

① #include <stdio.h>

void desc()

{

int my arr[100], my value, loop1, loop2, temp;

printf("Input my value: ");

scanf("%d", &my value);

for (loop1=0; loop1<my value; loop1++)

{

printf("value=%d", loop1++);

scanf("%d", &my array[loop1]);

}

for (loop2=0, loop2<(my value-1); loop2++)

{

for (loop1=0; loop1<(my value-1); loop1++)

{

if (my arr[loop1++] < my arr[loop1]);

{

temp = my arr[loop1];

my arr[loop1] = my arr[loop2++];

my arr[loop2++] = temp;

}

}

}

printf("descending order: \n");

for (loop1=my value; loop1>0; loop1--)

{

printf("%d", my arr[loop1--]);

}

return 0;

}

void binary search()

{

int c, f [mid, n, search, arr[100];

printf("Enter no. of Elements: %d", n);

scanf("%d", &n);

printf("Enter %d Elements/n", n);

for (c=0; c<n; c++)

```

{
    scanf ("%d", &arr[i]);
}
printf ("Enter value to be find in");
scanf ("%d", &search);
f = 0
l = n-1
mid = (f+l)/2
}
while (f < l)
{
    if (arr[mid] < search)
    {
        f = mid+1;
    }
    else if (arr[mid] == search)
    {
        printf ("%d found at location %d",
            search, mid+1);
        break;
    }
    else
    {
        l = mid-1;
        mid = (f+l)/2;
    }
}
if (f < l)
{
    printf ("Not found ! %d is not
        present in 1st n", search);
}
}

void muladd ()
{
    int a, b, add, mul;
    printf ("Enter a location:");
    scanf ("%d", &a);
    printf ("Enter b location:");
    scanf ("%d", &b);
}

```

```

add = arr[a] + arr[b];
mul = arr[a] * arr[b];
printf("addition = %.d", add);
printf("Multiplication = %.d", mul);
}
void desc()
void binary search()
void mul add()
main()
{
    int choice;
    while(1)
    {
        printf("1. descending order\n");
        printf("2. Searching element in array");
        printf("3. add & mul\n");
        printf("4. Quit\n");
        printf("Enter your choice;");
        scanf("%d", &choice);
        switch(choice)
        {
            case 1:
                desc();
                break;
            case 2:
                binary search();
                break;
            case 3:
                mul add();
                break;
            case 4:
                exit(1);
            default:
                printf("Wrong choice\n");
        }
    }
}

```

Output

- ① descending order
- ② Searching Element in arrays
- ③ add & mul
- ④ Quit

Enter your choice: 1

Input value: 5

Value-1: 3

Value-2: 6

Value-3: 9

Value-4: 10

Value-5: 5

descending order

10 9 6 5 3

Enter your choice: 2

Enter no. of elements: 5

Enter 5 integers

10

9

6

5

3

Enter value to find 6

6 found at location 3

Enter your choice: 3

Enter a location: 2

Enter b location: 3

addition = 15

multiplication = 54

② #include <stdio.h>

#define MAX 100

int arr1[MAX]

int arr2[MAX]

void merge (int low, int mid, int high)

{
 int i, j, k;

for (i=low, j=mid++; k=low;
 i<mid && j<=high; k++)

```

    if (arr1[i] < arr1[j])
    {
        arr2[k] = arr1[i++];
    }
    else
    {
        arr2[k] = arr1[j++];
    }
    k++;
    while (i <= mid)
    {
        arr2[k++] = arr1[i++];
    }
    while (j <= high)
    {
        arr2[k++] = arr1[j++];
    }
    for (int l = 0; l < high + 1; l++)
    {
        arr1[l] = arr2[l];
    }
}

void sort (int low, int high)
{
    if (low < high)
    {
        int mid = (low + high) / 2;
        sort (low, mid);
        sort (mid + 1, high);
        merge (low, mid, high);
    }
    else
        return;
}

int main (void)
{
    int n;

    printf ("Enter no. of elements: ");
    scanf ("%d", &n);

    printf ("Enter %d Elements", n);

    for (int i = 0; i < n; i++)
    {
        scanf ("%d", &arr[i]);
    }
}

```



```

printf("In Array after sorting is: ");
sort(0, n-1);
for (int i=0; i<n; i++)
{
    printf("%d", arr[i]);
}
int k, mul=1;
printf("Enter K value\n");
scanf("%d", &k);
for (i=0; i<k; i++)
{
    mul *= arr[i];
}
printf("Product of Kth element is %d", mul);

```

Output

Enter elements: 5

8

11

10

4

5

Array after sorting is 4 5 8 10 11

Enter K value

3

Product of Kth Elements is 160

③ Insertion sort

Let us take

0	1	2	3	4	5
7	3	5	4	2	6

Step-1 \rightarrow temp = 3

compare 7 & 3 \rightarrow swap

3	7	5	4	2	6
---	---	---	---	---	---

Step 2 \rightarrow temp = 5

compare 7 & 5

3	5	7	4	2	6
---	---	---	---	---	---

5 < 7 \rightarrow swap

code

```

for (i=1; i<n; i++)

