

Q1. Write a program to recursively implement Binary Search using divide and conquer method. Determine the time required to search an element in an array of n integers. Repeat the experiment for different values of n , the number of elements in the list to be searched and plot a graph of the time taken versus n . The n integers can be generated randomly.

```
#include<stdio.h>
#include<stdlib.h>
#include<time.h>
void binarySearch(int arr[], int n, int key) {
    int low = 0;
    int high = n-1;
    int found = 0;
    while(low <= high){
        int mid = (low+high)/2;
        if (key==arr[mid]){
            found = 1;
            printf("Key is present at position %d\n", key, mid+1);
            break;
        }
        else if (key< arr[mid])
            high = mid-1;
        else
            low = mid+1;
    }
}
```

```
if (low > high && found == 0)
    printf("\nElement does not exist\n");
}
```

```
void insertionSort(int arr[], int n){
    int j;
    for (int i = 1; i < n; i++)
    {
        int temp = arr[i];
        j = i-1;
        while (arr[j] > temp && j >= 0 )
        {
            arr[j+1] = arr[j];
            j--;
        }
        arr[j+1] = temp;
    }
}
```

```
void display(int arr[], int n){

    for (int i = 0; i < n; i++)
        printf("%d\t", arr[i]);

}
```

```

int main() {
    int n, key;
    clock_t start, end;
    double totalCPUTime;

    printf("Enter the number of elements in the array ");
    scanf("%d", &n);
    int arr[n];

    for (int i = 0; i < n; i++) arr[i] = (rand() % 1000);
    printf("%d\n", arr[i]);
    }
    printf("\nUnsorted array ..... \n");
    (arr, n);
    display(arr, n);
    printf("\nEnter the number that has to be searched ");
    scanf("%d", &key);

    start = clock();
    binarySearch(arr, n, key);
    end = clock();

    totalCPUTime = ((double)(end - start));
    printf("\nTotal CPU time in ms: %f", totalCPUTime);
    totalCPUTime = ((double)(end - start) / CLOCKS_PER_SEC);
}

```

```
printf("\ntotal CPU time in s : %f", totalCPUtime);  
}
```