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Branch - Computer Sc. and Engineering

Section - A

Q.1

Insertion Sort

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

```
int* insertionSort (int* arr, int len) {
```

```
    for (int i = 1; i < len; i++) {
```

```
        int temp = arr[i];
```

```
        for (int j = i - 1; j >= 0; j--) {
```

```
            if (arr[j] > temp) {
```

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

```
                arr[j] = temp;
```

```
            }
```

```
        }
```

```
    }
```

```
    return arr;
```

```
}
```

```
void main() {
```

```
    int array[] = {2, 4, 5, 1, 3};
```

```
    int *sortedArray = insertionSort(array, 5);
```

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

```
        printf("%d ", sortedArray[i]);
```

```
    }  
    printf("\n");
```

```
}
```

Console

→ 1 2 3 4 5

Q2 Selection Sort

#include <stdio.h>

```
int* selectionSort(int* arr, int len) {  
    for (int i = 0; i < len; i++) {  
        int lowestIndex = i;  
        int lowestTerm = arr[i];  
        for (int j = i + 1; j < len; j++) {  
            if (arr[j] < lowestTerm) {  
                lowestTerm = arr[j];  
                lowestIndex = j;  
            }  
        }  
        if (lowestIndex != i) {  
            int temp = arr[i];  
            arr[i] = arr[lowestIndex];  
            arr[lowestIndex] = temp;  
        }  
    }  
    return arr;  
}
```

```
void main() {  
    int arrray[] = {2, 4, 5, 1, 3};  
    int* sortedArrray = selectionSort(arrray, 5);  
    for (int i = 0; i < 5; i++) {  
        printf("%d ", sortedArrray[i]);  
    }  
}
```

console

→ 1 2 3 4 5

Q.3

Search

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

```
int linearSearch (int *arr, int len, int target) {
```

```
    for (int i=0; i<len; i++) {
```

```
        if (arr[i] == target) {
```

```
            return 1;
```

```
        }
```

```
    }  
    return 0;
```

```
}
```

```
int binarySearch (int *arr, int left, int right, int target) {
```

```
    if (left > right) {
```

```
        return 0;
```

```
    } else {
```

```
        int mid = (left + right) / 2;
```

```
        if (arr[mid] == target) {
```

```
            return 1;
```

```
        } else {
```

```
            if (arr[mid] > target) {
```

```
return
```

```
            binarySearch(arr, left, mid - 1, target);
```

```
        } else {
```

```
            binarySearch(arr, mid + 1, right, target);
```

```
        }
```

```
    }
```

```
}
```

```
}
```




```

void main() {
    int array[] = {1, 2, 3, 4, 5};
    if (linearSearch(array, 5, 5)) {
        printf("Found using linear search.\n");
    } else {
        printf("Not found using linear search.\n");
    }
    if (binarySearch(array, 0, 4, 1)) {
        printf("Found using binary search.\n");
    } else {
        printf("Not found using binary search.\n");
    }
}

```

}

console

- Found using linear search.
- Found using binary search.

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Bans*