TER TECHNOLOGY	PUNE INSTITUTE OF COMPUTER TECHNOLOGY PUNE - 411043		
S. T. S.	Department of Electronics & Telecommunication		
PUNE	ASSESMENT YEAR: 2021-2022	CLASS: SE-5	
	SUBJECT: DATA STRUCTURES		
EXPT No:	LAB Ref: SE/2021-22/	Starting date: 8/11/2021	
	Roll No:22108	Submission date: 20/11/2021	
Title:	Database Management (With Po	inters)	
Problem	Implement database management using arr	ray of structures	
statement	A. With pointers to arrays B. Without poin	ters to arrays	
	1. Create, 2. Display, 3. Modify, 4. Append, 5	5. Search 6. Sort.	
Prerequisites:	Basics of C programming		
	Decision making and loop controls		
	Choice based program		
Objectives:	Learn to create a structure, display structure.		
	Implement various operation on structure t	o understand its effect on data.	
	Verify operation with and without pointer		
Theory:			

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<u>Array</u> – It is a collection of similar data types stored in computer's memory. Similar datatypes means that the data stored in an array should have same data type. For Example – int arr [20] stores only integers, char arr [10] stores only characters. And it is a derived datatype.

<u>Structures</u> - A structure is a user defined data type in C/C++. A structure creates a data type that can be used to group items of possibly different types into a single type.

For example – we can have int, char, string and other data types in one structure.

Functions -

- It is a self-contained block of statements that perform task of some kind.
- C program may have one or more functions
- C program must have at least one function i.e. main()
- There is no limit on number of functions
- Each function is called in a sequence specified by the function calls in main()
- After each function has done its job, control returns to next location from where it has been called.

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$\underline{Pointers} -$

- The pointer in C language is a variable which stores the address of another variable. This variable can be of type int, char, array, function, or any other pointer. The size of the pointer depends on the architecture. However, in 32-bit architecture the size of a pointer is 2 byte.
- The pointer in c language can be declared using * (asterisk symbol). It is also known as indirection pointer used to dereference a pointer.
- The general form of a pointer variable declaration is type *var-name;

<u>Declaring a Structure:</u> #include<stdio.h> struct comp

```
{ char name
[10];
int age;
float height;
char
symbol;
}a[5]; int
main()
{ scanf("%d", &a[0].age); \\ asking user for
value.
return 0;
}
```

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1) Algorithm for create a structure • Start • Declare a structure component with different data type variables in it with array a[]. • Ask user to enter how many records he wants in the structure (size). • For(int i = 0;i<size;i++) • Scan all structure element one by one • End for loop • End 2) Algorithm to display a structure

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Start

Declare a structure component with different data type variables in it with array a[].

- Ask user to enter how many records he wants in the structure (size).
- For(int i = 0; i < size; i++)
- Scan all structure element one by one
- End for loop
- For(int i=0;i < size;i++)
- Print all structure element one by one
- End for Loop
- End
- 3) Algorithm to Insert a record to structure
- Start
- Declare a structure component with different data type variables in it with array a[].
- Ask user to enter how many records he wants in the structure (size).
- For(int i = 0; i < size; i++)
- Scan all structure element one by one
- End for loop
- Ask user the new record to be inserted, here the new record will be at last thus (size) will be its index.

For example – scanf("%d", &a[size].age); •

End

- 4) Algorithm to delete record in the structure.
- Start
- Declare a structure component with different data type variables in it with array a[].
- Ask user to enter how many records he wants in the structure (size).
- For(int i = 0;i < size;i++)
- Scan all structure element one by one
- End for loop
- Declare variable for position or serial no. of record int del_index;
 Ask user to enter the position or serial no. of record.
- For (i=del_index- 1; i<size; i++)
- a[i] = a[i+1];
- End of loop
- Size--;
- Print the database
- End

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5) Algorithm to modify a record in structure. Start Declare a structure component with different data type variables in it with array a[]. Ask user to enter how many records he wants in the structure (size). For(int i = 0;i < size;i++)

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Scan all structure element one by one End for loop

- Declare a variable for the position or serial no. of record which needs to be modified (mod_index) and new structure array y for storing the modified data.
- Ask user for position or serial no. of record to be modified and the new data of the record.

```
For (i = 0; i < size; i++) if (i == mod_index-1)
{
      a[i] = y; // storing the data in main array at position =
      mod_index-1
            break;
}</pre>
```

- End of for loop
- Print the database
- End
- 6) Algorithm to search a record in structure
- Start
- Declare a structure component with different data type variables in it with array a[].
- Ask user to enter how many records he wants in the structure (size).
- For(int i = 0;i < size;i++)
- Scan all structure element one by one
- End for loop
- Declare a variable for serial no. of record to be searched (search_index) and variable for storing the index of the record found according to search_index (found_index)
- Ask the user for the serial no. of record to be searched.
- for (int i = 0; i < size; i++)
- if (a[i].sr_no = search_index) found_index = i; else End
- If the if condition is satisfied and found_index is assigned an interger value which is an index of the record, we will then print every data of the respective record.

for example – printf("%d", a[found_index].value), where value is a parameter in the structure.

