

program no:-1

Aim:- merge two sorted arrays and store in a third array.

Algorithm

- Step-1:- Start
- Step-2:- Declare the variables
- Step-3:- Read the size of first array
- Step-4:- Read elements of first array in sorted order
- Step-5:- Read the size of second array
- Step-6:- Read the elements of second array in sorted order
- Step-7:- Repeat Step 8 and 9 while $i < m$ and $j < n$
- Step-8:- Check if $a[i] \geq b[j]$ then $c[k+t] = b[j+t]$
- Step-9:- else $c[k+t] = a[i+t]$
- Step-10:- Repeat steps 11 while $i < m$
- Step-11:- $c[k+t] = a[i+t]$
- Step-12:- Repeat step 13 while $j < n$
- Step-13:- $c[k+t] = b[j+t]$
- Step-14:- print the first array

Step-15:- print the second array

Step-16:- print the merged array

Step-17:- End.

Output:-

enter number of elements in array 1: 4

enter array 1 in sorted order: 1 3 5 7

enter number of elements in array 2: 4

enter array 2 in sorted order: 1 4 6 7

First array is: 1 3 5 7

second array is: 2 4 6 7

merged array is: 1 2 3 4 5 6 7 7

program no:-2.

Aim:- stack operations

Algorithm

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 and call the function to push the element by passing the value to the function.

Step-5.1:- Declare the newnode and allocate memory for the newnode.

Step-5.2:- set $\text{newnode} \rightarrow \text{data} = \text{value}$.

Step-5.3:- Check if $\text{top} == \text{null}$ then set $\text{newNode} \rightarrow \text{next} = \text{null}$

Step-5.4:- set $\text{newNode} \rightarrow \text{next}^{\text{next}} = \text{top}$

Step-5.5:- set $\text{top} = \text{newNode}$ and then print insertion is successful.

Step-6:- if user 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:- Free the temp

Step-7:- if the user choose the display then call the function to 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 and initialize it to top.

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

Step-7.4:- print $temp \rightarrow data$.

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

Step-8:- if the user choose 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 founded and to be located and set $\text{flag} = 1$.

Step-8.7:- else set $\text{flag} = 0$

Step-8.8:- Increment i by 1 and set $\text{ptr} = \text{ptr} \rightarrow \text{next}$

Step-8.9:- Check if $\text{flag} = 0$ then print the element not found.

Step-9:- End.

Output:-

choices

1. push

2. pop

3. Display

4. search

5. exit

enter your choice : 1

enter the value to be inserted : 7

Insertion is successfull

choices:

1. push

2. pop

3. Display

4. search

5. exit

enter your choice : 2

popped element : 14

choices

1. push

2. push

3. pop

4. Display

5. exit

enter your choice: 3

7 Null

Choices

1. push

2. pop

3. Display

4. Search

5. exit

enter your choice: 4

enter the item to be searched: 2

item not found

choices

1. push

2. pop

3. Display

4. search

5. exit

enter your choice: 5

program no:- 3

Aim:- Circular Queue - Add, Delete, Search.

Algorithm

Step-1:- Start

Step-2:- Declare a 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 choose 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 $\text{front} == -1$ and $\text{rear} == -1$ then set $\text{front} = 0$, $\text{rear} = 0$ and set $\text{queue}[\text{rear}] = \text{element}$

Step-5.2:- else if $\text{rear} + 1 \% \text{maxc} == \text{front}$ or $\text{front} = \text{rear} + 1$ then point queue is overflow.

Step-5.3:- else set $\text{rear} = \text{rear} + 1 \% \text{maxc}$ 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 ~~from~~. 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 queue is empty.

Step-7.2:- else repeat the step 7.3 while $i \leq \text{rear}$.

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 $\text{item} == \text{queue}[i]$ then print item found and its position and increment by 1.

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

Step-9:- End

Output:-

choices:-

1. Insert
2. Delete
3. Display
4. Search
5. Exit

Enter your choice:-

1

Enter the number to be inserted:

7

choices:-

1. Insert
2. Delete
3. Display
4. Search
5. Exit

Enter your choice:-

1

Enter the number to be inserted:

14

choices:-

1. Insert

2. Delete

3. Display

4. Search

5. Exit

enter your choice :

2

7 was deleted

choices:-

1. Insert

2. Delete

3. Display

4. Search

5. Exit

enter your choice:

3

enter the element to be inserted:-

14

choices:-

1. Insert

2. Delete

3. Display

4. Search

5. Exit

enter your choice:-

4

enter the element to be search:

14

item found at location:-

0

program no:- 4

Aim :- Doubly linked list - Insertion, Deletion, Search.

Algorithm

Step-1:- Start

Step-2:- Declare a structure and related variables

Step-3:- Declare functions to create a node, insert a node in the beginning at the end and given position, display the list and search an element in the list.

Step-4:- Define function to create a node, declare the required variables.

Step-4.1:- Set memory allocated to the node = temp.
Then set temp \rightarrow prev = null and temp \rightarrow next = null.

Step-4.2:- Read the value to be inserted to the node.

