RAJALAKSHMI ENGINEERING COLLEGE

**An Autonomous Institution, Affiliated to Anna University Rajalakshmi Nagar, Thandalam – 602 105**



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

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| **CS23231 – DATA STRUCTURES**  **(*Regulation 2023*)** |
| **LAB MANUAL** |



Meghna Rajesh

231501098

First, AIML - B II

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**LESSON PLAN**

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| --- | --- | --- | --- | --- | --- |
| **Course Code** | **Course Title**  **(Laboratory Integrated Theory Course)** | **L** | **T** | **P** | **C** |
| **CS23231** | **Data Structures** | **1** | **0** | **6** | **4** |

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| EXPT NO.: 1 | **Implementation of Single Linked List (Insertion, Deletion and Display)** |
| DATE: 2/2/24 |

# AIM:

To write a program to implement singly linked list.

# PROGRAM:

// Linked List Node struct node {

int info;

struct node\* link;

};

struct node\* start = NULL;

// Function to create list with n nodes initially void createList()

{

if (start == NULL) { int n;

printf("\nEnter the number of nodes: "); scanf("%d", &n);

if (n != 0) {

int data;

struct node\* newnode; struct node\* temp;

newnode = malloc(sizeof(struct node)); start = newnode;

temp = start; printf("\nEnter number to"

" be inserted : ");

scanf("%d", &data); start->info = data;

for (int i = 2; i <= n; i++) {

newnode = malloc(sizeof(struct node)); temp->link = newnode;

printf("\nEnter number to" " be inserted : ");

scanf("%d", &data); newnode->

temp = temp->link;

}

}

printf("\nThe list is created\n");

}

else

printf("\nThe list is already created\n");

}

// Function to traverse the linked list void traverse()

{

struct node\* temp;

// List is empty if (start == NULL)

printf("\nList is empty\n");

// Else print the LL else {

temp = start;

while (temp != NULL) {

printf("Data = %d\n", temp->info); temp = temp->link;

}

}

}

// Function to insert at the front

// of the linked list void insertAtFront()

{

int data;

struct node\* temp;

temp = malloc(sizeof(struct node)); printf("\nEnter number to"

" be inserted : ");

scanf("%d", &data); temp->info = data;

// Pointer of temp will be

// assigned to start temp->link = start; start = temp;

}

// Function to insert at the end of

// the linked list void insertAtEnd()

{

int data;

struct node \*temp, \*head;

temp = malloc(sizeof(struct node));

// Enter the number

printf("\nEnter number to" " be inserted : ");

scanf("%d", &data);

// Changes links temp->link = 0; temp->info = data; head = start;

while (head->link != NULL) { head = head->link;

}

head->link = temp;

}

// Function to insert at any specified

// position in the linked list void insertAtPosition()

{

struct node \*temp, \*newnode; int pos, data, i = 1;

newnode = malloc(sizeof(struct node));

// Enter the position and data printf("\nEnter position and data :"); scanf("%d %d", &pos, &data);

// Change Links temp = start;

newnode->info = data; newnode->link = 0; while (i < pos - 1) {

temp = temp->link; i++;

}

newnode->link = temp->link; temp->link = newnode;

}

// Function to delete from the front

// of the linked list void deleteFirst()

{

struct node\* temp; if (start == NULL)

printf("\nList is empty\n"); else {

temp = start;

start = start->link; free(temp);

}

}

// Function to delete from the end

// of the linked list void deleteEnd()

{

struct node \*temp, \*prevnode; if (start == NULL)

printf("\nList is Empty\n"); else {

temp = start;

while (temp->link != 0) { prevnode = temp;

temp = temp->link;

}

free(temp); prevnode->link = 0;

}

}

// Function to delete from any specified

// position from the linked list void deletePosition()

{

struct node \*temp, \*position; int i = 1, pos;

// If LL is empty if (start == NULL)

printf("\nList is empty\n");

// Otherwise else {

printf("\nEnter index : ");

// Position to be deleted scanf("%d", &pos);

position = malloc(sizeof(struct node)); temp = start;

// Traverse till position while (i < pos - 1) {

temp = temp->link; i++;

}

// Change Links position = temp->link;

temp->link = position->link;

// Free memory free(position);

}

}

// Function to find the maximum element

// in the linked list void maximum()

{

int a[10];

int i;

struct node\* temp;

// If LL is empty if (start == NULL)

printf("\nList is empty\n");

// Otherwise else {

temp = start;

int max = temp->info;

// Traverse LL and update the

// maximum element while (temp != NULL) {

// Update the maximum

// element

if (max < temp->info) max = temp->info;

temp = temp->link;

}

printf("\nMaximum number " "is : %d ",

max);

}

}

// Function to find the mean of the

// elements in the linked list void mean()

{

int a[10]; int i;

struct node\* temp;

// If LL is empty if (start == NULL)

printf("\nList is empty\n");

// Otherwise else {

temp = start;

// Stores the sum and count of

// element in the LL int sum = 0, count = 0; float m;

// Traverse the LL while (temp != NULL) {

// Update the sum

sum = sum + temp->info;

temp = temp->link; count++;

}

// Find the mean m = sum / count;

// Print the mean value printf("\nMean is %f ", m);

}

}

// Function to sort the linked list

// in ascending order void sort()

{

struct node\* current = start; struct node\* index = NULL; int temp;

// If LL is empty

if (start == NULL) { return;

}

// Else else {

// Traverse the LL

while (current != NULL) { index = current->link;

// Traverse the LL nestedly

// and find the minimum

// element

while (index != NULL) {

// Swap with it the value

// at current

if (current->info > index->info) { temp = current->info;

current->info = index->info; index->info = temp;

}

index = index->link;

}

// Update the current current = current->link;

}

}

}

// Function to reverse the linked list

void reverseLL()

{

struct node \*t1, \*t2, \*temp; t1 = t2 = NULL;

// If LL is empty if (start == NULL)

printf("List is empty\n");

// Else else {

// Traverse the LL while (start != NULL) {

// reversing of points t2 = start->link; start->link = t1;

t1 = start; start = t2;

}

start = t1;

// New head Node temp = start;

printf("Reversed linked " "list is : ");

// Print the LL

while (temp != NULL) { printf("%d ", temp->info); temp = temp->link;

}

}

}

// Function to search an element in linked list void search()

{

int found = -1;

// creating node to traverse struct node\* tr = start;

// first checking if the list is empty or not if (start == NULL) {

printf("Linked list is empty\n");

}

else {

printf("\nEnter the element you want to search: "); int key;

scanf("%d", &key);

// checking by traversing

while (tr != NULL) {

// checking for key

if (tr->info == key) { found = 1;

break;

}

// moving forward if not at this position else {

tr = tr->link;

}

}

// printing found or not if (found == 1) {

printf(

"Yes, %d is present in the linked list.\n", key);

}

else {

printf("No, %d is not present in the linked " "list.\n",

key);

}

}

}

// Driver Code int main()

{

createList(); int choice; while (1) {

printf("\n\t1 To see list\n"); printf("\t2 For insertion at"

" starting\n"); printf("\t3 For insertion at"