```

```

{

```

```

    Key = a[i];

```

```

    j = i-1;

```

while (j > 0 && a[j] > key)

{
a[j+1] = a[j];

j = j - 1;

Step-3 temp = 4

}

compare 7 & 4

a[j+1] = key;

4 is less than 7 → swap

}

4 is less than 5 → swap

3	5	4	7	2	6
---	---	---	---	---	---

3	4	5	7	2	6
---	---	---	---	---	---

Step-4 temp = 2

compare 7 & 2

2 is less than 7

2 is less than 5

2 is less than 4

2 is less than 5

2	3	4	5	7	6
---	---	---	---	---	---

Step-5 temp = 6

2	3	4	5	6	7
---	---	---	---	---	---

ii) Selection sort

code

int i, j, min, temp;

for (i = 0; i < n - 1; i++)

{

min = i;

for (j = i + 1; j < n; j++)

{

if (a[j] < a[min])

{

min = j;

}

}

temp = a[i]

a[i] = a[min]

a[min] = temp

}

Let us take

0	1	2	3	4	5	6
9	3	1	4	2	7	5

index value value

compares with min elements
and swaps

Step-1:

i = 0

0	1	2	3	4	5	6
1	3	9	4	2	7	5

↑ → swap

Step-2

i = 0

0	1	2	3	4	5	6
1	2	9	4	3	7	5

↑ → swap

Step 3

i=2

0	1	2	3	4	5	6
1	2	3	4	9	7	5

Step 4

4 → if it is least element swap with itself

i=3

0	1	2	3	4	5	6
1	2	3	4	9	7	5

Step 5

i=4

0	1	2	3	4	5	6
1	2	3	4	5	7	9

i=5

compare itself

i=6

compares itself

1	2	3	4	5	7	9
---	---	---	---	---	---	---

④ #include <stdio.h>

int BubbleSort (int size, int *arr)

{

int i, j, temp;

for (i = size - 2; i >= 0; i--)

{

for (j = 0; j < i; j++)

{

if (arr[j] > arr[j+1])

{

temp = arr[j];

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

arr[j+1] = temp;

}

}

}

return 1;

}

int main (void)

{

int size, i, arr[20], sum = 0, mu = 1, m;

printf ("Enter no. of elements: \n");

scanf ("%d", &size);

printf ("Enter the %d elements:", size);

for (i = 0; i < size; i++)

{

scanf ("%d", &arr[i]);

}


```

Bubble sort (size, arr);
printf("After sorting");
for (i=0; i < size; i++)
{
    printf("%d", arr[i]);
}
printf("\n");
printf("alternate elements after sorting\n");
for (i=0; i < size; i++)
{
    printf("%d", arr[i++]);
}
printf("\n");
printf("Sum of elements in odd position
and mul of elements in even position\n");
for (i=0; i < size; i++)
{
    if (i%2 == 0)
    {
        mul = mul * arr[i]
    }
    else
    {
        sum = sum + arr[i]
    }
}
printf("Sum of Elements in odd position
is %d", sum);
printf("mul of Elements in even position
is %d", mul);
printf("Enter n value: ");
scanf("%d", &n);
for (i=0; i < size; i++)
{
    if (arr[i] % m == 0)
    {
        printf("%d", arr[i]);
    }
}
printf("\n");
return;
}

```

output
Enter no. of Elements: 5
Enter Elements:

5
7
9
3
11

After sorting: 3 5 7 9 11

Alternate Elements after sorting

3 7 11

Sum of elements in odd positions and

mul of elements in Even positions

Sum of Elements in odd position is 21

mul of Elements in even position is 45

Enter m value: 5

"

5) #include <stdio.h>

int binary search (int a[], int l, int h,
int key)

{
int mid = (l+h)/2;

if (l > h)

return -1;

if (a[mid] == key)

return mid;

if (a[mid] < key)

return binary search (a, mid+1, h, key);

else

return binary search (a, l, mid-1, key);

}

int main(void)

{

int a[100];

int n, pos, i, x;

printf("Enter length of array: \n");

scanf("%d", &n);

printf("Enter the elements: \n");

for (i=0; i<n; i++)

scanf("%d", &a[i]);

```

Print f ("Enter the element to search: \n");
scanf ("%d", &x);
pos = binary search (a, 0, n-1, x);
if (pos < 0)
    Print f ("cannot find %d in array \n", x);
else
    Print f ("Position of %d in array is %d \n",
            x, pos++);
return 0;
}

```

output

Enter the length of array: 5

Enter the array elements:

6

8

5

9

3

Enter the element to search

5

Position of 5 in array is 3