Step-4.3:- Set temp \rightarrow n = data and increment count by 1

Step-5:- Read the choice from the user to perform different operation on the list.

Step-6:- if the user choose to perform insertion operation at the beginning then call the function, to perform the insertion.

Step-6.1:- check if $head == null$ then call the function to create a node, perform Step 4 to 4.3.

Step-6.2:- Set $head = temp$ and $temp1 = head$

Step-6.3:- else call the function to create a node, perform Step 4 to 4.3 then set $temp \rightarrow next = head$, set $head \rightarrow prev = temp$ and $head = temp$.

Step-7:- if the user choice is to perform insertion at the end of the list, then call the function to perform the insertion at the end.

Step-7.1:- Check if $head == null$ then call the function to create a new node then set $temp = head$ and then set $head = temp1$.

Step-7.2:- else call the function to create a new node then set $temp \rightarrow next = temp$.
 $temp \rightarrow prev = temp1$ and $temp1 = temp$.

Step-8:- if the user choose to perform Insertion in the list at any position then call the function to perform the insertion operation.

Step-8.1:- Declare the necessary variable.

Step-8.2:- Read the position where the node need to the inserted, set $temp2 = head$.

Step-8.3:- Check if $pos < 1$ or $pos > Count+1$ then print the position is out of range.

Step-8.4:- Check if $head == null$ and $pos = 1$ then print empty list cannot insert other than 1st position.

Step-8.5:- Check if $head == null$ and $pos = 1$ then call the function to create newnode, then set $temp = head$ and $head = temp1$.

Step-8.6:- while $i < pos$ then set $temp2 = temp2 \rightarrow next$ then increment i by 1.

Step-8.7:- Call the function to create a new node and then set $temp \rightarrow prev = temp2$, $temp \rightarrow next = temp2 \rightarrow next$, $prev = temp$, $temp2 \rightarrow next = temp$.

Step-9:- if the user choose to perform deletion operation is the list then all the function to perform the deletion operation.

Step-9.1:- Declare the necessary variables.

Step-9.2:- Read the position where node need to be deleted Set $temp2 = head$.

Step-9.3:- Check if $pos < 1$ or $pos > count + 1$. then print position out of range.

Step-9.4:- Check if $head == null$ then print the list is empty.

Step-9.5:- while $i < pos$ then $temp2 = temp2 \rightarrow next$ and increment i by 1.

Step-9.6:- Check if $i == -1$ then check if $temp2 \rightarrow next == null$ then print node deleted $free(temp2)$ set $temp2 = head = null$.

Step-9.7:- Check if $temp2 \rightarrow next == null$ then $temp2 \rightarrow prev \rightarrow next = null$ then $free(temp2)$ then print node deleted.

Step-9.8:- $temp0 \rightarrow next \rightarrow prev = temp0 \rightarrow prev$ then check if $i=1$ then $temp0 \rightarrow prev \rightarrow next = temp0 \rightarrow next$.

Step-9.9:- Check if $i=1$ then $head = temp0 \rightarrow next$ then print node deleted then free $temp0$ and decrement Count by 1.

Step-10:- if the user choose to perform the display operation then call the function to display the list.

Step-10.1:- Set $temp2 = 0$

Step-10.2:- Check if $temp2 = null$ then print list is empty.

Step-10.3:- while $temp2 \rightarrow next \neq null$ then point $temp2 \rightarrow n$ then $temp2 = temp2 \rightarrow next$.

Step-11:- if the user choose to perform the Search operation then call the function to perform Search operations.

Step-11.1:- Declare the necessary variables

Step-11.2:- Set temp2 = head

Step-11.3:- Check if temp2 == null then print the list is empty.

Step-11.4:- Read the value to be searched.

Step-11.5:- while temp2 != null then check if temp2 → n == data then print element found at position Count + 1.

Step-11.6:- else set temp2 = temp2 → next and increment Count by 1

Step-11.7:- print element not found in the list.

Step-12:- End!

Output:-

1. Insert at beginning
2. Insert at end
3. Insert at position 1
4. Delete at i
5. Display from beginning
6. search for element
7. exit

enter choice: 1

enter value to node: 3

enter choice: -1

enter value to node: 4

enter choice: 5

linked list element from beginning: 4 3

enter choice: 3

enter the position to be inserted: 2

enter value to node: -1

enter choice: -2

enter value to node: 6

enter choice :- 5

linked list elements from beginning : 4 1 3 6

enter choice :- 4

enter position to be deleted : 1

Node deleted.

enter choice : 5

linked list elements from beginning : 1 3 6

enter choice : 4

enter position to be deleted : 3

node deleted from the list

enter choice : 5

linked list elements from beginning : 1 3

enter choice : 6

enter value to be search : 3

Data found in 2 position

enter choice : 6

enter value to be search : 7

error 7 not found in list

enter choice : 7

program no:- 5

Aim:- set operations

Algorithm

Step-1:- start

Step-2:- 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 $m1 = 0$ 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 in both the sets.

