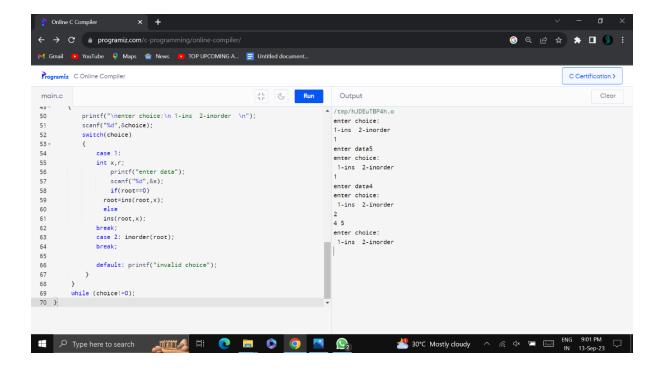
DATA STRUCTURES

1. Write a c program to implement binary search tree.

```
#include<stdio.h>
#include<stdlib.h>
struct node {
 int data;
 struct node *r;
 struct node *I;
};
void inorder(struct node* root) {
  if (root != 0) {
    inorder(root->l);
    printf("%d ", root->data);
    inorder(root->r);
  }
}
struct node* create(int x)
{
 struct node *nn;
 nn =(struct node*) malloc(sizeof(struct node));
 nn->data = x;
 nn->l = 0;
 nn->r= 0;
 return nn;
}
```

```
struct node* ins(struct node *root,int x )
{
if(root==0)
{
        return create(x);
}
        if(x<root->data)
        {
                root->l=ins(root->l,x);
        }
        else
        {
                root->r=ins(root->r,x);
        }
        return root;
}
int main()
{
        struct node *root=0;
        int choice;
        do
        {
                printf("\nenter choice:\n 1-ins 2-inorder \n");
                scanf("%d",&choice);
                switch(choice)
```

```
{
                        case 1:
                        int x,r;
        printf("enter data");
        scanf("%d",&x);
        if(root==0)
                          root=ins(root,x);
                          else
                          ins(root,x);
                        break;
                        case 2: inorder(root);
                        break;
                        default: printf("invalid choice");
                 }
        }
        while (choice!=0);
}
```



2. Write a C program to implement hashing using linear probing.

```
#include <stdio.h>
#include <stdlib.h>
#define s 5

int h[s];

void insert()
{

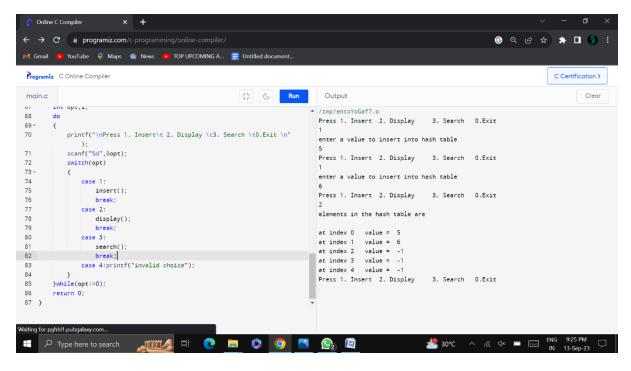
   int key,index,i,hkey;
   printf("\nenter a value to insert into hash table\n");
   scanf("%d",&key);
   hkey=key%s;
   for(i=0;i<s;i++)</pre>
```