" end\n");

printf("\t4 For insertion at " "any position\n");

printf("\t5 For deletion of " "first element\n");

printf("\t6 For deletion of " "last element\n");

printf("\t7 For deletion of " "element at any position\n");

printf("\t8 To find maximum among" " the elements\n");

printf("\t9 To find mean of " "the elements\n");

printf("\t10 To sort element\n"); printf("\t11 To reverse the "

"linked list\n");

printf("\t12 Search an element in linked list\n"); printf("\t13 To exit\n");

printf("\nEnter Choice :\n");

scanf("%d", &choice);

switch (choice) { case 1:

traverse(); break;

case 2:

insertAtFront(); break;

case 3:

insertAtEnd(); break;

case 4:

insertAtPosition(); break;

case 5:

deleteFirst(); break;

case 6:

deleteEnd(); break;

case 7:

deletePosition(); break;

case 8:

maximum(); break;

case 9:

mean(); break;

case 10:

sort(); break;

case 11:

reverseLL(); break;

case 12:

search(); break;

case 13:

exit(1); break;

default:

printf("Incorrect Choice\n");

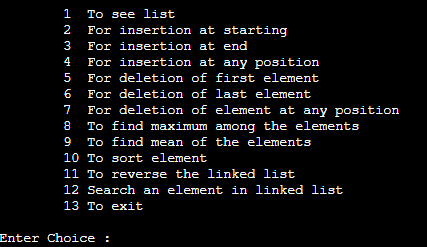
}

}

return 0;

}

# OUTPUT:



RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 2 | **Implementation of Doubly Linked List (Insertion, Deletion and Display)** |
| DATE: 9/3/24 |

# AIM:

To write a program to implement doubly linked list.

# PROGRAM:

#include <stdio.h> #include <stdlib.h> int i = 0;

// Node for Doubly Linked List typedef struct node {

int key;

struct node\* prev; struct node\* next;

} node;

// Head, Tail, first & temp Node node\* head = NULL;

node\* first = NULL; node\* temp = NULL; node\* tail = NULL;

// Function to add a node in the

// Doubly Linked List void addnode(int k)

{

// Allocating memory

// to the Node ptr node\* ptr

= (node\*)malloc(sizeof(node));

// Assign Key to value k ptr->key = k;

// Next and prev pointer to NULL ptr->next = NULL;

ptr->prev = NULL;

// If Linked List is empty if (head == NULL) {

head = ptr; first = head; tail = head;

}

// Else insert at the end of the

// Linked List else {

temp = ptr;

first->next = temp; temp->prev = first; first = temp;

tail = temp;

}

// Increment for number of Nodes

// in the Doubly Linked List i++;

}

// Function to traverse the Doubly

// Linked List void traverse()

{

// Nodes points towards head node node\* ptr = head;

// While pointer is not NULL,

// traverse and print the node while (ptr != NULL) {

// Print key of the node printf("%d ", ptr->key); ptr = ptr->next;

}

printf("\n");

}

// Function to insert a node at the

// beginning of the linked list void insertatbegin(int k)

{

// Allocating memory

// to the Node ptr node\* ptr

= (node\*)malloc(sizeof(node));

// Assign Key to value k ptr->key = k;

// Next and prev pointer to NULL ptr->next = NULL;

ptr->prev = NULL;

// If head is NULL if (head == NULL) {

first = ptr; first = head; tail = head;

}

// Else insert at beginning and

// change the head to current node else {

temp = ptr;

temp->next = head; head->prev = temp; head = temp;

} i++;

}

// Function to insert Node at end void insertatend(int k)

{

// Allocating memory

// to the Node ptr node\* ptr

= (node\*)malloc(sizeof(node));

// Assign Key to value k ptr->key = k;

// Next and prev pointer to NULL ptr->next = NULL;

ptr->prev = NULL;

// If head is NULL if (head == NULL) {

first = ptr;

first = head; tail = head;

}

// Else insert at the end else {

temp = ptr;

temp->prev = tail; tail->next = temp; tail = temp;

} i++;

}

// Function to insert Node at any

// position pos

void insertatpos(int k, int pos)

{

// For Invalid Position

if (pos < 1 || pos > i + 1) { printf("Please enter a"

" valid position\n");

}

// If position is at the front,

// then call insertatbegin() else if (pos == 1) {

insertatbegin(k);

}

// Position is at length of Linked

// list + 1, then insert at the end else if (pos == i + 1) {

insertatend(k);

}

// Else traverse till position pos

// and insert the Node else {

node\* src = head;

// Move head pointer to pos while (pos--) {

src = src->next;

}

// Allocate memory to new Node node \*\*da, \*\*ba;

node\* ptr

= (node\*)malloc( sizeof(node));

ptr->next = NULL; ptr->prev = NULL; ptr->key = k;

// Change the previous and next

// pointer of the nodes inserted

// with previous and next node ba = &src;

da = &(src->prev); ptr->next = (\*ba); ptr->prev = (\*da); (\*da)->next = ptr; (\*ba)->prev = ptr; i++;

}

}

// Function to delete node at the

// beginning of the list void delatbegin()

{

// Move head to next and

// decrease length by 1 head = head->next;

i--;

}

// Function to delete at the end

// of the list void delatend()

{

// Mode tail to the prev and

// decrease length by 1 tail = tail->prev; tail->next = NULL;

i--;

}

// Function to delete the node at

// a given position pos void delatpos(int pos)

{

// If invalid position

if (pos < 1 || pos > i + 1) { printf("Please enter a"

" valid position\n");

}

// If position is 1, then

// call delatbegin() else if (pos == 1) { delatbegin();

}

// If position is at the end, then

// call delatend() else if (pos == i) {

delatend();

}

// Else traverse till pos, and

// delete the node at pos else {

// Src node to find which

// node to be deleted node\* src = head;

pos--;

// Traverse node till pos while (pos--) {

src = src->next;

}

// previous and after node

// of the src node node \*\*pre, \*\*aft; pre = &(src->prev); aft = &(src->next);

// Change the next and prev

// pointer of pre and aft node (\*pre)->next = (\*aft);

(\*aft)->prev = (\*pre);

// Decrease the length of the

// Linked List i--;

}

}

// Driver Code int main()

{

// Adding node to the linked List addnode(2);

addnode(4); addnode(9); addnode(1); addnode(21); addnode(22);

// To print the linked List printf("Linked List: "); traverse();

printf("\n");

// To insert node at the beginning insertatbegin(1);

printf("Linked List after" " inserting 1 "

"at beginning: ");

traverse();

// To insert at the end insertatend(0); printf("Linked List after "

"deleting node " "at position 5: ");

delatpos(5); traverse();

return 0;

}

# OUTPUT:

Linked List: 2 4 9 1 21 22

Linked List after inserting 1 at beginning: 1 2 4 9 1 21 22

Linked List after inserting 0 at end: 1 2 4 9 1 21 22 0

Linked List after inserting 44 after 3rd Node: 1 2 4 44 9 1 21 22 0

Linked List after deleting node at beginning: 2 4 44 9 1 21 22 0

Linked List after deleting node at end: 2 4 44 9 1 21 22

Linked List after deleting node at position 5: 2 4 44 9 21 22

RESULT:

Hence the program has been exected successfully.

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| --- | --- |
| EXPT NO.: 3 | **Applications of Singly Linked List (Polynomial Manipulation)** |
| DATE: |

# AIM:

To write a program to implement polynomial manipulation.

