

Merging

Step 1: start

Step 2: Declare variables.

Step 3: Read the size of 1st array.

Step 4: Read elements of 1st array in sorted order.

Step 5: Read the size of 2nd array.

Step 6: Read the element of 2nd array in sorted order.

Step 7: Repeat step 8 and 9 while $i < m$ & $j < n$

Step 8: check if $a[i] \geq b[j]$ then $c[k++] = b[j]$

Step 9: Else $c[k++] = a[i]$

Step 10: Repeat step 11 while $i < m$

Step 11: $c[k++] = a[i]$

Step 12: Repeat step 13 while $j < n$.

Step 13: $c[k++] = b[j]$

~~Step 13: Repeat step 13 while j < n~~

Step 14: Print the 1st array.

Step 15: Print the 2nd array.

Step 16: Print the merged array.

Step 17: End

OIP

Size of first array.

2.

Enter value in sorted order.

3

6.

Size of second array.

Enter value in sorted order.

4

5

7

8.

Array A:

3 6.

Array B:

4 5 7 8.

Merged array:

3 4 5 6 7 8.

STACK . OPERATIONS

Step 1: Start

Step 2: Declare the node and the required variables.

Step 3: Declare the functions ~~for~~ push, pop, display and search an element.

Step 4: Read the choice from the user.

Step 5: If the user choose to push an element, then read the element to be pushed & call the function to push the element by passing the value to the function.

Step 5.1: Declare the newNode & allocate memory for the new node.

Step 5.2: set newNode \rightarrow data = value

Step 5.3: check if top \neq null then set newNode \rightarrow next = null

Step 5.4: set newNode \rightarrow next = top

Step 5.5: set top = newNode & then print insertion is successful.

Step 6: it uses choose to pop an element from the stack then call the function to pop the element

Step 6.1: check if $top == NULL$ then print stack is empty.

Step 6.2: Else declare a pointer variable temp and initialize it to top

Step 6.3:- Print the element that being deleted.

Step 6.4: set $temp = temp \rightarrow next$.

Step 6.5: ~~set~~ free the temp.

Step 7: if the user choose the display then call the function to ~~display~~ the display the element in the stack.

Step 7.1: check if $top == NULL$ then print stack is empty.

Step 7.2: Else declare a pointer variable temp & initialize it to top

Step 7.3: Repeat steps below while $temp \rightarrow next \neq null$

~~Step 7.3: Repeat steps below while~~

Step 7.4: Print $\text{temp} \rightarrow \text{data}$.

Step 7.5: Set $\text{temp} = \text{temp} \rightarrow \text{next}$.

Step 8: If the user chooses to search an element from the stack then call the function to search an element.

Step 8.1: Declare a pointer variable ptr and other necessary variable.

Step 8.2: Initialize $\text{ptr} = \text{top}$.

Step 8.3: Check if $\text{ptr} = \text{null}$ then print stack empty.

Step 8.4: Else read the element to be searched.

Step 8.5: Repeat step 8.6 to 8.8 while $\text{ptr} \neq \text{null}$.

Step 8.6: Check if $\text{ptr} \rightarrow \text{data} == \text{item}$ then print element found and to be located and set $\text{flag} = 1$.

Step 8.7 : Else set $flag = 0$.

Step 8.8 : increment i by 1 and set $ptr = ptr_{next}$.

Step 8.9 : check if $flag = 0$ then Print the element not found.

Step 9: End.

O/P

Menu

1. Push.
2. POP
3. display
4. Search.
5. Exit.

Enter the choice : 1.

Enter the element to be inserted : 2.

"Insertion is successful"

Menu.

1. Push.
2. POP.
3. display.
4. Search.
5. Exit.

Enter the choice : 1.

Enter the element to be inserted: 9.

~~Insert~~ Insertion is successful

Menu.

1. push.

2. Pop

3. display

4. search.

5. Exit

Enter the choice: 1

Enter the element to be inserted: 10.

Insertion is successful.

Menu.

1. push.

2. Pop

3. display.

4. search.

5. Exit.

Enter the choice: 3.

4 → 2 → null.

Menu

1. push.

2. POP.

3. display

4. search

5. Exit.

Enter the choice: 4.

Enter the item which is to be searched: 2.

Item found at location: 2

Menu

1. push.

2. POP.

3. display

4. search.

5. Exit.

Enter the choice: 5.

Circular Queue Operation

Step 1: start.

Step 2: Declare the queue and other variables.

Step 3: Declare the functions for enqueue, dequeue, search and display.

Step 4: Read the choice from the user.

Step 5: If the user chooses the choice enqueue then read the element to be inserted from the user and call the enqueue function by passing the value.

Step 5.1 check if $\text{front} == -1$ & $\text{rear} == -1$
then set $\text{front} = 0$, $\text{rear} = 0$ and
set $\text{queue}[\text{rear}] = \text{element}$.

