m$ & $j < n$ and
arr 1[i] > arr 2[j] then set $res[k++] = arr 2[j++]$
Set $i = i + 1$

else

Set $k = k + 1$

Step 5: Repeat while $j < n$ then set
 $res[k++] = arr 2[j++]$

Step 6: Print the resultant array

Step 7: Stop

Output

Enter the size of array 1: 3

Enter array 1 in sorted order 4 6 8

Enter size of array 2: 6

Enter array 2 in sorted order 1 3 5 7 9 11

Merged array is - 1 3 4 5 6 7 8 9 11

PROGRAM NO: 2

Aim - Singly linked stack-push, pop, linear search.

Algorithm

Step 1 : Start

Step 2 : create a newnode with given data
when user select a push operation.

Step 3 : check whether the stack is
empty or not

if $top == NULL$

Then set $top = newnode$

else:

$newnode \rightarrow next = top$

$top = newnode$. (end if)

Step 4 : User select pop operation then

check whether the stack is empty

else

set $temp = top$

display $temp - data$

Output

1. Push
2. Pop
3. Display
4. Search
5. Exit

Enter your choice : 1

Enter your element to be Insert : 3

Insertion is success

1. Push
2. Pop
3. Display
4. Search
5. Exit

Enter your choice : 4

Enter item to be searched : 34

Item found at location 4

Set $top = temp \rightarrow next$

Step 3: check whether the item is present or not

while $ptr \neq NULL$

then $ptr \rightarrow data == item$

Set $flag = 1$

else

$flag == 0$

(Item not found)

Step 6: If the stack is not empty then

$temp \rightarrow next \neq NULL$

$temp = temp \rightarrow next$

Step 7: Display the list

Step 8: Stop

1. push

2. pop

3. display

4. search

5. exit

Enter your choice : 2

The deleted element : 34

1. push

2. pop

3. display

4. search

5. exit

Enter your choice : 3

Stack is empty.

PROGRAM NO: 3

Aim: circular queue Add, delete, search operation using array implementation

Step 1: START

Step 2: check whether the queue is empty

IF (front == -1 && rear == -1)

Set

queue[rear] = element

else

rear = (rear + 1) % max;

queue[rear] = element

Step 3: If the queue is not empty then can be delete element

front = (front + 1) % max

Step 4: Display the element

IF (front == -1 && rear == -1)

Set queue is empty

else

repeat while (i <= rear)

set queue[i]

i = (i + 1) % max

Output

Press 1 Insert an element

Press 2 Delete an element

Press 3 Display the element

Enter your choice

1

Enter the element which is to be inserted

10

Press 1 Insert an element

Press 2 Delete an element

Press 3 Display an element

Enter your choice

1

Enter the element which is to be inserted

20

Press 1 Insert an element

Press 2 Delete an element

press 3 Display an element

step 5 : choose the choice and get
the result

step 6 : stop

Enter your choice

Enter the element which is to be inserted

30

Press 1 Insert an element

Press 2 Delete an element

Press 3 Display an element

Enter your choice

3 elements in a queue are 10, 20, 30

Press 1 Insert an element

Press 2 Delete an element

Press 3 Display an element

Enter your choice

2

The dequeued element is 10

PROGRAM NO: 4

Aim : Doubly linked list - Insertion, Deletion, search

Algorithm

Step 1 : START

Step 2 : check whether the list is overflow
then print overflow

IF (Ptr == NULL)

Coverflow condition)

else

Read item value

Step 3 : check head == NULL

SET Ptr \rightarrow next = NULL

SET Ptr \rightarrow prev = NULL

Ptr \rightarrow data = item

head = Ptr

Step 4 : else

SET Ptr \rightarrow data = item

Ptr \rightarrow prev = NULL

Ptr \rightarrow next = head

head \rightarrow prev = Ptr

head = Ptr

then node inserted

step 5 : If the node inserted at the ~~the~~
node then

check the overflow condition

Otherwise

SET

temp = head

Repeat while temp \rightarrow next = NULL

then

SET

temp = temp \rightarrow next

temp \rightarrow next = ptr

ptr \rightarrow prev = temp

ptr \rightarrow next = NULL

Step 6 : check the overflow condition

Otherwise inserted at the specified
location

Repeat for $i=0; i < loc$, and it

then SET

temp = temp \rightarrow next

step 7: Display inserted queue

step 8 : check head == NULL

The print underflow

step 9 : check head \rightarrow next \neq NULL

Then set head = NULL

Deleted node

step 10 : check head \rightarrow next \neq NULL

Then

head = NULL

Otherwise

set

ptr = head and check the condition:

if (ptr \rightarrow next \neq NULL)

ptr = ptr \rightarrow next

ptr \rightarrow prev \rightarrow next = NULL

Deleted node

step 11 : check if the queue is empty

otherwise

Repeat while (ptr \neq NULL)

check ptr \rightarrow data == item

set flag = 0

step 12 : Display the final queue

step 13 : Stop

PROGRAM NO : 6

AIM : Binary search trees - Insertion, deletion
Search

Algorithm

Step 1 : START

Step 2 : If user select the insertion operation
then
create a new BIT node and assign
value of it

Step 3 : If $root == NULL$ then
set $temp \rightarrow data = data$
SET $temp \rightarrow left \rightarrow right = NULL$

Step 4 : If $data < node \rightarrow data$
set
 $node \rightarrow left$ and assign the
return value $node \rightarrow left$

Step 5 : $data > node \rightarrow data$
set $node \rightarrow right$

Step 6 : If the user select the Search
element operation then :

Step 7 : If $\text{node} == \text{NULL}$

Then element not found

Step 8 : If $\text{data} < \text{node} \rightarrow \text{data}$

then ~~node~~ $\rightarrow \text{left}$ and assign the return

$\text{node} \rightarrow \text{rightleft}$

Step 9 : If $\text{data} > \text{node} \rightarrow \text{data}$

then SET

$\text{node} \rightarrow \text{right}$

Step 10 : If the user select the deletion

Step 11 : check $\text{node} == \text{NULL}$

Then element not found

Step 12 : check $\text{data} < \text{node} \rightarrow \text{data}$

then SET

$\text{node} \rightarrow \text{left}$

Step 13 : check $\text{data} > \text{node} \rightarrow \text{data}$

then SET $\text{node} \rightarrow \text{right}$

check $\text{node} \rightarrow \text{right} \ \&\& \ \text{node} \rightarrow \text{left}$

Then

11 replace with minimum element

in the right subtree

Step 14 : call function del with value

$\text{node} \rightarrow \text{right}$

temp \rightarrow data

otherwise

Set temp = node

Step 15 : If node \rightarrow right == NULL then

Set node = node \rightarrow left

free (temp)

Step 16 : If node \neq NULL then

inorder (node \rightarrow left)

Display node \rightarrow data

Step 17 : Set node \rightarrow right

Step 18 : STOP

PROGRAM 7

Aim :- Disjoint Sets and the associated operations

Algorithm

Step 1 : START

Step 2: Declare the variable of the set

Step 3: Store the user's data and call function make set() then set $i = 0$

Step 4: Repeat for $i < d$ then

Set $dis.parent[i] = 1$

Set $dis.rank[i] = 0$

Set $i = i + 1$

Step 5: user select union operation then

Then read the element to be

Perform and store to x set and y

Step 6: perform find operation with x and store result into x set and

y set perform step

Step 7: IF x set == y set then

End of IF

Step 9 : IF $\text{rank}[x \text{ set}] < \text{dis rank}[y \text{ set}]$

then

SET $\text{dis.parent}[x \text{ set}] = y \text{ set}$

SET $\text{dis.rank}[x \text{ set}] = -1$

else $\text{dis.rank}[x \text{ set}] > \text{dis.rank}[y \text{ set}]$

then

SET $\text{dis.parent}[y \text{ set}] = x \text{ set}$

SET $\text{dis.rank}[y \text{ set}] = -1$

otherwise

SET $\text{dis.parent}[y \text{ set}] = x \text{ set}$

SET $\text{dis.rank}[x \text{ set}] = \text{dis.rank}[x \text{ set}]$

SET $\text{dis.rank}[y \text{ set}] = -1$

Step 10 : IF user choose find operation

then :

IF Find $x == \text{Find } y$ then

Display the set

Step 10 : IF user select the display

operation then

Set $i = 0$

Step 11 : Repeat For $i < \text{dis.n}$ then

Print $\text{dis.parent}[i]$

SET $i = i + 1$

Step 12 : Repeat For $i < \text{dis} \cdot n$ then

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

Set $i = i + 1$

Step 13 : If $\text{dis} \cdot \text{parent}[i] \neq 0$

then

Set $\text{dis} \cdot \text{parent}[i] = \text{find}(\text{dis} \cdot \text{parent}[i])$

Step 14 : Display elements

Step 15 : Exit