LAB-3

LinearBinaryTime.c

```
#include <stdio.h>
#include <time.h>
#include <stdlib.h>
#include <math.h>
int linears(int i);
int binaryS(int,int);
void selectionsort(int *a,int n);
int a[1000000],key,ch;
int main()
{
int i,b,n;
clock_t start,end;
do
{
  printf("\nchoose method\n");
  printf("1.recursive linear search\n2.linear binary search\n3.exit\n");
  scanf("%d",&ch);
  switch(ch)
```

```
{
    case 1:
    printf("enter number of elements-\n");
    scanf("%d",&n);
printf("%d numbers generated-\n",n);
for(i=0;i<=n;i++)
{
  a[i]=rand()%10000;
  printf("%d\t", a[i]);
}
printf("\nEnter the number to be searched\n");
scanf("%d",&key);
start=clock();
b=linears(0);
end=clock();
printf("Time taken:%f\n",(((double)(end-start))/CLOCKS_PER_SEC));
if(b==5)
printf("Number not found\n");
else
printf("Number found at position: %d\n",b+1);
break;
```

```
case 2:
printf("enter number of elements-\n");
    scanf("%d",&n);
printf("%d numbers generated-\n",n);
for(i=0;i<=n;i++)
{
  a[i]=rand()%10000;
  printf("%d\t", a[i]);
}
printf("\nEnter the number to be searched\n");
scanf("%d",&key);
start=clock();
selectionsort(a,n);
  printf("The elements after sorting are :");
        for(i=0;i<n;i++)
        printf("%d ",a[i]);
  b=binaryS(0,n-1);
  end=clock();
  printf("\nTime taken:%f\n",(((double)(end-start))/CLOCKS_PER_SEC));
```

```
if(b==-1)
  {
    printf("Number not found\n");
  }
  else
  {
    printf("Number %d found at position:%d\n",key,(b+1));
  }
  break;
default: break;
}
}while(ch!=3);
return 0;
}
int linears(int i)
{
  if(i==5)
  return 5;
  else if(a[i]==key)
  return i;
  else
```

```
linears(++i);
}
int binaryS(int f,int I)
{
  int m;
  m=((f+I)/2);
  if(key==a[m])
  {
    return m;
  }
  else if(key>a[m])
  {
    return binaryS(++m,l);
  }
  else if(key<a[m])
  {
    return binaryS(f,--m);
  }
  else if(f>l)
  {
```

```
return -1;
  }
}
void selectionsort(int *a,int n)
{
  int temp,pos,small;
  for(int i=0;i<=n-2;i++)
  {
    small=a[i];
    pos=i;
    for(int j=i+1;j<=n-1;j++)
    {
      if(a[j]<small)
      {
         small=a[j];
         pos=j;
      }
    }
    temp=a[i];
    a[i]=a[pos];
    a[pos]=temp;
```

}
}