Step-5.4:- Repeat the step 5.5 to 5.1 until $i < m$.

Step-5.5:- $C[i] = A[i] \& B[i]$

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 $i \leq n$

Step-7.1:- print $C[i]$

Step-7.2:- increment i by 1.

output:-

choice to perform

1. union

2. Inter section

3. Difference

4. exit

choice:-

enter first set: 3

enter second set: 3

enter first set (0/1): 1
1

enter set: (0/1) 0 0 1

elements of set 1 union set 2: 1 0 1

choice to perform:

1. union 2. Inter section 3. Difference 4. exit

choice: 3

enter first set: 4

enter second set: 4

enter first set: (0/1) 1

0
0
1

enter second Set: (0/1) 1

0
1
0

elements of set 1 :- set 2 : 0 0 0 1

Choice to perform

1. union 2. Inter section 3. Difference 4. etc

Choice :- 2

enter first set : 3

enter second Set : 3

enter first set : (0/1) 1
0
0

enter second Set : (0/1) 1
0
1

elements of set 1

Inter section set 2 1 0 0

Choice to perform

1. union 2. Inter section 3. Difference 4. etc

Choice : 4

program exit successfully.

program no:- 6

Aim:- Binary search tree

Algorithm

Step-1:- Start

Step-2:- Declare a structure and structure pointers for insertion, deletion and search operations and also declare a function for inorder traversal.

Step-3:- Declare a pointer as root and also the required variables.

Step-4:- Read the choice from the user to perform insertion, deletion and searching and inorder traversal.

Step-5:- 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 not root then allocate memory for the root.

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

Step-5.4:- Check if $\text{root} \rightarrow \text{info} > \text{xc}$ then call the insert pointer to insert to left of the root.

Step-5.5:- Check if $\text{root} \rightarrow \text{info} < \text{xc}$ then call the insert pointer to insert to right of the root.

Step-5.6:- return the root.

Step-6:- if the user choose to perform deletion operation then read the element to be deleted from the tree pass 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 $\text{ptr} \rightarrow \text{info} < \text{xc}$, then call delete pointer by passing the right pointer and the item.

Step-6.3:- else if $\text{ptr} \rightarrow \text{info} > \text{item}$ 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 $\text{pl} = \text{ptr} \rightarrow \text{right}$ and free ptr, return pl.

Step-6.6:- else if $\text{ptr} \rightarrow \text{right} == \text{null}$ then set $\text{pl} = \text{ptr} \rightarrow \text{left}$ and free ptr, return pl.

Step-6.7:- else set $\text{pl} = \text{ptr} \rightarrow \text{right}$ and $\text{p2} = \text{ptr} \rightarrow \text{right}$.

Step-6.8:- while $\text{pl} \rightarrow \text{left}$ not equal to null, set $\text{pl} \rightarrow \text{left}$, $\text{ptr} \rightarrow \text{left}$ and free ptr, return p2.

Step-6.9:- return ptr.

Step-⁷~~6.10~~:- 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 ptr check if $\text{item} > \text{ptr} \rightarrow \text{info}$ then
 $\text{ptr} = \text{ptr} \rightarrow \text{right}$.

Step-7.4:- else if $\text{item} < \text{ptr} \rightarrow \text{info}$, then $\text{ptr} = \text{ptr} \rightarrow \text{left}$

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 recursively call the functions by passing $\text{root} \rightarrow \text{left}$.

Step-8.2:- point $\text{root} \rightarrow \text{info}$

Step-8.3:- call the traversal function recursively by passing $\text{root} \rightarrow \text{right}$.

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:- 10

root is 10.

Inorder traversal of binary tree is: 10

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: 12

root is 10

Inorder traversal of binary tree: 10 12

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: 16

root is 10

Inorder traversal of binary tree: 10 12 16

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: 14

Inorder traversal binary tree: 10 12 14 16

1. Insert in binary tree

2. Delete from binary tree

3. Inorder traversal of binary tree

4. search

5. exit

enter choice:- 2

enter the element to be deleted: 15 10 12 14 16

1. Insert in binary tree

2. Delete binary tree

3. Inorder traversal of binary tree

4. search

5. exit

enter choice:- 3

Inorder traversal of binary tree is:- 10 12 14

1. Insert in binary tree

2. Delete from binary tree

3. Inorder traversal of binary tree

4. search

5. exit

enter choice:- 4

Search operation in binary tree

enter the element to be searched: 16

element 16 which was searched is found

15-16

1. Insert in binary tree

2. Delete from binary tree

3. Inorder traversal of binary tree
4. search
5. exit

Enter choice:-5.

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4: check if ptr == NULL then
    ptr = left = ptr -> left
    goto 1
end return null

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5: else if ptr = left = NULL then
    ptr = right and free ptr, return 0

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6: else if ptr = right = NULL then
    ptr = left and free ptr, return 0

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7: else set ptr = right and ptr = ptr -> right

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8: while ptr = left not equal to null,
    left, ptr = left and free ptr, return

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9.

10: return ptr

if the user choose to perform search
then call the pointer to
perform search operation.