

# **Aravali College Of Engineering And Management**



## **Practical File On Data Structure Analysis**

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## **PROGRAM NO 1**

**AIM : WRITE A PROGRAM TO INSERT AN ELEMENT IN AN ARRAY**

**CODE :**

```
#include<stdio.h>
#include<conio.h>
voidmain()
{
    int array[50], position, c, n, value;

    printf("Enter number of elements in the array\n");
    scanf("%d", &n);

    printf("Enter %d elements\n", n);

        for (c = 0; c < n; c++)
            scanf("%d", &array[c]);

    printf("Please enter the location where you want to insert an new element\n");
    scanf("%d", &position);

    printf("Please enter the value\n");
    scanf("%d", &value);

        for (c = n - 1; c >= position - 1; c--)
            array[c+1] = array[c];

    array[position-1] = value;

    printf("Resultant array is\n");

        for (c = 0; c <= n; c++)
            printf("%d\n", array[c]);

    getch();
}
```

## OUTPUT :

```
Enter number of elements in the array
5
Enter 5 elements
345
5456
4567
2343
4678
Please enter the location where you want to insert an new element
2
Please enter the value
9999
Resultant array is
345
9999
5456
4567
2343
4678
```

## **PROGRAM NO 2**

**AIM : WRITE A PROGRAM TO DELETE AN ELEMENT FROM AN ARRAY**

**CODE :**

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int array[100], position, c, n;

    printf("Enter number of elements in array\n");
    scanf("%d", &n);

    printf("Enter %d elements\n", n);

    for ( c = 0 ; c < n ; c++ )
        scanf("%d", &array[c]);

    printf("Enter the location where you wish to delete element\n");
    scanf("%d", &position);

    if ( position >= n+1 )
        printf("Deletion not possible.\n");

    else
    {
        for ( c = position - 1 ; c < n - 1 ; c++ )
            array[c] = array[c+1];

        printf("Resultant array is\n");

        for( c = 0 ; c < n - 1 ; c++ )
            printf("%d\n", array[c]);
        }
    getch();
}
```

## OUTPUT :

```
C:\TURBOC3\BIN>TC
Enter number of elements in array
4
Enter 4 elements
3454
5667
6787
4376
Enter the location where you wish to delete element
2
Resultant array is
3454
6787
4376
```

## PROGRAM NO 3

**AIM :Write a program for searching an element in an array (linear search)**

**CODE :**

```
#include<stdio.h>
#include<conio.h>
void main()
{
int array[100],search,c,n;
clrscr();
printf("enter the number of elements in array\n");
scanf("%d",&n);
printf("enter %d elements \n",n);
for(c=0;c<n;c++)
{
scanf("%d",&array[c]);
}
printf("enter a no to search \n");
scanf("%d",&search);
for(c=0;c<n;c++)
{
if(array[c]==search)
{
printf("%d is present at location %d\n",search,c+1);
break;
}
}
if(c==n)
{
printf("%d is not present in the array \n",search);
}
}
getch();
}
```

## OUTPUT :

```
enter the number of elements in array
4
enter 4 elements
32
67
43
87
enter a no to search
87
87 is present at location 4
```



## PROGRAM NO 4

**AIM : Write a program for searching an element in an array (binary search)**

**CODE :**

```
#include<stdio.h>
#include<conio.h>
void main()
{
int array[100],s,n,last,mid,first,c;
clrscr();
printf("enter the no of elements in an array \n");
scanf("%d",&n);
printf("enter %d elements\n",n);
for(c=0;c<n;c++)
scanf("%d",&array[c]);
printf("enter a no to search \n");
scanf("%d",&s);
first=0;
last=n-1;
mid=(first+last)/2;
while(first<=last)
{
if(array[mid]<s)
first=mid+1;
else if(array[mid]==s)
{
printf("%d found at %d location\n",s,mid+1);
break;
}
else
last=mid-1;
mid=(first+last)/2;
}
if(first>last)
printf("%d not found \n",s);
getch();
}
```

## OUTPUT :

```
enter the no of elements in an array
4
enter 4 elements
34
67
87
98
enter a no to search
98
98 found at 4 location
```

## PROGRAM NO 5

**AIM :Write a program for push, pop, peak, display.**

**CODE :**