# PROGRAM:

#include <bits/stdc++.h> using namespace std;

// Node structure containing powerer

// and coefficient of variable struct Node {

int coeff, power; Node\* next;

};

// Function add a new node at the end of list Node\* addnode(Node\* start, int coeff, int power)

{

// Create a new node Node\* newnode = new Node; newnode->coeff = coeff; newnode->power = power; newnode->next = NULL;

// If linked list is empty if (start == NULL)

return newnode;

// If linked list has nodes Node\* ptr = start;

while (ptr->next != NULL) ptr = ptr->next;

ptr->next = newnode;

return start;

}

// Function To Display The Linked list void printList(struct Node\* ptr)

{

while (ptr->next != NULL) {

cout << ptr->coeff << "x^" << ptr->power ; if( ptr->next!=NULL && ptr->next->coeff >=0)

cout << "+";

ptr = ptr->next;

}

cout << ptr->coeff << "\n";

}

// Function to add coefficients of

// two elements having same powerer void removeDuplicates(Node\* start)

{

Node \*ptr1, \*ptr2, \*dup; ptr1 = start;

/\* Pick elements one by one \*/

while (ptr1 != NULL && ptr1->next != NULL) { ptr2 = ptr1;

// Compare the picked element

// with rest of the elements while (ptr2->next != NULL) {

// If powerer of two elements are same if (ptr1->power == ptr2->next->power) {

// Add their coefficients and put it in 1st element ptr1->coeff = ptr1->coeff + ptr2->next->coeff;

dup = ptr2->next;

ptr2->next = ptr2->next->next;

}

else

}

// remove the 2nd element delete (dup);

ptr2 = ptr2->next;

ptr1 = ptr1->next;

}

}

// Function two Multiply two polynomial Numbers Node\* multiply(Node\* poly1, Node\* poly2,

Node\* poly3)

{

// Create two pointer and store the

// address of 1st and 2nd polynomials Node \*ptr1, \*ptr2;

ptr1 = poly1; ptr2 = poly2;

while (ptr1 != NULL) { while (ptr2 != NULL) {

int coeff, power;

// Multiply the coefficient of both

// polynomials and store it in coeff coeff = ptr1->coeff \* ptr2->coeff;

// Add the powerer of both polynomials

// and store it in power

power = ptr1->power + ptr2->power;

// Invoke addnode function to create

// a newnode by passing three parameters poly3 = addnode(poly3, coeff, power);

// move the pointer of 2nd polynomial

// two get its next term ptr2 = ptr2->next;

}

// Move the 2nd pointer to the

// starting point of 2nd polynomial ptr2 = poly2;

// move the pointer of 1st polynomial ptr1 = ptr1->next;

}

// this function will be invoke to add

// the coefficient of the elements

// having same powerer from the resultant linked list removeDuplicates(poly3);

return poly3;

}

// Driver Code

int main()

{

Node \*poly1 = NULL, \*poly2 = NULL, \*poly3 = NULL;

// Creation of 1st Polynomial: 3x^2 + 5x^1 + 6 poly1 = addnode(poly1, 3, 3);

poly1 = addnode(poly1, 6, 1);

poly1 = addnode(poly1, -9, 0);

// Creation of 2nd polynomial: 6x^1 + 8 poly2 = addnode(poly2, 9, 3);

poly2 = addnode(poly2, -8, 2);

poly2 = addnode(poly2, 7, 1);

poly2 = addnode(poly2, 2, 0);

// Displaying 1st polynomial cout << "1st Polynomial:- "; printList(poly1);

// Displaying 2nd polynomial cout << "2nd Polynomial:- "; printList(poly2);

// calling multiply function

poly3 = multiply(poly1, poly2, poly3);

// Displaying Resultant Polynomial cout << "Resultant Polynomial:- "; printList(poly3);

return 0;

}

# OUTPUT:

1st Polynomial:- 3x^3+6x^1-9

2nd Polynomial:- 9x^3-8x^2+7x^1+2

Resultant Polynomial:- 27x^6-24x^5+75x^4-123x^3+114x^2-51x^1-18

RESULT:

Hence the program has been executed successfully.

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| EXPT NO.: 4 | **Implementation of Stack using Array and Linked List implementation** |
| DATE: 23/3/24 |

# AIM:

To write a program to implement Stack using Array and Linked List.

# PROGRAM:

USING ARRAY:

#include<stdio.h>

int stack[100],choice,n,top,x,i; void push(void);

void pop(void); void display(void); int main()

{

top=-1;

printf("\n Enter the size of STACK[MAX=100]:"); scanf("%d",&n);

printf("\n\t STACK OPERATIONS USING ARRAY");

printf("\n\t ");

printf("\n\t 1.PUSH\n\t 2.POP\n\t 3.DISPLAY\n\t 4.EXIT"); do

{

printf("\n Enter the Choice:"); scanf("%d",&choice); switch(choice)

{

case 1:

{

push();

break;

}

case 2:

{

pop(); break;

}

case 3:

{

display(); break;

}

case 4:

{

printf("\n\t EXIT POINT "); break;

}

default:

{

printf ("\n\t Please Enter a Valid Choice(1/2/3/4)");

}

}

}

while(choice!=4); return 0;

}

void push()

{

if(top>=n-1)

{

printf("\n\tSTACK is over flow");

}

else

{

printf(" Enter a value to be pushed:"); scanf("%d",&x);

top++; stack[top]=x;

}

}

void pop()

{

if(top<=-1)

{

printf("\n\t Stack is under flow");

}

else

{

printf("\n\t The popped elements is %d",stack[top]);

top--;

}

}

void display()

{

if(top>=0)

{

printf("\n The elements in STACK \n"); for(i=top; i>=0; i--)

printf("\n%d",stack[i]); printf("\n Press Next Choice");

}

else

{

printf("\n The STACK is empty");

}

}

USING LINKED LIST:

#include <stdio.h> #include <stdlib.h> struct Node

{

int Data;

struct Node \*next;

}\*top;

void popStack()

{

struct Node \*temp, \*var=top; if(var==top)

{

top = top->next; free(var);

}

else

printf("\nStack Empty");

}

void push(int value)

{

struct Node \*temp;

temp=(struct Node \*)malloc(sizeof(struct Node)); temp->Data=value;

if (top == NULL)

{

top=temp;

top->next=NULL;

}

else

{

temp->next=top; top=temp;

}

}

void display()

{

struct Node \*var=top; if(var!=NULL)

{

printf("\nElements are as:\n"); while(var!=NULL)

{

printf("\t%d\n",var->Data); var=var->next;

}

printf("\n");

}

else

printf("\nStack is Empty");

}

int main()

{

int i=0; top=NULL; clrscr();

printf(" \n1. Push to stack"); printf(" \n2. Pop from Stack"); printf(" \n3. Display data of Stack"); printf(" \n4. Exit\n");

while(1)

{

printf(" \nChoose Option: "); scanf("%d",&i);

switch(i)

{

case 1:

{

int value;

printf("\nEnter a value to push into Stack: "); scanf("%d",&value);

push(value); break;

}

case 2:

{

popStack();

printf("\n The last element is popped"); break;

}

case 3:

{

display(); break;

}

case 4:

{

struct Node \*temp; while(top!=NULL)

{

temp = top->next; free(top); top=temp;

}

exit(0);

}

default:

{

printf("\nwrong choice for operation");

}}}}

# OUTPUT-1:

Enter the size of stack

STACK OPERATION USING ARRAY 1.PUSH

1. POP
2. DISPLAY
3. EXIT

Enter the choice:1

Enter a value to be pushed:98

# OUTPUT-2:

1. Push to stack
2. Pop from stack
3. Display data of stack 4.Exit

Choose option 1

Enter a value to push into stack

# RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 5 | **Applications of Stack (Infix to Postfix)** |
| DATE: 30/3/24 |

# AIM:

To write a program to implement infix to postfix program.