- End
- 7) Algorithm to sort the records according to cost.
- Start
- Declare a structure component with different data type variables in it with array a[].

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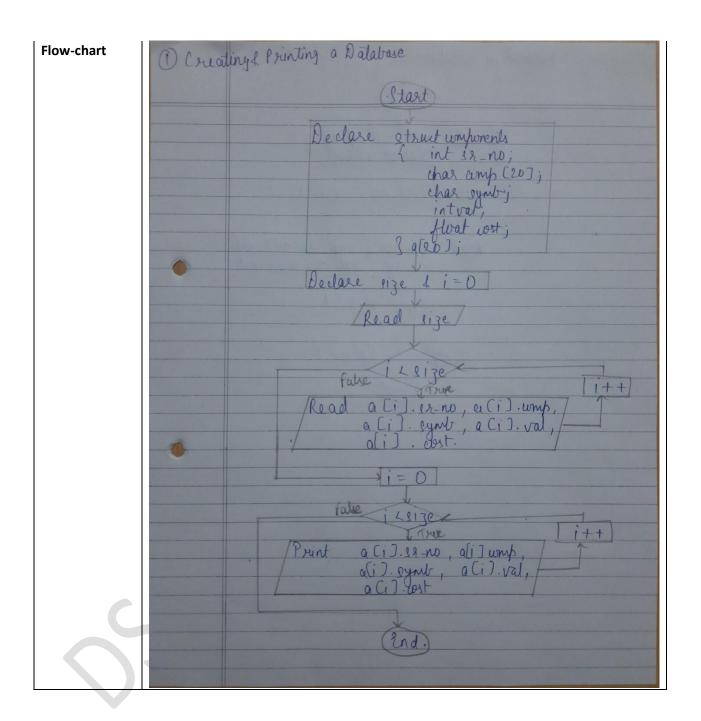
 Ask user to enter how many records he wants in the structure (size). For(int i = 0;i<size;i++)< li=""> </size;i++)<>

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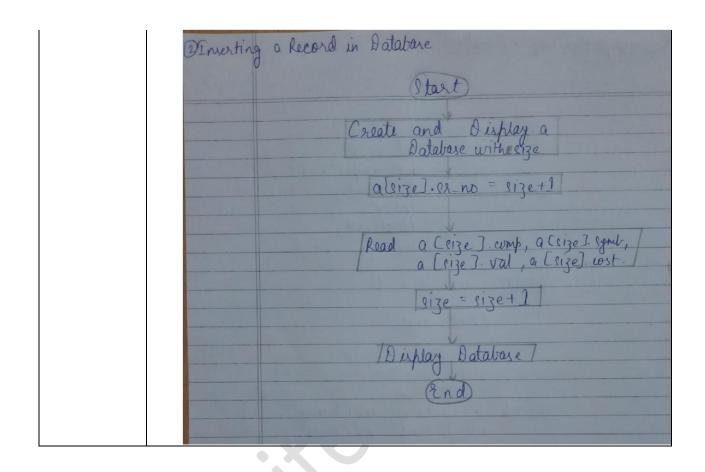
Scan all structure element one by one End for loop

- Declare an array in structure component temp
- for (int i = 0; i < size; i++) for
 (int j = 0; j < size-i; j++) if
 (a[j].cost>a[j+1].cost)
 { temp[0] =
 a[j]; a[j] =
 a[j+1];
 a[j+1] = temp[0];
 }
- End of inner for loop
- End of outer loop
- Print the database
- End