{

```
index=(hkey+i)%s;
  if(h[index] == -1)
  {
    h[index]=key;
    break;
  }
  }
  if(i == s)
  printf("\nelement cannot be inserted\n");
}
void search()
{
int key,index,i,hkey;
printf("\nenter search element\n");
scanf("%d",&key);
hkey=key%s;
for(i=0;i<s; i++)
{
  index=(hkey+i)%s;
 if(h[index]==key)
  {
```

```
printf("value is found at index %d",index);
   break;
  }
 }
 if(i == s)
  printf("\n value is not found\n");
}
void display()
{
 int i;
 printf("\nelements in the hash table are \n");
 for(i=0;i<s; i++)
 printf("\nat index %d \t value = %d",i,h[i]);
}
int main()
{
        int j;
        for(j=0;j<s;j++)
        h[j]=-1;
  int opt,i;
  do
  {
```

```
printf("\nPress 1. Insert\t 2. Display \t 3. Search \t 0. Exit \n");
    scanf("%d",&opt);
    switch(opt)
    {
       case 1:
         insert();
         break;
       case 2:
         display();
         break;
       case 3:
         search();
         break;
      case 4:printf("invalid choice");
    }
  }while(opt!=0);
  return 0;
}
```



3. Write a C program to implement bubble sort.

```
#include<stdio.h>
int main()
{
    int a[10],i,j,t,n;
    printf("enter size of array");
    scanf("%d",&n);
    printf("enter %d values\n",n);

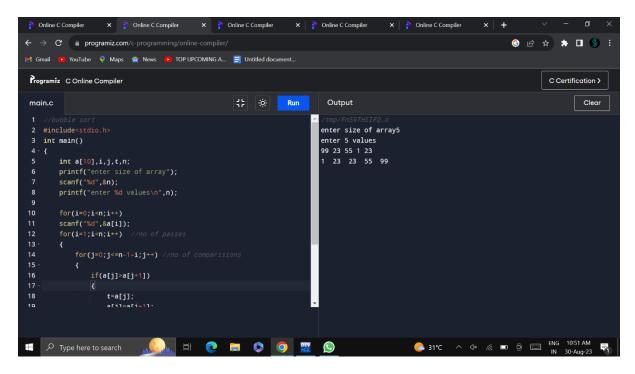
    for(i=0;i<n;i++)
     scanf("%d",&a[i]);
    for(i=1;i<n;i++) //no of passes
    {
        if(a[j]>a[j+1])
```

{

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

}

for(i=0;i<n;i++)
    printf("%4d",a[i]);
}</pre>
```

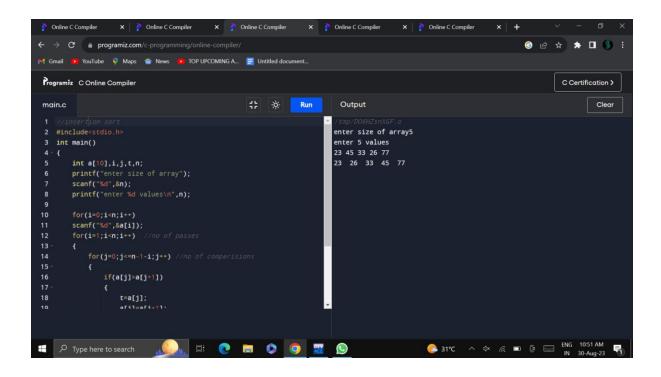


4. Write a C program to implement insertion sort.

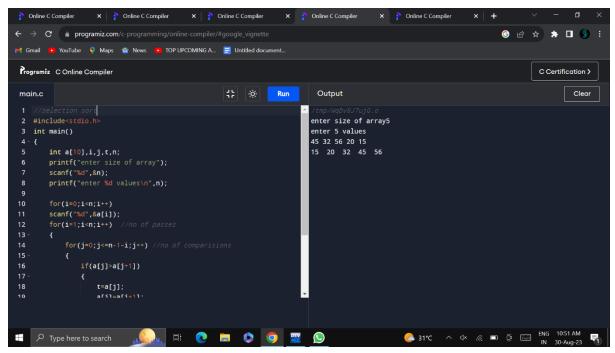
```
int main()
{
    int a[10],i,j,t,n;
    printf("enter size of array");
    scanf("%d",&n);
```

#include<stdio.h>

