

TUTORIAL - 13 DATA STRUCTURE

UI9C5012

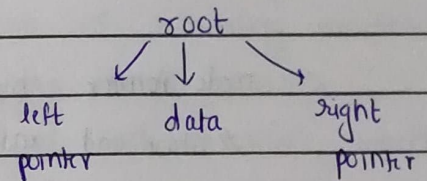
Pg - (1)

Q.1.) Write Algorithm for:

(a) (i) Pre-order Traversal

Preorder (node pointer root)

- 1) Start
- 2) If $root == NULL$ then return
- 3) display $root \rightarrow data$
- 4) Preorder ($root \rightarrow left$)
- 5) Preorder ($root \rightarrow right$)
- 6) End



(ii) Inorder Traversal

inorder (node pointer root)

- 1) Start
- 2) If $root == NULL$ then return
- 3) inorder ($root \rightarrow left$)
- 4) display $root \rightarrow data$
- 5) inorder ($root \rightarrow right$)
- 6) End

(iii) Postorder Traversal

Postorder (node pointer root)

- 1) Start
- 2) If $root == NULL$ then return
- 3) Postorder ($root \rightarrow left$)
- 4) Postorder ($root \rightarrow right$)
- 5) ~~Postorder~~ display $root \rightarrow data$
- 6) End

(b) (i) Construct Tree Using Inorder and preorder

- (A) Each node Pointer contains Pointer left and Pointer right + data.
the operator new is used for the dynamic memory allocation of node.

node Pointer buildtree (inorder arrayin, preorder p, start, end)
// start and end will be starting and ending address of array

- 1) Begin
- 2) Declare Static Preindex = 0
- 3) If start > end
 return NULL
- 4) Set temp = newnode (P[preindex])
- 5) Preindex = Preindex + 1
- 6) If start = end
 return temp
- 7) Set inindex = search (in, start, end, temp->data)
- 8) temp->left = buildtree (in, p, start, inindex - 1)
- 9) temp->right = buildtree (in, p, inindex + 1, end)
- 10) return temp
- 11) End

Search (inorder array, start, end, data)

- 1) Begin
- 2) Set i = start
- 3) while (i <= end)
 if in[i] = data
 return i
 i = i + 1
- 4) End

ii) Inorder and Postorder sequence

- Create (in[], post[], inst, inend, Index)

Let in[] be string of inorder expression, post[] be string of postorder expression. inst be starting index of remaining inorder sequence, inend \rightarrow ending index of remaining inorder sequence
sequence = length(in) - 1. Let index = pointer of post expression which will form a node.

1) Start

2) If inst > inend

then return NULL

3) Set tree = createNode(post[index])

4) index = index + 1

5) If inst = inend

then return tree

6) declare eindex = n and i = inst

7) while (i <= eindex) repeat step 8 & 9

8) If in[i] >= tree->data then break

9) else i = i + 1

10) Set index = i

11) tree->right = create(in, post, index + 1, inend, index)

12) tree->left = create(in, post, inst, index - 1, index)

13) End

P.T.O \rightarrow

C) Expression evaluation from given

i) Preorder sequence

let pre be the prefix expression string and s be the stack.

1) Start

2) set $len = \text{length}(\text{pre}) - 1$

3) while $len \geq 0$ Repeat step 4 and 5

4) If $\text{pre}[len]$ is an operand then $s.\text{push}(\text{pre}[len])$

5) else let $a = s.\text{pop}()$, $b = s.\text{pop}()$
 $s.\text{push}(a \text{ operator } b)$

6) return $s.\text{top}()$

7) End

ii) Postorder sequence

let post be the postfix expression string and s be the stack

1) Start

2) Set $len = 0$

3) while $len < \text{length}(\text{post})$ Repeat Steps 4 and 5

4) If $\text{post}[len]$ is an operand then $s.\text{push}(\text{post}[len])$

5) Else Set $a = s.\text{pop}()$, $b = s.\text{pop}()$
Set $s.\text{push}(a \text{ operator } b)$

6) Return $s.\text{top}()$

7) end

iii) Inorder Sequence

Let "in" be the infix expression and operator & operand be two stacks and "calc" be an utility function.

→ calc()

- 1) Pop out two values from operand stack A and B
- 2) pop out a value from operator stack
- 3) Push (A operator B) in operand stack

→ Required Function

1) set len = 0

2) while len < length(in), Repeat steps 3 to 5

3) IF IsEmpty(operator) then operator.push(In[len])

Else IF IsEmpty(operator) <> True → [precedence]

IF prec(In[len]) >= prec(operator.top())

then operator.push(In[len])

Else (operator)

while (IsEmpty <> true and prec(In[len]) < prec(operator.top()))

perform calc()

End

4) IF In[len] == '(' then

operator.push(In[len])

5) IF In[len] == ')' then

while (IsEmpty(operator) <> true and In[len] <> '(')

calc()

End

operator.pop()

6) End

Q2> Write down the algorithms and implement the following heap operations by assuming max-heap structure.

a) Build max heap

1) Start

2) set $sid = (n/2) - 1$

3) For $i = sid$ to 0 Repeat step 4

4) Set $large = i$

Set $l = 2*i + 1$

Set $r = 2*i + 2$

if ($l < n$ and $arr[l] > arr[large]$)

then $large = l$

if ($r < n$ and $arr[r] > arr[large]$)

then $large = r$

if $large \neq i$

swap ($arr[i], arr[large]$)

Heapify ($arr, n, large$)

end if

5) end

b) Heapify ($int arr[], int n, int i$)

0.) Start

1.) Set $large = i$

2.) set $l = 2*i + 1$, $r = 2*i + 2$

3.) if ($l < r$ and $arr[l] > arr[large]$)

$large = l$

4) if ($r < n$ and $arr[r] > arr[large]$)

$large = r$

5) if $large \neq i$, swap ($arr[i], arr[large]$)

6) call Heapify ($arr, n, large$)

end if

(7) (end)

c) Insert a New Element in Existing Loop

Let 'data' be value to be inserted

1) Start

2) Set $n = n + 1$ and $i = n$

3) Set key = element to be inserted (data)

4) while $i > 1$ and $A[\text{parent}(i)] < A[i]$

swap ($A[i]$, $A[\text{parent}(i)]$)

$i = \text{parent}(i)$

5) End

d) Extract Node

1) Start

2) If $n \leq 1$

print "Underflow"

3) Set $\text{max} = A[0]$

4) $A[0] = A[n-1]$

5) $n = n - 1$

6) Heapify ($A, 0$)

7) Return max

8) End

(e) Heap sort (Arr, n)

1) For $i = 0$ to $n-1$, Repeat Step 2

2) Insert-heap (Arr, n, arr[i])

3) Repeat Step 4 while $n > 0$

Extract-max (Arr, n, data)

$n = n - 1$

4) end

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