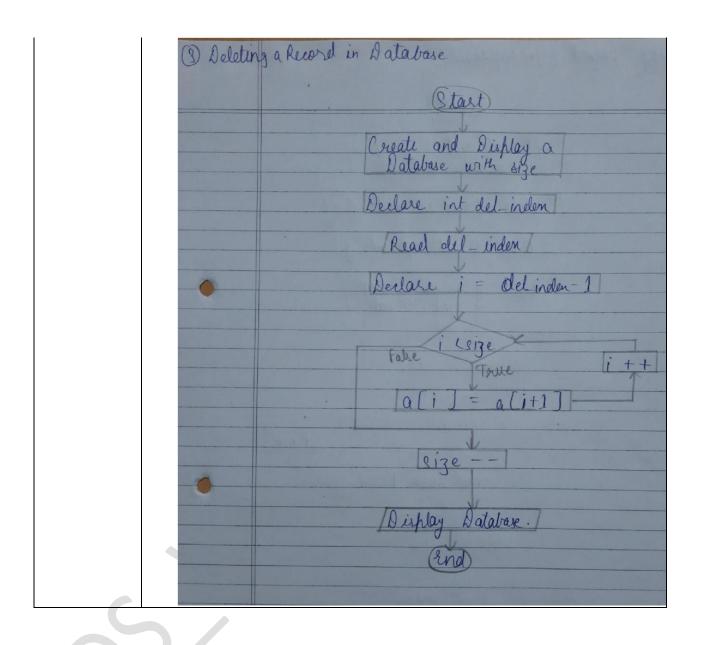
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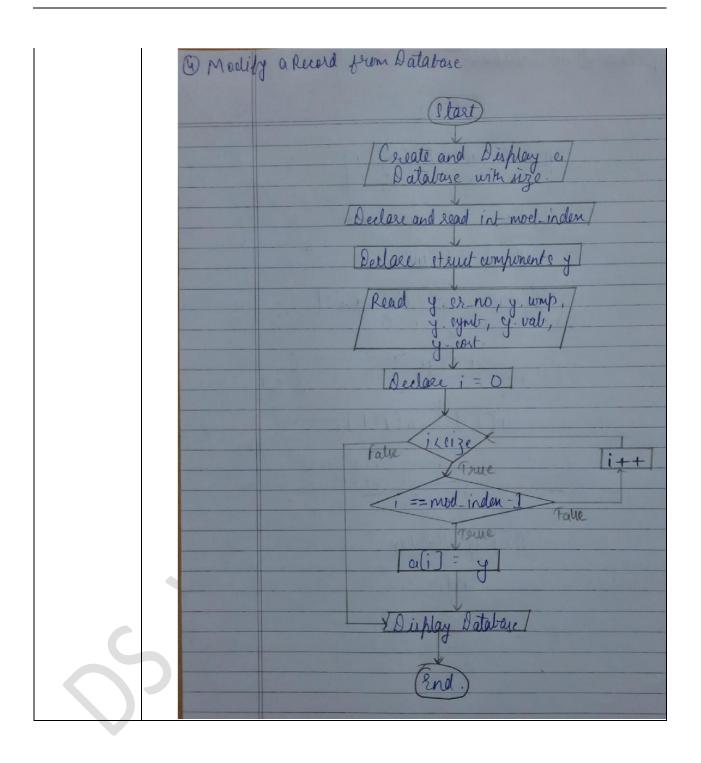
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5) Search	a Record form Database
	(Start)
	Create and Display
	a botaliase with lize
	Dellare rearch_inden,
	found_indunt found =0)
	i=0
	Read search inden
	160120
	false True litt
	a(i) 52. NO ==
	seerch-inden False
	Jouend_inden=i
	Millon Clark Ton and
-	Diplay a [found_inden]. sr_no, a [found_inden]. wmp, a [found_inden]. val,
	a Exorend inden J. symb,
	a [found_indem].val,
	afformed_inden].cost.
	End.
	(All)

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	(Start)
	Create and Diplay a Database with size.
	Darwase with size.
7.73	Declare struct components temp
	Declare i=0,j=0
	ikeize fulie
	i++ True
	1 Circuit
	False 1513e-1
	1 me itt
	a[j]. west false
	True
	temp = a[j] a[j] = a[j+1] a[j+1] = temp
	al) - ay T)
	Diplay Database
	(End.)

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```
#include <stdio.h>
Code
             #include <conio.h> #include
             <string.h>
             int size, i;
             struct components
               int sr_no;
             char comp[10];
               char symb;
             int val; float
             cost;
             } a[20];
             void print_struct(struct components *ptr)
               printf("The component table is:\n");
               printf("+----+
                    printf("|Sr.No|\t\tName of Component\t| Symbol | Value | Cost
                    |n";
             +\n'');
               for (i = 0; i < size; i++)
                                      %c | %d | %f |\n", (ptr + i)->sr_no, (ptr +
                 printf("| %d |
                               %s
             i)-
             >comp, (ptr + i)->symb, (ptr + i)->val, (ptr + i)->cost);
             +\n'');
             void end() {
               printf("\n-----");
             void accept_data(struct components *ptr)
```

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```
for (i = 0; i < size; i++)
     printf("\nEnter the Serial Number of Component: ");
scanf("%d", &(ptr + i)->sr_no);
     if ((ptr + i)->sr\_no > size || (ptr + i)->sr\_no <= 0)
       printf("Please Enter serial number between 1 and %d.", size);
continue;
     }
     printf("Enter the component %d name: ", (ptr + i)->sr_no);
scanf("%s", &(ptr + i)->comp);
     printf("Enter the component %d symbol: ", (ptr + i)->sr_no);
scanf(" %c", &(ptr + i)->symb);
     printf("Enter the component %d value: ", (ptr + i)->sr_no);
scanf("%d", &(ptr + i)->val);
    printf("Enter the component %d cost: ", (ptr + i)->sr_no);
scanf("\%f", \&(ptr + i)->cost);
  struct components temp;
for (i = 0; i < size; i++)
```