# PROGRAM:

#include<stdio.h> #include<conio.h> #include<alloc.h> int top=0,st[20];

char inf[40],post[40]; void postfix();

void push(int); char pop(); void main()

{

clrscr();

printf("Enter the infix expression:"); scanf("%s",inf);

postfix(); getch();

}

void postfix()

{int i,j=0; for(i=0;inf[i]!=0;i++)

{switch(inf[i])

{

case '+':while(st[top]>=1)

post[j++]=pop(); push(1);

break;

case '-':while(st[top]>=1) post[j++]=pop();

push(2); break;

case '\*':while(st[top]>=3) post[j++]=pop();

push(3); break;

case '/':while(st[top]>=4) post[j++]=pop();

push(4); break; case '^':

post[j++]=pop(); push(5);

break;

case '(':push(0); break;

case ')':while(st[top]!=0) post[j++]=pop();

top--; break; default:

post[j++]=inf[i];

}}

while(top>0) post[j++]=pop();

printf("\nPostfix expression is =>\n\t\t%s",post);

}void push(int ele)

{

top++; st[top]=ele;

}char pop()

{int el; char e; el=st[top]; top--; switch(el)

{case 1: e='+';

break; case 2: e='-';

break; case 3: e='\*'; break; case 4:

e='/'; break; case 5: e='^'; break;

}return(e);

# OUTPUT:

Enter the infix expression:((a+b)\*(c+d)\*(e/f)^g) Postfix expression is =>

ab+cd+\*ef/\*g^

# RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 6 | **Applications of Stack (Evaluating Arithmetic Expression)** |
| DATE: 6/4/24 |

# AIM:

To write a program to Evaluate Arithmetic Expression.

# PROGRAM:

#include <stdio.h> #include <string.h> int top = -1;

int stack[100];

void push (int data) { stack[++top] = data;

}

int pop () { int data;

if (top == -1) return -1;

data = stack[top]; stack[top] = 0; top--;

return (data);

}

int main()

{

char str[100];

int i, data = -1, operand1, operand2, result; printf("Enter ur postfix expression:"); fgets(str, 100, stdin);

for (i = 0; i < strlen(str); i++)

{

if (isdigit(str[i]))

{

data = (data == -1) ? 0 : data;

data = (data \* 10) + (str[i] - 48); continue;

}

if (data != -1)

{

push(data);

}

if (str[i] == '+' || str[i] == '-'|| str[i] == '\*' || str[i] == '/')

{

operand2 = pop(); operand1 = pop();

if (operand1 == -1 || operand2 == -1) break;

switch (str[i])

{

case '+':

result = operand1 + operand2; push(result);

break; case '-':

result = operand1 - operand2; push(result);

break; case '\*':

result = operand1 \* operand2; push(result);

break; case '/':

result = operand1 / operand2; push(result);

break;

}

}

data = -1;

}

if (top == 0)

printf("The answer is:%d\n", stack[top]); else

printf("u have given wrong postfix expression\n"); return 0;

}

# OUTPUT:

Enter you postfix expression: 10 20 \* 30 40 10 /-+ The answer is: 226

# RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 7 | **Implementation of Queue using Array and Linked List implementation** |
| DATE: 13/4/24 |

# AIM:

To write a program to implement Queue using Array and Linked List.

# PROGRAM:

USING ARRAY:

#include<stdio.h > #include<conio.h > #include<alloc.h > struct queue

{

int data;

struct queue \*next;

};

struct queue \*addq(struct queue \*front); struct queue \*delq(struct queue \*front); void main()

{

struct queue \*front; int reply,option,data; clrscr();

front=NULL; do

{

printf("\n1.addq");

printf("\n2.delq");

printf("\n3.exit"); printf("\nSelect the option"); scanf("%d",&option); switch(option)

{

case 1 : //addq front=addq(front);

printf("\n The element is added into the queue");

break;

case 2 : //delq front=delq(front); break;

case 3 : exit(0);

}

}while(1);

}

struct queue \*addq(struct queue \*front)

{

struct queue \*c,\*r;

//create new node

c=(struct queue\*)malloc(sizeof(struct queue)); if(c==NULL)

{

printf("Insufficient memory"); return(front);

}

//read an insert value from console printf("\nEnter data"); scanf("%d",&c->data);

c->next=NULL; if(front==NULL)

{

front=c;

}

else

{

//insert new node after last node r=front;

while(r->next!=NULL)

{

r=r->next;

}}

return(front);

}

struct queue \*delq(struct queue \*front)

{

struct queue \*c; if(front==NULL)

{

printf("Queue is empty"); return(front);

}

//print the content of first node printf("Deleted data:%d",front->data);

//delete first node c=front; front=front->next;

free(c); return(front);

}

USING LINKED LIST:

#include<stdio.h> #include<stdlib.h> #define maxsize 5 void insert(); void delete(); void display();

int front = -1, rear = -1; int queue[maxsize];

void main ()

{

int choice; while(choice != 4)

{

printf("\\*\*\*Main Menu\*\*\*\n"); printf("\n===================\n");

printf("\n1.insert an element\n2.Delete an element\n3.Display the queue\n4.Exit\n");

printf("\nEnter your choice ?"); scanf("%d",&choice); switch(choice)

{

case 1:

enqueue(); break; case 2:

dequeue(); break; case 3:

display(); break; case 4:

exit(0); break; default:

printf("\nEnter valid choice??\n");

}

}

}

void enqueue()

{

int item;

printf("\nEnter the element\n"); scanf("\n%d",&item);

if(rear == maxsize-1)

{

printf("\nOVERFLOW\n");

return;

}

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

{

front = 0;

rear = 0;

}

else

{

rear = rear+1;

}

queue[rear] = item; printf("\nValue inserted ");

}

void dequeue()

{

int item;

if (front == -1 || front > rear)

{

printf("\nUNDERFLOW\n"); return;

}

else

{

item = queue[front]; if(front == rear)

{

front = -1; rear = -1 ;

}

else

{

front = front + 1;

}

printf("\nvalue deleted ");

}

}

void display()

{

int i;

if(rear == -1)

{

printf("\nEmpty queue\n");

}

else

{ printf("\nprinting values \n");

for(i=front;i<=rear;i++)

{

printf("\n%d\n",queue[i]);

}

}

}

# OUTPUT:

1.addq 2.delq 3.exit

Select the option 1 Enter data 8 1.addq

2.delq 3.exit

Select the option 1 Enter data 5

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

==============================================

1. insert an element
2. Delete an element
3. Display the queue 4.Exit

Enter your choice ?1 Enter the element 123

Value inserted

# RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 8 | **TREE TRAVERSAL** |
| DATE: 20/4/24 |

# AIM:

To write a program to implement Tree Traversal.

