

Program 1

AIM: Program to merge two sorted arrays

Algorithm:-

Step 1 : START

Step 2 : Initialize arr1[], arr2[], res[], m, n, i, k

Step 3 : check while $i < m \&\& j < n$
and $\text{arr1}[i] > \text{arr2}[j]$ then set
result, $\text{res}[k+1] = \text{arr2}[j+1]$
otherwise
 $\text{arr1}[i+1]$.

Step 4 : Repeat while $i < m$ then set
 $\text{res}[k+1] = \text{arr1}[i+1]$
Set $i = i + 1$

else

Set $k = k + 1$

Step 5 : Repeat while $j < n$ then set
 $\text{res}[k+1] = \text{arr2}[j+1]$

Step 6 : Print the resultant array

Step 6 : STOP.

Program No : 2

Aim :- Singly linked stack - push, pop, linear search.

Algorithm

Step 1 : START

Step 2 : Create a newnode with given data
When user select a push operation.

Step 3 : Check whether the stack is empty
or not

If $\text{top} == \text{NULL}$

Then set $\text{top} = \text{newnode}$
else :

$\text{newnode} \rightarrow \text{next} = \text{top}$
 $\text{top} = \text{newnode}$.

(end if)

Step 4 : User select pop operation then
check whether the stack is empty
else

Set $\text{temp} = \text{top}$
display $\cdot \text{temp} \cdot \text{data}$

set top = temp \rightarrow next

Step 5 : Check whether the item is present or not

while pto != NULL

then pto \rightarrow data == item

Set flag = 1

else

flag = 0

(item not found)

Step 6 : If the stack is not empty

then

temp \rightarrow next != NULL

temp = temp \rightarrow next

Step 7 : Display the list

Step 8 : STOP.

Program No. 3

AIM : Circular queue - ADD, delete, search
operation using array implementation.

Step 1 : START

Step 2 : check whether the queue is empty

If (front == -1 && rear == -1)

Set

queue[rear] = element

else

rear = (rear + 1) % max;

queue[rear] = element

Step 3 : if the queue is not empty
then can be delete elements

front = (front + 1) % max

Step 4 : Display the elements

If (front == -1 && rear == -1)

Set queue is empty

else

 repeat while($i <= \text{size}$)

 Set queue[i]

$i = (i + 1) \% \text{max}$

Step 5 : Choose the choice and get the result

Step 6 : STOP.

Program No : 4

AIM: Doubly linked list - insertion, deletion
search

Algorithm

Step 1 : START

Step 2 : Check whether the list is overflow
then point overflow

if ($Ptr == \text{NULL}$)
(overflow condition)

else

{ Read item value

Step 3 : check $head == \text{NULL}$

SET $Ptr \rightarrow \text{next} = \text{NULL}$

SET $Ptr \rightarrow prev = \text{NULL}$

$Ptr \rightarrow \text{data} = \text{item}$

$head = Ptr$.

Step 4 : else

SET $Ptr \rightarrow \text{data} = \text{item}$

$Ptr \rightarrow prev = \text{NULL}$

$Ptr \rightarrow \text{next} = head$

$head \rightarrow prev = Ptr$

$head = Ptr$

then node inserted.

Step 5 : If the node inserted at the last node then
check the overflow condition
otherwise

SET

to temp = head

Repeat while temp->next = NULL

then

SET temp = temp->next

temp->next = p+2

p+2->prev = temp

p+2->next = NULL

Step 6 : Check the overflow condition
otherwise inserted at the specified location.

Repeat for i=0; i<loc, and i++

then SET

temp = temp->next

Step 7 : Display inserted queue.

Step 8 : check head == NULL

Then point underflow

Step 9 : check $\text{head} \rightarrow \text{next} == \text{NULL}$

Then SET $\text{head} = \text{NULL}$

Deleted node.

Step 10 : check $\text{head} \rightarrow \text{next} == \text{NULL}$

Then

$\text{head} = \text{NULL}$

otherwise

SET

$\text{ptr} = \text{head}$ and check the condition:

IF ($\text{ptr} \rightarrow \text{next} != \text{NULL}$)

$\text{ptr} = \text{ptr} \rightarrow \text{next}$.

$\text{ptr} \rightarrow \text{ptr} \rightarrow \text{next} = \text{NULL}$

Deleted node.

Step 11 : check if the queue is empty

otherwise

Repeat while ($\text{ptr} != \text{NULL}$)

check $\text{ptr} \rightarrow \text{data} == \text{len}$

SET $\text{flag} = 0$

Step 12 : Display the final queue

Step 13 : STOP.