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```
for (int j = 0; j < size - i; j++)
              if ((ptr + j)->sr\_no > (ptr + j + 1)-
     {
>sr_no)
          temp = *(ptr + j);
*(ptr + j) = *(ptr + j + 1);
          *(ptr + j + 1) = temp;
}
  print_struct(ptr);
}
void insert_struct(struct components *ptr)
  printf("\nPlease enter the new component's name, symbol, value and
cost.");
  (ptr+size)->sr\_no = size + 1;
  printf("\nEnter the component %d name: ", size + 1);
scanf("%s", &(ptr+size)->comp);
  printf("\nEnter the component %d symbol: ", size + 1);
scanf(" %c", &(ptr+size)->symb);
  printf("\nEnter the component %d value: ", size + 1);
scanf("%d", &(ptr+size)->val);
  printf("\nEnter the component %d cost: ", size + 1);
scanf("%f", &(ptr+size)->cost);
  size++;
print_struct(ptr);
void del_struct(struct components *ptr)
{ int
del index;
  printf("\nPlease Enter the Sr. No of the component to delete:
     scanf("%d", \&del index); if (del index < 0 || del index
> size)
  {
     printf("Invalid Entry!, try again");
     return;
  for (i = del\_index - 1; i < size; i++)
     *(ptr + i) = *(ptr + i + 1);
```

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```
size--;
print_struct(ptr);
void modify_struct(struct components *ptr)
  int mod_index; struct
components y, *yptr;
                        yptr
= &y;
  printf("\nEnter the Sr.No of the component which needs to be modified:");
scanf("%d", &mod_index);
  if (mod\_index \le 0 \parallel mod\_index > size)
     printf("Invalid Entry!, Try again");
     return;
  printf("\nEnter the component serial no.: ");
  scanf("%d", &yptr->sr_no);
  printf("\nEnter the component %d name: ", yptr->sr_no);
scanf("%s", &yptr->comp);
  printf("\nEnter the component %d symbol: ", yptr->sr_no);
scanf(" %c", &yptr->symb);
  printf("\nEnter the component %d value: ", yptr->sr_no);
scanf("%d", &yptr->val);
  printf("\nEnter the component %d cost: ", yptr->sr_no);
scanf("%f", &yptr->cost);
  for (i = 0; i < size; i++)
     if (i == mod\_index - 1)
       *(ptr + i) = *yptr;
       break;
  print_struct(ptr);
void search_struct(struct components *ptr)
```

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```
int search_index, found_index, found = 0;
  printf("Enter the serial no. component which needs to be searched:
     scanf("%d", &search_index); for (int i = 0; i < size; i++)
    if ((ptr + i)->sr\_no == search\_index)
       found_index =
         found = 1;
i;
break;
  if (found == 0)
    printf("There was no %d serial number in the records!", search_index);
    return;
  printf("Sr. No = %d\n", (ptr+found_index)->sr_no);
printf("Name of Component = %s\n", (ptr+found_index)->comp);
printf("Symbol = %c\n", (ptr+found\_index)->symb);
printf("Value = %d\n", (ptr+found_index)->val); printf("Cost =
%f\n", (ptr+found_index)->cost);
void sort_struct(struct components *ptr)
  printf("Sorting the database according to cost.");
struct components temp, *tempptr;
  for (i = 0; i < size; i++)
     for (int j = 0; j < size - i; j++)
       if (a[j].cost > a[j + 1].cost)
          *tempptr = *(ptr+j);
          (ptr+j) = (ptr+j + 1);
          *(ptr+j+1) = *tempptr;
  print_struct(ptr);
```

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```
printf("-----Database Manager!!!!-----
int main() {
              int checker;
----");
         printf("\nDo you want to enter data records and perform operation on
them?
(yes = 1/no = 0): ");
scanf(" %d", &checker);
  if (checker == 0)
    printf("\nOK!, if you want to perform the operation press y next time!");
return 0;
  printf("\nSo as you have entered 'y' and you want to perform operations on the
database you have, first you have to enter the number of records when prompted
and then the records serial wise.\n"); printf("Enter the size of the table: ");
  scanf("%d", &size);
  struct components a[20], *ptr;
ptr = &a[0];
  printf("\nPlease enter the components.");
                 int choice;
accept_data(a);
  printf("\nThere are 3 operations,\n1) Insert\n2) Delete\n3) Modify\n4)
Search\n5) Sort by Cost\n6) Exit");
  printf("\nEnter the number of the respective operation: ");
scanf("%d", &choice);
  switch (choice)
  case 1: //Insert Operation
    printf("\nYou have chosen Insert Operation!");
printf("\n");
                 insert_struct(ptr);
    end();
break;
  case 2: //Delete Operation
```