Step 5.2: Else if $\text{rear} + 1 \% \text{max} == \text{front}$
or $\text{front} = \text{rear} + 1$ then print
queue is overflow.

Step 5.3: else set $\text{rear} = \text{rear} + 1 \% \text{max}$ and set $\text{queue}[\text{rear}] = \text{element}$

Step 6: if the user choice is the option.
dequeue then call the function dequeue

Step 6.1: check if $\text{front} == -1$ and $\text{rear} == -1$ then
Print Queue is underflow.

Step 6.2: Else check if $\text{front} == \text{rear}$ then
Print the element is to be deleted.
then set $\text{front} = -1$ and $\text{rear} = -1$

Step 6.3: Else print the element to be
dequeued set $\text{front} = \text{front} + 1 \% \text{max}$

Step 7: if the user choice is to display
the Queue then call the function.
display.

Step 7.1: check if $\text{front} == -1$ and $\text{rear} == -1$
then ~~print~~ print Queue is empty.

Step 7.2: Else repeat the step 7.3 while ~~i~~
 $i < \text{rear}$

Step 7.3: print $\text{Queue}[i]$ and set $i = i + 1 \% \text{max}$

Step 8: if the user choose the search,
then call the function to search
an element in the queue.

Step 8.1: Read the element to be searched
in the queue.

Step 8.2: check if $item == queue[i]$ then
print item found and its position
and increment i by 1.

Step 8.3: check if $c == 0$ then print item
not found.

Step 9: End

Output

Menu

1 → Insert

2 → Delete.

3 → Display.

4 → Search.

5 → Exit

Enter the choice : 1.

Enter the numbers to insert : 10

Menu

1 → Insert.

2 → Delete.

3 → Display

4 → Search.

5 → Exit.

Enter the choice : 1

Enter the numbers to insert : 20.

Menu.

1. Insert.

2. Delete.

3. Display

4. Search.

5. Exit

Enter the choice: 1

Enter the number to insert: 30.

menu.

1. Insert.

2. Delete.

3. Display.

4. Search.

5. Exit

Enter the choice: 3

10, 20, 30.

menu.

1 → Insert.

2 → Delete

3. Display.

4. Search.

5. Exit

Enter the choice = 4.

Enter the element which is to be searched: 30

Item found at location 3.

Menu.

1. Insert.

2. Delete.

3. Display.

4. Search.

5. Exit.

Enter the choice: 2.

10 was deleted!

Menu.

1. Insert

2. Delete.

~~3. Search~~

3. Display

4. Search.

5. Exit

Enter the choice: 5.

Set operations

Step 1: start

Step 2: ~~Declare~~ Declare the necessary variable

Step 3: Read the choice from the user to perform set operation

Step 4: if the user choose to perform union

Step 4.1: Read the cardinality of 2 sets.

Step 4.2: check if $m \neq n$ then print cannot perform union.

Step 4.3: Else read the elements in both the sets.

Step 4.4: Repeat the step 4.5 to 4.7 until $i < m$

Step 4.5: $C[i] = A[i] \cup B[i]$

Step 4.6: Print $C[i]$

Step 4.7: increment i by 1

Step 5: Read the choice from the user to perform intersection.

Step 5.1: Read the cardinality of 2 sets.

Step 5.2: Check if $m \neq n$. Then print cannot perform intersection.

Step 5.3: Else read the elements of both sets.

Step 5.4: Repeat the step 5.5 to 5.7 until condition.

Step 5.5: $c[i] = A[i] \cap B[i]$

Step 5.6: print $c[i]$

Step 5.7: increment i by 1

Step 6: if the user choose to perform set difference operation.

Step 6.1: Read the cardinality of 2 sets.

Step 6.2: Check if $m \neq n$ then print cannot perform set difference operation

Step 6.3: Else read the element in both sets.

Step 6.4: Repeat the step 6.5 to 6.8 until $i < n$.

Step 6.5: Check if $A[i] == 0$ then $c[i] = 0$.

Step 6.6: else if $B[i] == 1$ then $c[i] = 0$.

Step 6.7: else $c[i] = 1$.

Step 6.8: increment i by 1.

Step 7: Repeat the step 7.1 and 7.2 until $i < m$.

Step 7.1: print $C[i]$

Step 7.2: increment i by 1.

Output

Press 1 for union.

Press 2 for intersection.

Press 3 for subtraction

Press 4 for exit

enter choice 1.

Enter the size of set 1

3

Enter the element of set 1

1

2

3

Enter the element of set 2

2

3

Union: 123.

Press 1 for union

~~Press~~

Press 2 for intersection.

Press 3 for subtraction

Press 4 for exit.