# PROGRAM:

#include <stdio.h> #include <stdlib.h> struct node {

int element; struct node\* left; struct node\* right;

};

/\*To create a new node\*/

struct node\* createNode(int val)

{

struct node\* Node = (struct node\*)malloc(sizeof(struct node)); Node->element = val;

Node->left = NULL; Node->right = NULL;

return (Node);

}

/\*function to traverse the nodes of binary tree in preorder\*/ void traversePreorder(struct node\* root)

{

if (root == NULL) return;

printf(" %d ", root->element); traversePreorder(root->left); traversePreorder(root->right);

}

TREE TRAVERSAL

/\*function to traverse the nodes of binary tree in Inorder\*/ void traverseInorder(struct node\* root)

{

if (root == NULL) return;

traverseInorder(root->left); printf(" %d ", root->element); traverseInorder(root->right);

}

/\*function to traverse the nodes of binary tree in postorder\*/ void traversePostorder(struct node\* root)

{

if (root == NULL) return;

traversePostorder(root->left); traversePostorder(root->right); printf(" %d ", root->element);

}

int main()

{

struct node\* root = createNode(36); root->left = createNode(26);

root->right = createNode(46); root->left->left = createNode(21);

TREE TRAVERSAL

root->left->right = createNode(31); root->left->left->left = createNode(11);

root->left->left->right = createNode(24); root->right->left = createNode(41);

root->right->right = createNode(56);

root->right->right->left = createNode(51); root->right->right->right = createNode(66);

printf("\n The Preorder traversal of given binary tree is -\n"); traversePreorder(root);

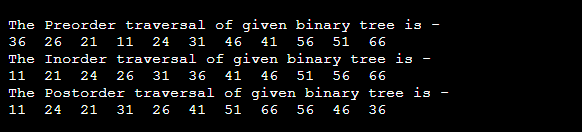
printf("\n The Inorder traversal of given binary tree is -\n"); traverseInorder(root);

printf("\n The Postorder traversal of given binary tree is -\n"); traversePostorder(root);

return 0;

}

# OUTPUT:



RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 9 | **Implementation of Binary Search Tree** |
| DATE: 27/4/24 |

# AIM:

To write a program to implement BST.

# PROGRAM:

#include <stdio.h> #include <stdlib.h> struct BinaryTreeNode {

int key;

struct BinaryTreeNode \*left, \*right;

};

struct BinaryTreeNode\* newNodeCreate(int value)

{

struct BinaryTreeNode\* temp= (struct BinaryTreeNode\*)malloc(sizeof(struct BinaryTreeNode));

temp->key = value;

temp->left = temp->right = NULL; return temp;

}

struct BinaryTreeNode\*searchNode(struct BinaryTreeNode\* root, int target)

{

if (root == NULL || root->key == target) { return root;

}

if (root->key < target) {

return searchNode(root->right, target);

}

return searchNode(root->left, target);

}

struct BinaryTreeNode\*insertNode(struct BinaryTreeNode\* node, int value)

{

if (node == NULL) {

return newNodeCreate(value);

}

if (value < node->key) {

node->left = insertNode(node->left, value);

}

else if (value > node->key) {

node->right = insertNode(node->right, value);

}

return node;

}

void postOrder(struct BinaryTreeNode\* root)

{

if (root != NULL) {

postOrder(root->left); postOrder(root->right); printf(" %d ", root->key);

}

}

void inOrder(struct BinaryTreeNode\* root)

{

if (root != NULL) {

inOrder(root->left); printf(" %d ", root->key); inOrder(root->right);

}

}

void preOrder(struct BinaryTreeNode\* root)

{

if (root != NULL) {

printf(" %d ", root->key); preOrder(root->left); preOrder(root->right);

}

}

struct BinaryTreeNode\* findMin(struct BinaryTreeNode\* root)

{

if (root == NULL) {

return NULL;

}

else if (root->left != NULL) { return findMin(root->left);

}

return root;

}

struct BinaryTreeNode\* delete (struct BinaryTreeNode\* root,int x)

{

if (root == NULL) return NULL;

if (x > root->key) {

root->right = delete (root->right, x);

}

else if (x < root->key) {

root->left = delete (root->left, x);

}

else {

if (root->left == NULL && root->right == NULL) { free(root);

return NULL;

}

else if (root->left == NULL|| root->right == NULL) { struct BinaryTreeNode\* temp;

if (root->left == NULL) {

}

else {

}

temp = root->right;

temp = root->left;

}

else {

}

}

free(root); return temp;

struct BinaryTreeNode\* temp= findMin(root->right); root->key = temp->key;

root->right = delete (root->right, temp->key);

return root;

}

int main()

{

struct BinaryTreeNode\* root = NULL; root = insertNode(root, 50); insertNode(root, 30);

insertNode(root, 20);

insertNode(root, 40);

insertNode(root, 70);

insertNode(root, 60);

insertNode(root, 80);

if (searchNode(root, 60) != NULL) { printf("60 found");

}

else {

}

printf("60 not found");

printf("\n"); postOrder(root); printf("\n"); preOrder(root); printf("\n"); inOrder(root); printf("\n");

struct BinaryTreeNode\* temp = delete (root, 70); printf("After Delete: \n");

inOrder(root); return 0;

}

# OUTPUT:

60 found

After Delete:

20 30 40 50 60 80

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 20 | 40 | 30 | 60 | 80 | 70 | 50 |
| 50 | 30 | 20 | 40 | 70 | 60 | 80 |
| 20 | 30 | 40 | 50 | 60 | 70 | 80 |

RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 10 | **Implementation of AVL Tree** |
| DATE: 4/5/24 |

# AIM:

To write a program to implement AVL tree.

# PROGRAM:

#include <stdio.h> #include <stdlib.h>

// Structure of the tree node struct node {

int data;

struct node\* left; struct node\* right; int ht;

};

// Global initialization of root node struct node\* root = NULL;

// Function prototyping struct node\* create(int);

struct node\* insert(struct node\*, int); struct node\* delete(struct node\*, int); struct node\* search(struct node\*, int); struct node\* rotate\_left(struct node\*); struct node\* rotate\_right(struct node\*); int balance\_factor(struct node\*);

int height(struct node\*); void inorder(struct node\*); void preorder(struct node\*); void postorder(struct node\*);

int main() {

int user\_choice, data; char user\_continue = 'y';

struct node\* result = NULL;

while (user\_continue == 'y' || user\_continue == 'Y') { printf("\n\n------- AVL TREE \n");

printf("\n1. Insert"); printf("\n2. Delete"); printf("\n3. Search"); printf("\n4. Inorder"); printf("\n5. Preorder"); printf("\n6. Postorder"); printf("\n7. EXIT");

printf("\n\nEnter Your Choice: "); scanf("%d", &user\_choice);

switch(user\_choice) { case 1:

printf("\nEnter data: "); scanf("%d", &data);

root = insert(root, data); break;

case 2:

printf("\nEnter data: "); scanf("%d", &data);

root = delete(root, data); break;

case 3:

printf("\nEnter data: "); scanf("%d", &data);

result = search(root, data); if (result == NULL) {

printf("\nNode not found!");