```
#include<stdio.h>
#include<conio.h>
#define N 6
void push();
void pop();
void peak();
void display();
int stack[N];
int top=-1;
void main()
{
    int ch;
    clrscr();
    do
    {
        printf("\n\n enter the choice \n 1: for push \n 2: for pop \n 3:
for peak element \n 4: for display elements \n ");
        scanf("%d",&ch);
        switch(ch)
        {
            case 1:push();
                        break;
            case 2:pop();
                        break;
            case 3:peak();
                        break;
            case 4:display();
                        break;
            case 0:printf("program ends now \n");
                        break;
            default :printf("invalid input");
                        break;
        }
    }while(ch!=0);
    getch();
}
void push()
{
```

```

int input;
if(top==N-1)
{
    printf("overflow condition :\n");
}
else
{
    printf("enter the element which you want to add :\n");
    scanf("%d",&input);
    top++;
    stack[top]=input;
}
}
void pop()
{
    int deleted;
    if(top==-1)
    {
        printf("underflow condition :\n");
    }
    else
    {
        deleted=stack[top];
        printf("the deleted element is %d ",deleted);
        top--;
    }
}
void peak()
{
    if(top==-1)
    {
        printf("no element is there in the stack \n");
    }
    else
    {
        printf("the peak element is %d ",stack[top]);
    }
}
void display()
{
    int i;
    for(i=top;i>=0;i--)
    {

```

```
        printf("%d\n",stack[i]);  
    }  
}
```

## OUTPUT :

```
enter the choice
1: for push
2: for pop
3: for peak element
4: for display elements
1
enter the element which you want to add :
23
```

```
enter the choice
1: for push
2: for pop
3: for peak element
4: for display elements
2
the deleted element is 23
```

```
enter the choice
1: for push
2: for pop
3: for peak element
4: for display elements
```

```
4: for display elements
1
overflow condition :
```

```
enter the choice
1: for push
2: for pop
3: for peak element
4: for display elements
4
23
23
23
23
23
23
```

```
enter the choice
1: for push
2: for pop
3: for peak element
4: for display elements
```

—

## PROGRAM NO 6

**AIM :Write a program for insertion, deletion and display in queue.**

**CODE :**

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#define n 5
void main()
{
int queue[n],ch=1,front=0,rear=0,i,j=1,x=n;
clrscr();
printf(" queue using array :");
printf("\n 1. insertion \n2. deletion \n3. display \n4. exit");
while(ch)
{
printf("\n enter the choice :");
scanf("%d",&ch);
switch(ch)
{
case 1:
if(rear==x)
printf(" queue is full \n");
else
{
printf("\n enter no %d: ",j++);
scanf("%d",&queue[rear++]);
}
break;
case 2:
if(front==rear)
{
printf(" queue is empty");
}
else
{
printf("\n deleted element is %d ",queue[front++]);
}
break;
case 3:
```

```
if(front==rear)
{
printf(" queue is empty");
}
else
{
printf("\n queue elements are :\n");
for(i=front;i<rear;i++)
{
printf("%d",queue[i]);
printf("\n");
}
break;
case 4:
exit(0);
default :
printf("\n wrong choice : please see the options ");
}
}
}
getch();
}
```



## OUTPUT :

```
queue using array :
1. insertion
2. deletion
3. display
4. exit
enter the choice :1

enter no 1: 4

enter the choice :1

enter no 2: 5

enter the choice :2

deleted element is 4
enter the choice :3

queue elements are :
5

enter the choice :_
```

## PROGRAM NO 7

**AIM :Write a program of Bubble sorting**

**CODE :**

```
#include <stdio.h>

int main()
{
    int array[100], n, c, d, swap;

    printf("Enter number of elements\n");
    scanf("%d", &n);

    printf("Enter %d integers\n", n);

    for (c = 0; c < n; c++)
        scanf("%d", &array[c]);

    for (c = 0 ; c < n - 1; c++)
    {
        for (d = 0 ; d < n - c - 1; d++)
        {
            if (array[d] > array[d+1]) /* For decreasing order use < */
            {
                swap    = array[d];
                array[d] = array[d+1];
                array[d+1] = swap;
            }
        }
    }

    printf("Sorted list in ascending order:\n");

    for (c = 0; c < n; c++)
        printf("%d\n", array[c]);

    return 0;
}
```

