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COURSE CODE : OSA0389.

COURSE NAME: Data

Structure.

ASSIGNMENT: 3.

```
perform the following operations using stack. Assume site of
stack is 5 and having a value of 22,55, 33,66,88 in the
stack form a position to size-1 Now perform the following
 operations!
i) insent the elements in the stack 2) pop() 3) pop() 4) pop()
4) push (90) 5) push (36) 6) push 11, 7) push 88, 8) pop()
a) pop(). Draw the diagram of stack and illustrate the
above operations and identify where the top is ?
Implementation of the stack:
#include < stdio.h >
# define Max-size 5
typedef struct {
   int data [max_size];
      int top;
   Stack ;
   void in stack (stack *s) {
       S-> top = -1;
   int is_empty (stack*s) {
     return s-> top = -1;
      is_full (stack * s) {
           5-) top = max - fite - 1;
   zetwin
```

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3
void push (stack *s, int value)
  if ( is full (5) ) {
   paint f ("stack is full, cannot push /d/n", value);
   return;
  S-) data [t+s-)top] = value;
 }
int pop (stack * s) {
if (is-empty(s)) {
printf ("stack is empty. cannot pop. in");
  return -1;
 return s-) data [s-) top--j;
 void insent (stack *s) {
  int temp (max-size ];
   int i,j;
for (i=0, j=s-) top; isj; i++; 1--) {
     temp[i] = s->data[j];
     temp(j) = s-) data[i];
  3
 for ( i=0; i <s -> top; 1++)
    S-) data(1) = temp(i);
```

```
int main 1) {
 Stack s;
 push ($5,22);
 push (& siss);
Push (&5,33);
Push (& s. 66);
push (05,88);
printf ("initial stack: In");
printstack (RS);
insent (&s);
paintf ("After insenting: (n");
 print stack (&s);
print f ("popped: //d In", pop(&s));
built ( , bobbeq : 1/9 /U, bob(82));
printf ("popped: "/d \n", pop(&s)):
   push (25,90);
   Push (845,36);
   push ( us , 11);
   push (&S, 88);
  paint f ("After pushing: In"):
  print stack (&s);
```

```
proint ("popped: 1/d In", pop(&s));
Printf ("popped: 1/d in", pop(es));
 point stack (85);
 return o;
 3
entput:
Initial stack !
 Stack : 22 55 33 66 88
 After insuting: 88 66 33 55 22
 popped: 22
 popped: 55
 popped: 33
After pushing:
 Steick: 88 60 90 36 11
 bobbey : 11
 popped: 36
final stack:
 stack: 88 66 90.
```

```
Develop an algorithm to detect duplicate elements in an unsorted
    array using linear search. Determine the time complexity
    and discuss how you would optimize this process.
   To detect duplicate element in an unsorted array using
A>
    linear search:
    # include <stdio h>
   void detect duplicates (int avuil], int n) {
     for (int 1=0; icn; i++) {
     そのでしいかりょけいいかいりょう
     if (an[i] = an[i]) {
    pointf ("Duplicate element found: 1.d In", ava (i]);
      return;
   printf ("No duplicates element found in");
    4
    int main () {
    int aur [] = {5,2,8,12,3,2,1];
    int n = Sizeof(am) / size (am [0]);
    Defect Duplicates (orn, n);
    return o;
```

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Time complexity: The time complexity of this algorithm is o (12) where
n is the no of elements in array. This is because using two
nested loop to compare each element.
optimized vursion:
#include <stdio h>
# include < stallib . h>
type def struct {
 int * data;
 int size;
 I Hash table:
 Hash teable * (reate Hash table (int size) (
 Hash table * ht = (Hash table * ) malloct (size of hastable);
  ht -) data = (int +) malloc (site + site of (int));
 ht -) lite = lite;
 return ht; }
 void insent (hash table & ht, int value) s
  int index= value . /. ht -> size;
  while (ht -) dota (index) +0) {
 if (ht -> data (index) = value) }
 print f ("puplicate element found. /d In");
  return; }
  int main 11 {
 int am () = {5,2,8,12,3,2,1};
 int n = site of (am) / size of (am [o]);
 detect duplicate (om, n):
 seturn o'
```