} else {

printf("\n Node found");

}

break;

case 4:

inorder(root); break;

case 5:

preorder(root); break;

case 6:

postorder(root); break;

case 7:

printf("\n\tProgram Terminated\n"); return 1;

default:

printf("\n\tInvalid Choice\n");

}

printf("\n\nDo you want to continue? "); scanf(" %c", &user\_continue);

}

return 0;

}

// Creates a new tree node struct node\* create(int data) {

struct node\* new\_node = (struct node\*) malloc(sizeof(struct node)); if (new\_node == NULL) {

printf("\nMemory can't be allocated\n"); return NULL;

}

new\_node->data = data; new\_node->left = NULL; new\_node->right = NULL; return new\_node;

}

// Rotates to the left

struct node\* rotate\_left(struct node\* root) { struct node\* right\_child = root->right; root->right = right\_child->left; right\_child->left = root;

// Update the heights of the nodes root->ht = height(root);

right\_child->ht = height(right\_child);

// Return the new node after rotation return right\_child;

}

// Rotates to the right

struct node\* rotate\_right(struct node\* root) { struct node\* left\_child = root->left;

root->left = left\_child->right; left\_child->right = root;

// Update the heights of the nodes root->ht = height(root);

left\_child->ht = height(left\_child);

// Return the new node after rotation return left\_child;

}

// Calculates the balance factor of a node int balance\_factor(struct node\* root) {

int lh, rh;

if (root == NULL) return 0;

if (root->left == NULL) lh = 0;

else

lh = 1 + root->left->ht; if (root->right == NULL)

rh = 0;

else

rh = 1 + root->right->ht; return lh - rh;

}

// Calculate the height of the node int height(struct node\* root) {

int lh, rh;

if (root == NULL) { return 0;

}

if (root->left == NULL) { lh = 0;

} else {

lh = 1 + root->left->ht;

}

if (root->right == NULL) { rh = 0;

} else {

rh = 1 + root->right->ht;

}

if (lh > rh) { return lh;

}

return rh;

}

// Inserts a new node in the AVL tree

struct node\* insert(struct node\* root, int data) { if (root == NULL) {

struct node\* new\_node = create(data); if (new\_node == NULL) {

return NULL;

}

root = new\_node;

} else if (data > root->data) {

// Insert the new node to the right

root->right = insert(root->right, data);

// Tree is unbalanced, then rotate it if (balance\_factor(root) == -2) {

if (data > root->right->data) { root = rotate\_left(root);

} else {

root->right = rotate\_right(root->right); root = rotate\_left(root);

}

}

} else {

// Insert the new node to the left root->left = insert(root->left, data);

// Tree is unbalanced, then rotate it if (balance\_factor(root) == 2) {

if (data < root->left->data) { root = rotate\_right(root);

} else {

root->left = rotate\_left(root->left); root = rotate\_right(root);

}

}

}

// Update the heights of the nodes root->ht = height(root);

return root;

}

// Deletes a node from the AVL tree

struct node\* delete(struct node\* root, int x) { struct node\* temp = NULL;

if (root == NULL) { return NULL;

}

if (x > root->data) {

root->right = delete(root->right, x); if (balance\_factor(root) == 2) {

if (balance\_factor(root->left) >= 0) { root = rotate\_right(root);

} else {

root->left = rotate\_left(root->left); root = rotate\_right(root);

}

}

} else if (x < root->data) {

root->left = delete(root->left, x); if (balance\_factor(root) == -2) {

if (balance\_factor(root->right) <= 0) { root = rotate\_left(root);

} else {

root->right = rotate\_right(root->right); root = rotate\_left(root);

}

}

} else {

if (root->right != NULL) { temp = root->right;

while (temp->left != NULL) temp = temp->left;

root->data = temp->data;

root->right = delete(root->right, temp->data); if (balance\_factor(root) == 2) {

if (balance\_factor(root->left) >= 0) { root = rotate\_right(root);

} else {

root->left = rotate\_left(root->left); root = rotate\_right(root);

}

}

} else {

return (root->left);

}

}

root->ht = height(root); return (root);

}

// Search a node in the AVL tree

struct node\* search(struct node\* root, int key) { if (root == NULL) {

return NULL;

}

if (root->data == key) { return root;

}

if (key > root->data) { search(root->right, key);

} else {

search(root->left, key);

}

}

// Inorder traversal of the tree void inorder(struct node\* root) {

if (root == NULL) { return;

}

inorder(root->left); printf("%d ", root->data); inorder(root->right);

}

// Preorder traversal of the tree void preorder(struct node\* root) {

if (root == NULL) { return;

}

printf("%d ", root->data); preorder(root->left); preorder(root->right);

}

// Postorder traversal of the tree void postorder(struct node\* root) {

if (root == NULL) { return;

}

postorder(root->left); postorder(root->right); printf("%d ", root->data);

}

# OUTPUT:

AVL TREE

1. Insert
2. Delete
3. Search
4. Inorder
5. Preorder
6. Postorder
7. EXIT

Enter Your Choice: 1 Enter data: 5

AVL TREE

1. Insert
2. Delete
3. Search
4. Inorder
5. Preorder
6. Postorder
7. EXIT

Enter Your Choice: 1 Enter data: 10

RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 11 | **Implementation of BFS, DFS** |
| DATE: 11/5/24 |

# AIM:

To write a program to implement BFS, DFS.

# PROGRAM:

#include <stdio.h> #include <stdlib.h>

#define MAX 100 struct Node {

int vertex;

struct Node\* next;

};

struct Node\* createNode(int v); struct Graph {

int numVertices;

struct Node\*\* adjLists; int\* visited;

};

struct Graph\* createGraph(int vertices);

void addEdge(struct Graph\* graph, int src, int dest); void printGraph(struct Graph\* graph);

void BFS(struct Graph\* graph, int startVertex);

void DFS(struct Graph\* graph, int startVertex); int main() {

struct Graph\* graph = createGraph(4); addEdge(graph, 0, 1);

addEdge(graph, 0, 2);

addEdge(graph, 1, 2);

addEdge(graph, 2, 0);

addEdge(graph, 2, 3);

addEdge(graph, 3, 3);

printf("Graph:\n"); printGraph(graph);

printf("\nBFS Traversal:\n"); BFS(graph, 2);

printf("\nDFS Traversal:\n"); DFS(graph, 2);

return 0;

}

struct Node\* createNode(int v) {

struct Node\* newNode = (struct Node\*)malloc(sizeof(struct Node)); newNode->vertex = v;

newNode->next = NULL; return newNode;

}

struct Graph\* createGraph(int vertices) {

struct Graph\* graph = (struct Graph\*)malloc(sizeof(struct Graph)); graph->numVertices = vertices;

graph->adjLists = (struct Node\*\*)malloc(vertices \* sizeof(struct Node\*));

graph->visited = (int\*)malloc(vertices \* sizeof(int));

for (int i = 0; i < vertices; i++) { graph->adjLists[i] = NULL; graph->visited[i] = 0;

}

return graph;

}

void addEdge(struct Graph\* graph, int src, int dest) { struct Node\* newNode = createNode(dest);

newNode->next = graph->adjLists[src]; graph->adjLists[src] = newNode;

newNode = createNode(src);

newNode->next = graph->adjLists[dest]; graph->adjLists[dest] = newNode;