Program No : 5

Aim : Set Data Structure and set operations
(union, insertion and difference) Using
bit string.

Algorithm

Step 1 : START

Step 2 : If user select the union operation
then declare two array set₁[i] and
set₂ [i]

Step 3 : If $n_1 == n_2$ then
SET i = 0

Step 4 : Repeat for $i < n_2$ then
SET set₃ [i] = set₁ [i] || set₂ [i]

Step 5 : Repeat for $i < n_2$ then
Display set₃ [i]

else

Print size are not equal

Step 6 : If user select insertion operation
then

Step 7 : declare two array set1[i] and set2[i] with size n_1, n_2 .

Step 8 : If $n_1 == n_2$ then

Step 9 : Repeat for $i < n_2$ then

Step 10 : SET set3[i] = set1[i] && set2[i]

Step 11 : Repeat for $i < n_2$ then print set3[i]

Step 12 : If user select the subtraction then

Step 13 : declare two array set1[i] and set2[i] with n_1, n_2 size

Step 14 : Repeat for $i < n_2$ then

SET set3[i] = set1[i] && !set2[i]

Step 15 : Repeat for $i < n_2$
Display set3[i]

Step 16 : Set i = i + 1

else:

Print size are not equal

Step 17 : STOP.

program No: 6

AIM: Binary search trees - insertion, deletion
search.

Algorithm:

Step 1 : START

Step 2 : If user select the insertion operation
then
create a new BST node and assign
value to it.

Step 3 : If root == NULL then
SET temp \rightarrow data = data
SET temp \rightarrow left \rightarrow right = NULL

Step 4 : If data < node \rightarrow data.
SET
node \rightarrow left and assign the
data's value node \rightarrow left.

Step 5 : data > node \rightarrow data
SET node \rightarrow right -

Step 6 : If the user selected the search
element operation then:

Step 7 : If node == NULL
Then element not found.

Step 8 : If data < node->data then
node->left and assign the return
value in node->left.

Step 9 : If data > node->data
then SET
node->right

Step 10 : If the user select the deletion

Step 11 : check node == NULL
Then element not found

Step 12 : check data < node->data
then SET

node->left

Step 13 : check data > node->data
then SET

node->right

check node->right & node->left

Then
// replace with minimum element
in the right subtree.

Step 14 : call function del with value
node → right
temp → data
otherwise
SET temp = node

Step 15 : If node → right == NULL then
SET node = node → left
free(temp)

Step 16 : If node != NULL then
inorder (node → left)
Display node → data

Step 17 : SET node → right

Step 18 : STOP.

Program No : 7

AIM :- Disjoint sets and the associated operations,

Algorithm :

Step 1 : START

Step 2 : Declare the variables of the set

Step 3 : Store the user's data and call function makeset() then SET $i = 0$

Step 4 : Repeat for $i < \text{dis}.$ then
SET dis.parent[i] = i
SET dis.rank[i] = 0
SET $i = i + 1$

Step 5 : User select union operation then
then read the elements to be
perform and store to x set and y

Step 6 : Perform find operation with x
and store result into y set and
y set perform step

Step 7 : If $x\text{set} == y\text{set}$ then
End of loop [F]

Step 8 : If $\text{dis.rank}[x\text{set}] < \text{dis.rank}[y\text{set}]$
Then

SET dis.parent[xset] = yset

SET dis.rank[xset] = -1

else $\text{dis.rank}[x\text{set}] \geq \text{dis.rank}[y\text{set}]$
Then:

SET dis.parent[yset] = xset

SET dis.rank[yset] = -1

otherwise

SET dis.parent[yset] = xset

SET dis.rank[xset] = dis.rank[xset]

SET dis.rank[yset] = -1

Step 9 : If user choose find operation
Then :

If find $x == \text{find } y$ then

Display the set

Step 10 : If user select the display
operation then

SET i = 0

Step 11 : Repeat for $i < \text{dis.n}$ then
Print dis.parent[i]
SET i = i + 1

Step 12 : Repeat for $i < \text{dis.n}$ then
Print dis.rank[i]
SET i = i + 1

Step 13 : If $\text{dis} \cdot \text{parent}[x].l = x$

→ Then

SET $\text{dis} \cdot \text{parent}[x] = \text{find}(\text{dis} \cdot \text{parent}[x])$

Step 14 : Display elements

Step 15 : Exit.