## OUTPUT :

```
Enter number of elements
5
Enter 5 integers
23
54
675
09
12
Sorted list in ascending order:
9
12
23
54
675
```

## PROGRAM NO 8

**AIM :Write a program of Link list implementation for insertion**

**CODE :**

```
#include<stdio.h>
#include<stdlib.h>
struct node
{
    int data;
    struct node *next;
};
struct node *head;

void begininsert ();
void lastinsert ();
void display();

void main ()
{
    int choice =0;
    while(choice != 4)
    {
        printf("\n\n****Main Menu****\n");
        printf("\nChoose one option from the following list ...\n");

        printf("\n=====");
        printf("\n1.Insert in begining\n2.Insert at last\n3.Show\n4.Exit\n");
        printf("\nEnter your choice?\n");
        scanf("\n%d",&choice);
        switch(choice)
        {
            case 1:
                begininsert();
                break;
            case 2:
                lastinsert();
                break;

            case 3:
                display();
                break;
```

```

        case 4:
            exit(0);
            break;
        default:
            printf("Please enter valid choice..");
    }
}
}
void beginsert()
{
    struct node *ptr;
    int item;
    ptr = (struct node *) malloc(sizeof(struct node *));
    if(ptr == NULL)
    {
        printf("\nOVERFLOW");
    }
    else
    {
        printf("\nEnter value\n");
        scanf("%d",&item);
        ptr->data = item;
        ptr->next = head;
        head = ptr;
        printf("\nNode inserted");
    }
}
}
void lastinsert()
{
    struct node *ptr,*temp;
    int item;
    ptr = (struct node*)malloc(sizeof(struct node));
    if(ptr == NULL)
    {
        printf("\nOVERFLOW");
    }
    else
    {
        printf("\nEnter value?\n");
        scanf("%d",&item);
        ptr->data = item;
        if(head == NULL)

```

```

    {
        ptr -> next = NULL;
        head = ptr;
        printf("\nNode inserted");
    }
    else
    {
        temp = head;
        while (temp -> next != NULL)
        {
            temp = temp -> next;
        }
        temp->next = ptr;
        ptr->next = NULL;
        printf("\nNode inserted");
    }
}

```

```

void display()
{
    struct node *ptr;
    ptr = head;
    if(ptr == NULL)
    {
        printf("Nothing to print");
    }
    else
    {
        printf("\nprinting values . . . . \n");
        while (ptr!=NULL)
        {
            printf("\n%d",ptr->data);
            ptr = ptr -> next;
        }
    }
}

```

## OUTPUT :

```
2.Insert at last
3.Show
4.Exit
```

```
Enter your choice?
2
```

```
Enter value?
6
```

Node inserted

\*\*\*\*Main Menu\*\*\*\*

Choose one option from the following list ...

=====

```
1.Insert in begining
2.Insert at last
3.Show
4.Exit
```

```
Enter your choice?
=
```

```
3.Show
4.Exit
```

```
Enter your choice?
3
```

printing values . . . . .

```
23
3
6
```

\*\*\*\*Main Menu\*\*\*\*

Choose one option from the following list ...

=====

```
1.Insert in begining
2.Insert at last
3.Show
4.Exit
```

```
Enter your choice?
```