}

void printGraph(struct Graph\* graph) {

for (int v = 0; v < graph->numVertices; v++) { struct Node\* temp = graph->adjLists[v]; printf("Vertex %d: ", v);

while (temp) {

printf("%d -> ", temp->vertex); temp = temp->next;

}

printf("NULL\n");

}

}

void BFS(struct Graph\* graph, int startVertex) { struct Node\* queue[MAX];

int front = 0, rear = 0;

queue[rear] = createNode(startVertex); graph->visited[startVertex] = 1;

printf("Visited %d\n", startVertex); while (front <= rear) {

struct Node\* currentNode = queue[front];

front++;

while (currentNode) {

int adjVertex = currentNode->vertex; if (!graph->visited[adjVertex]) {

printf("Visited %d\n", adjVertex); queue[++rear] = createNode(adjVertex); graph->visited[adjVertex] = 1;

}

currentNode = currentNode->next;

}

}

}

void DFSUtil(struct Graph\* graph, int vertex) { struct Node\* temp = graph->adjLists[vertex]; graph->visited[vertex] = 1;

printf("Visited %d\n", vertex);

while (temp) {

int adjVertex = temp->vertex;

if (!graph->visited[adjVertex]) { DFSUtil(graph, adjVertex);

}

temp = temp->next;

}

}

void DFS(struct Graph\* graph, int startVertex) { graph->visited[startVertex] = 1; printf("Visited %d\n", startVertex);

struct Node\* temp = graph->adjLists[startVertex]; while (temp) {

int adjVertex = temp->vertex;

if (!graph->visited[adjVertex]) { DFSUtil(graph, adjVertex);

}

temp = temp->next;

}

}

# OUTPUT:

BFS Traversal:

Visited 2

Visited 3

Visited 0

Visited 1

DFS Traversal:

Visited 2

Visited 3

Visited 0

Visited 1

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Graph: |  | | | | | | |
| Vertex | 0: | 2 | -> | 1 | -> | NULL |  |
| Vertex | 1: | 2 | -> | 0 | -> | NULL |  |
| Vertex | 2: | 3 | -> | 0 | -> | 1 -> | NULL |
| Vertex | 3: | 3 | -> | 2 | -> | NULL |  |

RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 12 | **PERFORMING TOPOLOGICAL SORTING** |
| DATE: 11/5/24 |

# AIM:

To write a program to implement Topological sorting.

# PROGRAM:

#include <stdio.h> #define MAX\_VERTICES 10

int graph[MAX\_VERTICES][MAX\_VERTICES] = {0};

int visited[MAX\_VERTICES] = {0}; int vertices;

void createGraph() { int i, j;

printf("Enter the number of vertices: "); scanf("%d", &vertices);

printf("Enter the adjacency matrix:\n"); for (i = 0; i < vertices; i++) {

for (j = 0; j < vertices; j++) { scanf("%d", &graph[i][j]);

}

}

}

void dfs(int vertex) { int i;

printf("%d ", vertex); visited[vertex] = 1;

for (i = 0; i < vertices; i++) {

if (graph[vertex][i] && !visited[i]) { dfs(i);

}

}

}

int main() {

int i; createGraph();

printf("Ordering of vertices after DFS traversal:\n"); for (i = 0; i < vertices; i++) {

if (!visited[i]) { dfs(i);

}

}

return 0;

}

# OUTPUT:

Enter the number of vertices: 4

Enter the adjacency matrix:

Ordering of vertices after DFS traversal:

0 1 3 2

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 0 | 1 |
| 0 | 1 | 1 | 0 |

RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 13 | **Implementation of Prim’s Algorithm** |
| DATE: 18/5/24 |

# AIM:

To write a program to implement Prim’s algorithm.

# PROGRAM:

#include <stdio.h> #include <stdbool.h>

#define MAX\_VERTICES 10

#define INF 999999

int graph[MAX\_VERTICES][MAX\_VERTICES];

int vertices;

void createGraph() { int i, j;

printf("Enter the number of vertices: "); scanf("%d", &vertices);

printf("Enter the adjacency matrix:\n"); for (i = 0; i < vertices; i++) {

for (j = 0; j < vertices; j++) { scanf("%d", &graph[i][j]);

}

}

}

int findMinKey(int key[], bool mstSet[]) { int min = INF, min\_index;

for (int v = 0; v < vertices; v++) {

if (mstSet[v] == false && key[v] < min) { min = key[v];

min\_index = v;

}

}

return min\_index;

}

void printMST(int parent[]) { printf("Edge \tWeight\n");

for (int i = 1; i < vertices; i++) {

printf("%d - %d \t%d \n", parent[i], i, graph[i][parent[i]]);

}

}

void primMST() {

int parent[vertices]; int key[vertices]; bool mstSet[vertices];

for (int i = 0; i < vertices; i++) { key[i] = INF;

mstSet[i] = false;

}

key[0] = 0; // Make key 0 so that this vertex is picked as the first vertex

parent[0] = -1; // First node is always root of MST

for (int count = 0; count < vertices - 1; count++) { int u = findMinKey(key, mstSet);

mstSet[u] = true;

for (int v = 0; v < vertices; v++) {

if (graph[u][v] && mstSet[v] == false && graph[u][v] < key[v]) { parent[v] = u;

key[v] = graph[u][v];

}

}

}

printMST(parent);

}

int main() {

createGraph(); primMST(); return 0;

}

# OUTPUT:

Enter the number of vertices: 5

Enter the adjacency matrix:

Edge

Weight

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 0 | 2 | 0 | 6 | 0 |
| 2 | 0 | 3 | 8 | 5 |
| 0 | 3 | 0 | 0 | 7 |
| 6 | 8 | 0 | 0 | 9 |
| 0 | 5 | 7 | 9 | 0 |

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | - | 1 | 2 |
| 1 | - | 2 | 3 |
| 1 | - | 4 | 5 |
| 0 | - | 3 | 6 |

RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 14 | **Implementation of Dijkstra’s Algorithm** |
| DATE: 18/5/24 |

# AIM:

To write a program to implement Dijkstra’s Algorithm.

# PROGRAM:

#include <stdio.h> #include <stdbool.h>

#define MAX\_VERTICES 10

#define INF 999999

int graph[MAX\_VERTICES][MAX\_VERTICES];

int vertices;

void createGraph() { int i, j;

printf("Enter the number of vertices: "); scanf("%d", &vertices);

printf("Enter the adjacency matrix:\n"); for (i = 0; i < vertices; i++) {

for (j = 0; j < vertices; j++) { scanf("%d", &graph[i][j]);

}

}

}

int minDistance(int dist[], bool sptSet[]) { int min = INF, min\_index;

for (int v = 0; v < vertices; v++) {

if (sptSet[v] == false && dist[v] <= min) { min = dist[v];

min\_index = v;

}

}

return min\_index;

}

void printSolution(int dist[]) {

printf("Vertex \t Distance from Source\n"); for (int i = 0; i < vertices; i++) {

printf("%d \t %d\n", i, dist[i]);

}

}

void dijkstra(int src) { int dist[vertices]; bool sptSet[vertices];

for (int i = 0; i < vertices; i++) { dist[i] = INF;

sptSet[i] = false;