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```
printf("\nYou have chosen Delete
Operation!");
                  printf("\n");
                                    del_struct(ptr);
end();
           break;
  }
  case 3: //Modify Operation
    printf("\nYou have chosen Modify
Operation!");
                  printf("\n");
modify_struct(ptr);
    end();
break;
  case 4: //Search Operation by Sr.No
    printf("\nYou have chosen Search
                 printf("\n");
Operation");
search_struct(ptr);
    end();
break;
  case 5: //Sort Operation by Cost
    printf("\nYou have chosen Sort Operation by
            printf("\n");
Cost");
                             sort_struct(ptr);
```

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```
end();
break;
}
case 6: //Exit
{
    printf("-----This is the end of execution!-----");
    return 0;
}
default:
{
    printf("Please enter the valid number!, try again.");
    break;
}
return 0;
}
```

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Output 1) Insert Operation -----Database Manager!!!!-----Do you want to enter data records and perform operation on them? (yes = 1/no= 0): 1 So as you have entered 'y' and you want to perform operations on the database you have, first you have to enter the number of records when prompted and then the records serial wise. Enter the size of the table: 4 Please enter the components. Enter the Serial Number of Component: 1 Enter the component 1 name: Resistor Enter the component 1 symbol: R Enter the component 1 value: 1000 Enter the component 1 cost: 1.555 Enter the Serial Number of Component: 2 Enter the component 2 name: Capacitor Enter the component 2 symbol: C Enter the component 2 value: 4700 Enter the component 2 cost: 3.50 Enter the Serial Number of Component: 3 Enter the component 3 name: Inductor Enter the component 3 symbol: L Enter the component 3 value: 110 Enter the component 3 cost: 2.75 Enter the Serial Number of Component: 4 Enter the component 4 name: Transistor Enter the component 4 symbol: Q Enter the component 4 value: 547 Enter the component 4 cost: 8.75 The component table is: |Sr.No| Name of Component | Symbol | Value | Cost | +----+ Resistor | R | 1000 | 1.555000 | Capacitor | C | 4700 | 3.500000 | +----+

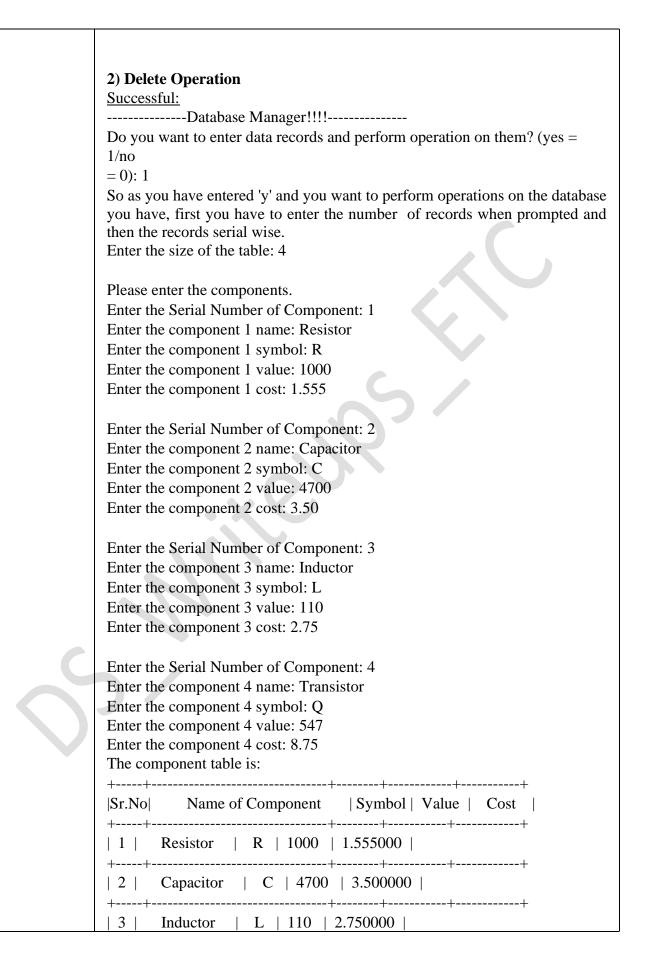
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| 3 | Inductor | L | 110 | 2.750000 |