## PROGRAM NO 9

**AIM :Write a program of Link list implementation for deletion**

**CODE :**

```
#include<stdio.h>
#include<stdlib.h>
struct node
{
    int data;
    struct node *next;
};
struct node *head;

void begininsert ();
void lastinsert ();
void display();
void begin_delete();
void last_delete();

void main ()
{
    int choice =0;
    while(choice != 6)
    {
        printf("\n\n****Main Menu****\n");
        printf("\nChoose one option from the following list ...\n");

        printf("\n=====");
        printf("\n1.Insert in begining\n2.Insert at last\n3.Show\n4.
Delete at begin\n5.Delete at last\n6.Exit\n");
        printf("\nEnter your choice?\n");
        scanf("\n%d",&choice);
        switch(choice)
        {
            case 1:
                begininsert();
                break;
            case 2:
                lastinsert();
                break;
            case 3:
                display();
                break;
            case 4:
                begin_delete();
                break;
            case 5:
                last_delete();
                break;
            case 6:
                exit(0);
                break;
            default:
```



```

        printf("Please enter valid choice..");
    }
}
void begininsert()
{
    struct node *ptr;
    int item;
    ptr = (struct node *) malloc(sizeof(struct node *));
    if(ptr == NULL)
    {
        printf("\nOVERFLOW");
    }
    else
    {
        printf("\nEnter value\n");
        scanf("%d",&item);
        ptr->data = item;
        ptr->next = head;
        head = ptr;
        printf("\nNode inserted");
    }
}
void lastinsert()
{
    struct node *ptr,*temp;
    int item;
    ptr = (struct node*)malloc(sizeof(struct node));
    if(ptr == NULL)
    {
        printf("\nOVERFLOW");
    }
    else
    {
        printf("\nEnter value?\n");
        scanf("%d",&item);
        ptr->data = item;
        if(head == NULL)
        {
            ptr -> next = NULL;
            head = ptr;
            printf("\nNode inserted");
        }
        else
        {
            temp = head;
            while (temp -> next != NULL)
            {
                temp = temp -> next;
            }
            temp->next = ptr;
            ptr->next = NULL;
            printf("\nNode inserted");
        }
    }
}

```

```

    }
}

void display()
{
    struct node *ptr;
    ptr = head;
    if(ptr == NULL)
    {
        printf("Nothing to print");
    }
    else
    {
        printf("\nprinting values . . . . \n");
        while (ptr!=NULL)
        {
            printf("\n%d",ptr->data);
            ptr = ptr -> next;
        }
    }
}

void begin_delete()
{
    struct node *ptr;
    if(head==NULL)
    {
        printf("\n list is empty\n");
    }
    else
    {
        ptr=head;
        head= ptr -> next ;
        free(ptr);
        printf("\n node deleted from beginning \n");
    }
}

void last_delete()
{
    struct node *ptr,*ptr1;
    if(head==NULL)
    {
        printf("\n list is empty\n");
    }
    else if(head -> next == NULL)
    {
        head=NULL;
        free(head);
        printf("\n only node of the list deleted \n");
    }
    else
    {
        ptr=head;
        while(ptr-> next!=NULL)
        {
            ptr1=ptr;

```

```
        ptr=ptr->next;
    }
    ptr1->next=NULL;
    free(ptr);
    printf("\ndeleted node from the last \n");
}
}
```

## OUTPUT :

```
6.Exit
```

```
Enter your choice?
```

```
2
```

```
Enter value?
```

```
9
```

```
Node inserted
```

```
****Main Menu****
```

```
Choose one option from the following list ...
```

```
=====
```

```
1.Insert in begining
```

```
2.Insert at last
```

```
3.Show
```

```
4. Delete at begin
```

```
5.Delete at last
```

```
6.Exit
```

```
Enter your choice?
```

```
5_
```

```
4. Delete at begin
```

```
5.Delete at last
```

```
6.Exit
```

```
Enter your choice?
```

```
5
```

```
deleted node from the last
```

```
****Main Menu****
```

```
Choose one option from the following list ...
```

```
=====
```

```
1.Insert in begining
```

```
2.Insert at last
```

```
3.Show
```

```
4. Delete at begin
```

```
5.Delete at last
```

```
6.Exit
```

```
Enter your choice?
```

```
_
```

## PROGRAM NO 10

**AIM :Write a program of Insertion Sort**

**CODE :**

```
#include <math.h>
#include <stdio.h>
#include <conio.h>

/* Function to sort an array
   using insertion sort*/
void insertionSort(int arr[], int n)
{
    int i, key, j;
    for (i = 1; i < n; i++)
    {
        key = arr[i];
        j = i - 1;

        /* Move elements of arr[0..i-1],
           that are greater than key,
           to one position ahead of
           their current position */
        while (j >= 0 && arr[j] > key)
        {
            arr[j + 1] = arr[j];
            j = j - 1;
        }
        arr[j + 1] = key;
    }
}

// A utility function to print
// an array of size n
void printArray(int arr[], int n)
{
    int i;
    for (i = 0; i < n; i++)
        printf("%d ", arr[i]);
    printf("\n");
}

// Driver code
```

```
void main()
{
    int arr[] = {12, 11, 13, 5, 6};
    int n = sizeof(arr) / sizeof(arr[0]);

    insertionSort(arr, n);
    printArray(arr, n);

    getch();
}
```

## OUTPUT :

5 6 11 12 13