}

dist[src] = 0;

for (int count = 0; count < vertices - 1; count++) { int u = minDistance(dist, sptSet);

sptSet[u] = true;

for (int v = 0; v < vertices; v++) {

if (!sptSet[v] && graph[u][v] && dist[u] != INF && dist[u] + graph[u][v] < dist[v])

{

dist[v] = dist[u] + graph[u][v];

}

}

}

printSolution(dist);

}

int main() {

createGraph(); int source;

printf("Enter the source vertex: "); scanf("%d", &source); dijkstra(source);

return 0;

}

# OUTPUT:

Enter the number of vertices: 5

Enter the adjacency matrix:

100 0 10 60 0

Enter the source vertex: 0

|  |  |  |
| --- | --- | --- |
| 0 10 | 0 30 | 100 |
| 10 0 | 50 0 | 0 |
| 0 50 | 0 20 | 10 |
| 30 0 | 20 0 | 60 |

|  |  |  |  |
| --- | --- | --- | --- |
| Vertex | Distance | from | Source |
| 0 | 0 |  |  |
| 1 | 10 |  |  |
| 2 | 50 |  |  |
| 3 | 30 |  |  |
| 4 | 60 |  |  |

RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 15 | **Program to perform Sorting** |
| DATE: 25/5/24 |

# AIM:

To write a program to implement Sorting.

# PROGRAM:

#include <stdio.h> #include <stdlib.h>

void swap(int \*a, int \*b) { int temp = \*a;

\*a = \*b;

\*b = temp;

}

int partition(int arr[], int low, int high) { int pivot = arr[high];

int i = (low - 1);

for (int j = low; j <= high - 1; j++) { if (arr[j] < pivot) {

i++;

swap(&arr[i], &arr[j]);

}

}

swap(&arr[i + 1], &arr[high]); return (i + 1);

}

void quickSort(int arr[], int low, int high) { if (low < high) {

int pi = partition(arr, low, high);

quickSort(arr, low, pi - 1); quickSort(arr, pi + 1, high);

}

}

void merge(int arr[], int l, int m, int r) {

int i, j, k;

int n1 = m - l + 1; int n2 = r - m;

int L[n1], R[n2];

for (i = 0; i < n1; i++) L[i] = arr[l + i];

for (j = 0; j < n2; j++) R[j] = arr[m + 1 + j];

i = 0;

j = 0;

k = l;

while (i < n1 && j < n2) { if (L[i] <= R[j]) {

arr[k] = L[i]; i++;

} else {

arr[k] = R[j]; j++;

} k++;

}

while (i < n1) { arr[k] = L[i]; i++;

k++;

}

while (j < n2) { arr[k] = R[j]; j++;

k++;

}

}

void mergeSort(int arr[], int l, int r) { if (l < r) {

int m = l + (r - l) / 2;

mergeSort(arr, l, m); mergeSort(arr, m + 1, r);

merge(arr, l, m, r);

}

}

int main() {

int n;

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

int arr[n];

printf("Enter %d elements:\n", n); for (int i = 0; i < n; i++) {

scanf("%d", &arr[i]);

}

printf("\nSorting using Quick Sort:\n"); quickSort(arr, 0, n - 1);

for (int i = 0; i < n; i++) { printf("%d ", arr[i]);

}

printf("\n\nSorting using Merge Sort:\n"); mergeSort(arr, 0, n - 1);

for (int i = 0; i < n; i++) { printf("%d ", arr[i]);

}

return 0;

}

# OUTPUT:

Enter the number of elements: 5

Enter 5 elements:

4 2 5 1 3

Sorting using Quick Sort:

1 2 3 4 5

Sorting using Merge Sort:

1 2 3 4 5

RESULT:

Hence the program has been executed successfully.

|  |  |
| --- | --- |
| EXPT NO.: 16 | **HASHING** |
| DATE: 1/6/24 |

# AIM:

To write a program to implement Hashing.

# PROGRAM:

#include <stdio.h> #include <stdlib.h> #include <stdbool.h>

#define TABLE\_SIZE 10 typedef struct Node {

int data;

struct Node\* next;

} Node;

Node\* createNode(int data) {

Node\* newNode = (Node\*)malloc(sizeof(Node)); if (newNode == NULL) {

printf("Memory allocation failed!\n"); exit(1);

}

newNode->data = data; newNode->next = NULL; return newNode;

}

int hashFunction(int key) { return key % TABLE\_SIZE;

}

Node\* insertOpenAddressing(Node\* table[], int key) { int index = hashFunction(key);

while (table[index] != NULL) {

index = (index + 1) % TABLE\_SIZE;

}

table[index] = createNode(key);

return table[index];

}

void displayHashTable(Node\* table[]) { printf("Hash Table:\n");

for (int i = 0; i < TABLE\_SIZE; i++) { printf("%d: ", i);

Node\* current = table[i]; while (current != NULL) {

printf("%d ", current->data); current = current->next;

}

printf("\n");

}

}

Node\* insertClosedAddressing(Node\* table[], int key) { int index = hashFunction(key);

if (table[index] == NULL) { table[index] = createNode(key);

} else {

Node\* newNode = createNode(key); newNode->next = table[index]; table[index] = newNode;

}

return table[index];

}

int rehashFunction(int key, int attempt) {

// Double Hashing Technique

return (hashFunction(key) + attempt \* (7 - (key % 7))) % TABLE\_SIZE;

}

Node\* insertRehashing(Node\* table[], int key) { int index = hashFunction(key);

int attempt = 0;

while (table[index] != NULL) { attempt++;

index = rehashFunction(key, attempt);

}

table[index] = createNode(key); return table[index];

}

int main() {

Node\* openAddressingTable[TABLE\_SIZE] = {NULL}; Node\* closedAddressingTable[TABLE\_SIZE] = {NULL}; Node\* rehashingTable[TABLE\_SIZE] = {NULL};

// Insert elements into hash tables insertOpenAddressing(openAddressingTable, 10);

insertOpenAddressing(openAddressingTable, 20);

insertOpenAddressing(openAddressingTable, 5);

insertClosedAddressing(closedAddressingTable, 10);

insertClosedAddressing(closedAddressingTable, 20);

insertClosedAddressing(closedAddressingTable, 5);

insertRehashing(rehashingTable, 10);

insertRehashing(rehashingTable, 20);

insertRehashing(rehashingTable, 5);

// Display hash tables displayHashTable(openAddressingTable);

displayHashTable(closedAddressingTable); displayHashTable(rehashingTable); return 0;

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| OUTPUT: |  | | | |
| Hash Table (Open Addressing): |  | Hash Table (Closed Addressing): |  | Hash Table (Rehashing): |
| 0: 10 |  | 0: 20 10 |  | 0: 10 |
| 1: 20 |  | 1: |  | 1: 20 |
| 2: |  | 2: |  | 2: |
| 3: |  | 3: |  | 3: |
| 4: |  | 4: |  | 4: |
| 5: 5 |  | 5: 5 |  | 5: 5 |
| 6: |  | 6: |  | 6: |
| 7: |  | 7: |  | 7: |
| 8: |  | 8: |  | 8: |
| 9: |  | 9: |  | 9: |

# RESULT:

Hence the program has been executed successfully.