```
printf("enter %d values\n",n);
        for(i=0;i<n;i++)
        scanf("%d",&a[i]);
        for(i=1;i< n;i++)
        {
                t=a[i];
                j=i-1;
                while(j>=0 && a[j]>t) //dack traversal
                {
                         a[j+1]=a[j];
                         j--;
                }
                a[j+1]=t;
        }
        for(i=0;i<n;i++)
                printf("%4d",a[i]);
}
```



5. Write a c program to implement selection sort.



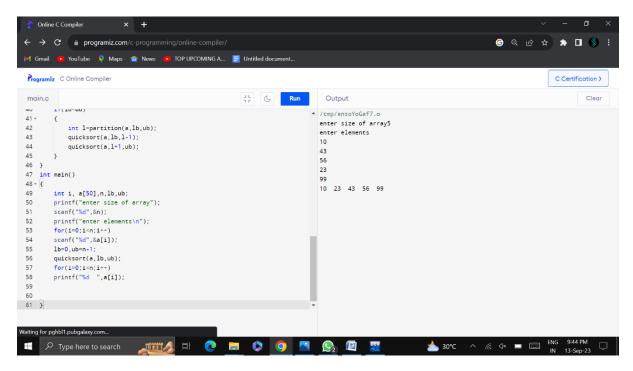
6. Write a c program to implement Quick sort.

```
#include<stdio.h>
int a,ub,lb;
void swap(int *x,int *y)
{
        int t;
        t=*x;
        *x=*y;
        *y=t;
}
int partition(int a[],int lb,int ub)
{
        int pivot;
        int s,e;
        pivot=a[lb];
        s=lb;
        e=ub;
        while(s<e)
        {
        while(a[s]<=pivot)
        {
        s++;
  }
        while(a[e]>pivot)
        {
        e--;
```

```
}
        if(s<e)
        {
                swap(&a[s],&a[e]);
        }
 }
 swap(&a[lb],&a[e]);
        return e;
}
void quicksort(int a[],int lb,int ub)
{
        if(lb<ub)
        {
                int l=partition(a,lb,ub);
                quicksort(a,lb,l-1);
                quicksort(a,l+1,ub);
        }
}
int main()
{
        int i, a[50],n,lb,ub;
        printf("enter size of array");
        scanf("%d",&n);
        printf("enter elements\n");
        for(i=0;i<n;i++)
        scanf("%d",&a[i]);
```

```
lb=0,ub=n-1;
quicksort(a,lb,ub);
for(i=0;i<n;i++)
printf("%d ",a[i]);</pre>
```

}



7. Write a C program to implement Merge sort

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

```
void merge(int arr[], int left, int mid, int right) {
```

```
int i, j, k;
int n1 = mid - left + 1;
int n2 = right - mid;
int L[n1], R[n2];
for (i = 0; i < n1; i++)
    L[i] = arr[left + i];
for (j = 0; j < n2; j++)</pre>
```

```
R[j] = arr[mid + 1 + j];
  i = 0;
  j = 0;
  k = left;
  while (i < n1 && j < n2) \{
    if (L[i] \le R[j]) {
       arr[k] = L[i];
       i++;
     } else {
       arr[k] = R[j];
       j++;
     }
     k++;
  }
  while (i < n1) \{
    arr[k] = L[i];
     i++;
     k++;
  }
  while (j < n2) {
    arr[k] = R[j];
    j++;
     k++;
  }
void mergeSort(int arr[], int left, int right) {
  if (left < right) {
```

}

```
int mid = left + (right - left) / 2;
    mergeSort(arr, left, mid);
    mergeSort(arr, mid + 1, right);
    merge(arr, left, mid, right);
  }
}
int main() {
  int n;
  printf("Enter the number of elements: ");
  scanf("%d", &n);
  int arr[n];
  printf("Enter %d elements:\n", n);
  for (int i = 0; i < n; i++) {
    scanf("%d", &arr[i]);
  }
  mergeSort(arr, 0, n - 1);
  printf("Sorted array:\n");
  for (int i = 0; i < n; i++) {
    printf("%d ", arr[i]);
  }
  printf("\n");
  return 0;
}
```