| 4 | Transistor | Q | 547 | 8.750000 |

Ther	e are 3 operations,				
1)	Insert				
2)					
	Modify				
,	Search				
5)	Sort by Cost				
Ente	r the number of the respective	operation:	1		
You	have chosen Insert Operation!				
Pleas	se enter the new component's r	name, svml	ool, value a	and cost	
	r the component 5 name: Batte	-	ooi, varae e	ina cost.	
	1	Enter the component 3 name: Battery			
Ente	r the component 5 symbol: V	0) /		
	r the component 5 symbol: V r the component 5 value: 9	6) /		
Ente		16) /		
Enter Enter The	r the component 5 value: 9 r the component 5 cost: 1.5 component table is:	16			
Ente The + Sr.N	r the component 5 value: 9 r the component 5 cost: 1.5 component table is: -+	Symbo	ol Value	Cost	
Ente The + Sr.N+ 1 1	r the component 5 value: 9 r the component 5 cost: 1.5 component table is:	Symbo +	ol Value +)	Cost	
Ente The + Sr.N + 1 +	r the component 5 value: 9 r the component 5 cost: 1.5 component table is:	Symbo 1.555000 3.50000	ol Value 	Cost	
Ente The Sr.N + 1 + 2 + 3	r the component 5 value: 9 r the component 5 cost: 1.5 component table is:	Symbo 	ol Value + 0 + 00 	Cost	
Ente The	r the component 5 value: 9 r the component 5 cost: 1.5 component table is: -+	Symbo 	ol Value + 0 + 00 + 00	Cost	

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4	+ Transistor +	Q 547	8.750000	·	
There	e are 3 operations	,			
1)	Insert				
	Delete				
,	Modify				
	Search				
	Sort by Cost		amamatian, 2		
Enter	the number of th	e respective	operation: 2		
You l	nave chosen Dele	te Operation	!		
The c	e Enter the Sr. No	s:			
Sr.No	+o Name of 0	Component	Symbol V	alue Cost	
1	Resistor	R 1000	1.555000		
2	Capacitor	C 4700			
4	Transistor	Q 547	8.750000		
+	+		 	+	+
	This is the end	l of execution	1		
Unsu	ccessful:				
	Database	Manager!!!!-			
Do yo	ou want to enter d	lata records a	and perform ope	ration on then	n? (yes =
1/no					
= 0):					
	you have entered				
	ave, first you hat the records serial		ie number of re	ecorus wnen p	nomptea a
	the size of the ta				
		- · ·			
Pleas	e enter the compo	onents.			
	the Serial Numb	_			
Enter	the component 1	name: Resis	stor		

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Enter the component 1 symbol: R Enter the component 1 value: 1000 Enter the component 1 cost: 1.555 Enter the Serial Number of Component: 2 Enter the component 2 name: Capacitor Enter the component 2 symbol: C Enter the component 2 value: 4700 Enter the component 2 cost: 3.50 Enter the Serial Number of Component: 3 Enter the component 3 name: Inductor Enter the component 3 symbol: L Enter the component 3 value: 110 Enter the component 3 cost: 2.75 Enter the Serial Number of Component: 4 Enter the component 4 name: Transistor Enter the component 4 symbol: Q Enter the component 4 value: 547 Enter the component 4 cost: 8.75 The component table is: Name of Component | Symbol | Value | Cost | |Sr.No| +----+ 1 | Resistor | R | 1000 | 1.555000 | | 2 | Capacitor | C | 4700 | 3.500000 | +----+ Inductor | L | 110 | 2.750000 | -----+ | 4 | Transistor | Q | 547 | 8.750000 | There are 3 operations, 1) Insert

- 2) Delete
- 3) Modify
- 4) Search
- 5) Sort by Cost

Enter the number of the respective operation: 2

You have chosen Delete Operation!

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Please Enter the Sr. No of the component to delete: 5 Invalid Entry!, try again -----This is the end of execution-----3) Modify Operation Successful: -----Database Manager!!!!-----Do you want to enter data records and perform operation on them? (yes = 1/no= 0): 1 So as you have entered 'y' and you want to perform operations on the database you have, first you have to enter the number of records when prompted and then the records serial wise. Enter the size of the table: 4 Please enter the components. Enter the Serial Number of Component: 1 Enter the component 1 name: Resistor Enter the component 1 symbol: R Enter the component 1 value: 1000 Enter the component 1 cost: 1.555 Enter the Serial Number of Component: 2 Enter the component 2 name: Capacitor Enter the component 2 symbol: C Enter the component 2 value: 4700 Enter the component 2 cost: 3.50 Enter the Serial Number of Component: 3 Enter the component 3 name: Inductor Enter the component 3 symbol: L Enter the component 3 value: 110 Enter the component 3 cost: 2.75 Enter the Serial Number of Component: 4 Enter the component 4 name: Transistor Enter the component 4 symbol: Q Enter the component 4 value: 547 Enter the component 4 cost: 8.75 The component table is:

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| Symbol | Value |

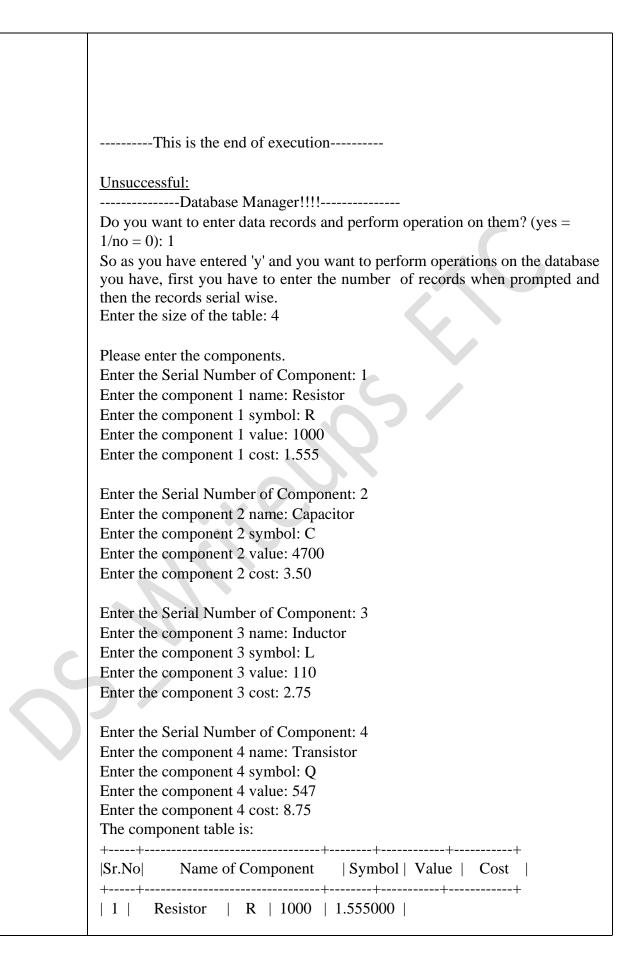
Cost

Name of Component

|Sr.No|

-----+ Resistor | R | 1000 | 1.555000 | +----+ Capacitor | C | 4700 | 3.500000 | Inductor | L | 110 | 2.750000 | +----+ Transistor | Q | 547 | 8.750000 | +----+ There are 3 operations, 1) Insert Delete 2) 3) Modify Search 4) Sort by Cost Enter the number of the respective operation: 3 You have chosen Modify Operation! Enter the Sr.No of the component which needs to be modified:1 Enter the component serial no.: 1 Enter the component 1 name: Resistor Enter the component 1 symbol: R Enter the component 1 value: 500 Enter the component 1 cost: 1 The component table is: +----+-----+-----+-----+-----+ Name of Component | Symbol | Value | Cost +----+ Resistor | R | 500 | 1.000000 | +----+ Capacitor | C | 4700 | 3.500000 | +----+ Inductor | L | 110 | 2.750000 | +----+ Transistor | Q | 547 | 8.750000 |

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There are 3 operations,

- 1) Insert
- 2) Delete
- 3) Modify
- 4) Search
- 5) Sort by Cost

Enter the number of the respective operation: 3

You have chosen Modify Operation!

Enter the Sr.No of the component which needs to be modified:8 Invalid Entry!, Try again
-----This is the end of execution-----

4) Search Operation

Successful:

-----Database Manager!!!!-----

Do you want to enter data records and perform operation on them? (yes = 1/no

= 0): 1

So as you have entered 'y' and you want to perform operations on the database you have, first you have to enter the number of records when prompted and then the records serial wise.

Enter the size of the table: 4

Please enter the components.

Enter the Serial Number of Component: 1

Enter the component 1 name: Resistor

Enter the component 1 symbol: R

Enter the component 1 value: 1000

Enter the component 1 cost: 1.555

Enter the Serial Number of Component: 2

Enter the component 2 name: Capacitor

Enter the component 2 symbol: C

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Enter the component 2 value: 4700 Enter the component 2 cost: 3.50 Enter the Serial Number of Component: 3 Enter the component 3 name: Inductor Enter the component 3 symbol: L Enter the component 3 value: 110 Enter the component 3 cost: 2.75 Enter the Serial Number of Component: 4 Enter the component 4 name: Transistor Enter the component 4 symbol: Q Enter the component 4 value: 547 Enter the component 4 cost: 8.75 The component table is: +----+ Name of Component | Symbol | Value | Cost | |Sr.No| Resistor | R | 1000 | 1.555000 | Capacitor | C | 4700 | 3.500000 | +----+ Inductor L | 110 | 2.750000 | -----+ Transistor | Q | 547 | 8.750000 | -----There are 3 operations, 1) Insert 2) Delete 3) Modify 4) Search