Enter ur choice: 2

enter the size of set: 1

3

3

~~enter~~

enter the element of set 1

1

2

3

enter the size of set 2

2

enter the element of set 2

3

4

Intersection : 3

Press 1 for Union

Press 2 for Intersection

Press 3 for subtraction

Press 4 for exit

~~enter~~ your choice 3

Enter the size of set 1

3

enter the element of set 1

1

2

3

Enter the size of set 2

2

Enter the element of set 2

3

2

Difference : 1

Press 1 for Union

Press 2 for Intersection

Press 3 for Subtraction

Press 4 for exit

enter choice : 4

Binary search Tree

Step 1: Start

Step 2: Declare a structure and structure pointers for insertion deletion and search operations and also declare a function for in order traversal

Step 3: Declare a pointer as root and also the required variable

Step 4: Read the ~~delete~~ choice from the user to perform insertion, deletion, searching and in order traversal.

Steps: If the user choose to perform insertion operation then read the value which is to be inserted to the tree from the user

Step 5.1: Pass the value to the insert pointer and also the root pointer.

Step 5.2: check if \downarrow root then allocate memory for the root.

Step 5.3: set the value to the info part of the ~~root~~ root and then set left and right part of the root to null and return root.

Step 5.4: check if root \rightarrow info $> x$ then call the insert pointer to insert to left of the root.

Step 5.5. check if root \rightarrow info $< x$ then call the insert pointer to insert to the right of the root.

Step 5.6: Return the root.

Step 6: if the user choose to perform delete operation then read the element to be deleted from the tree the root pointer and the item to the delete pointer.

Step 6.1 : Check if not ptr then print node not found.

Step 6.2 : Else if $\text{ptr} \rightarrow \text{info} < x$ then call delete pointer by passing the right pointer and the item.

Step 6.3 : Else if $\text{ptr} \rightarrow \text{info} > x$ then call delete pointer by passing the left pointer and the item.

Step 6.4 Check if $\text{ptr} \rightarrow \text{info} == \text{item}$ then check if $\text{ptr} \rightarrow \text{left} == \text{ptr} \rightarrow \text{right}$ then free ptr and return null.

Step 6.5. Else if $\text{ptr} \rightarrow \text{left} == \text{null}$ then set $P1 = \text{ptr} \rightarrow \text{right}$ and free ptr. return P1.

Step 6.6 : Else if $\text{ptr} \rightarrow \text{right} == \text{null}$ then set $P1 = \text{ptr} \rightarrow \text{left}$ and free ptr return P1.

Step 6.7: Else set $P1 = P_{tr} \rightarrow \text{right}$ and
 $P2 = P_{tr} \rightarrow \text{right}$.

Step 6.8: While $P1 \rightarrow \text{left}$ not equal to
null, set $P1 \rightarrow \text{left}$ and free.
 P_{tr} , return $P2$.

Step 6.9: Return P_{tr} .

Step 7: If the user choose to perform search
operation then call the pointer to
perform search operation.

Step 7.1: Declare the necessary pointers
and variables

Step 7.2: Read the element to be searched.

Step 7.3: While P_{tr} checks if ~~the~~ $\text{item} > P_{tr} \rightarrow$
 info then $P_{tr} = P_{tr} \rightarrow \text{Right}$.

Step 7.4: ~~Else~~ Else if $\text{item} < P_{tr} \rightarrow \text{info}$
then $P_{tr} = P_{tr} \rightarrow \text{left}$.

Step 7.5 : Else break.

Step 7.6 : check if ptr then print that the element is found.

Step 7.7 : Else print element not found in tree and return root

Step 8 : If the user choose to perform traversal then call the traversal function and pass the root pointers.

Step 8.1 : if root not equals to null recursive call the function by passing root \rightarrow left.

Step 8.2 : print root \rightarrow into

Step 8.3 : Call the traversal function. recursively by passing. root \rightarrow right

Step 9: End.

Output

1. Insert in Binary tree.
2. Delete from Binary tree.
3. Inorder traversal of Binary tree
4. Search.
5. exit.

Enter choice: 1

Enter new element: 20

root is 20.

Inorder traversal of binary tree is: 20

1. ~~insert~~ Insert in Binary tree
2. Delek from Binary tree.
3. Inorder traversal of Binary tree
4. Search.
5. exit

enter choice: 1

enter new element: 25

Inorder traversal of binary tree is: 20
25

1. Insert In Binary tree

2. Delete from Binary tree

3. Inorder traversal of binary tree

4. Search

5. Exit

Search operation in binary tree

enter the element to be searched: 5

element 25 which was searched is found

1. Insert in Binary tree

2. Delete from Binary tree

3. Inorder traversal of Binary tree

4. Search

5. exit

Enter choice: 5. Press: 5.8982

End of program