- 5) Sort by Cost

Enter the number of the respective operation: 4

You have chosen Search Operation

Enter the serial no. component which needs to be searched: 2

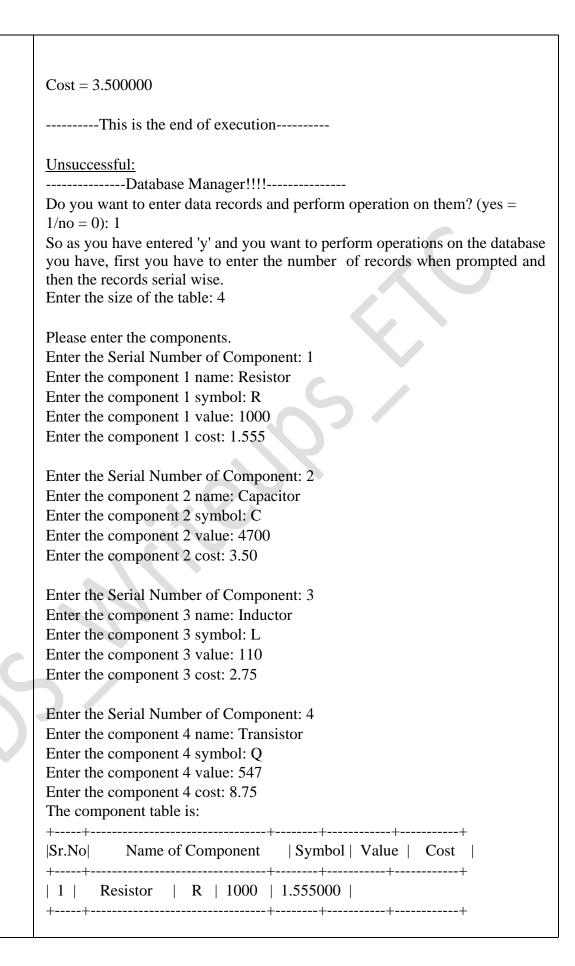
Sr. No = 2

Name of Component = Capacitor

Symbol = C

Value = 4700

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There are 3 operations,

- 1) Insert
- 2) Delete
- 3) Modify
- 4) Search
- 5) Sort by Cost

Enter the number of the respective operation: 4

You have chosen Search Operation

Enter the serial no. component which needs to be searched: 9

There was no 9 serial number in the records!

-----This is the end of execution-----

5) Sort Operation

-----Database Manager!!!!-----

Do you want to enter data records and perform operation on them? (yes = 1/no = 0): 1

So as you have entered 'y' and you want to perform operations on the database you have, first you have to enter the number of records when prompted and then the records serial wise.

Enter the size of the table: 4

Please enter the components.

Enter the Serial Number of Component: 1

Enter the component 1 name: Resistor

Enter the component 1 symbol: R Enter the component 1 value: 1000 Enter the component 1 cost: 1.555

Enter the Serial Number of Component: 2 Enter the component 2 name: Capacitor

Enter the component 2 symbol: C Enter the component 2 value: 4700 Enter the component 2 cost: 3.50

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Enter the Serial Number of Component: 3 Enter the component 3 name: Inductor Enter the component 3 symbol: L Enter the component 3 value: 110 Enter the component 3 cost: 2.75

Enter the Serial Number of Component: 4 Enter the component 4 name: Transistor Enter the component 4 symbol: Q Enter the component 4 value: 547 Enter the component 4 cost: 8.75 The

component table is:

Sr.No	1	Symbol Value Cost
1	Resistor R 1000	1.555000
	Capacitor C 4700	

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	3 Inductor L 110 2.750000
	++ 4 Transistor Q 547 8.750000
	++ There are 3 operations, 1) Insert
	2) Delete 3) Modify
	4) Search5) Sort by CostEnter the number of the respective operation: 5
	You have chosen Sort Operation by Cost Sorting the database according to cost. The component table is:
	Sr.No Name of Component Symbol Value Cost
	1 Resistor R 1000 1.555000 ++
	3 Inductor L 110 2.750000 ++
	2 Capacitor C 4700 3.500000 ++ 4 Transistor Q 547 8.750000
	++
	This is the end of execution
CONCLUSION	J:
	In this practical, we learned about various concepts related to structure and structure of arrays. We also successfully implemented a C program for performing
	various operations on structure like insert, delete, search, sort. Here, we also
	applied pointers.
REFERENCES:	
	Seymour Lipschutz, Data Structure with C, Schaum's Outlines, Tata McGrawHill
	E Balgurusamy - Programming in ANSI C, Tata McGraw-Hill (Third Edition)
	Yashavant Kanetkar- Let Us C, BPB Publication, 8th Edition.

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RPP (5) SPO (5)	Total (10)	Signature:
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		Assessed By: Mr. V. B. Vaijapurkar
Start date	Submission date	Date:
8/11/2021	20/11/2021	Roll. No. 22108
*Regularity, Punctuality, per formance *Submission, Presentation, o :als		

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