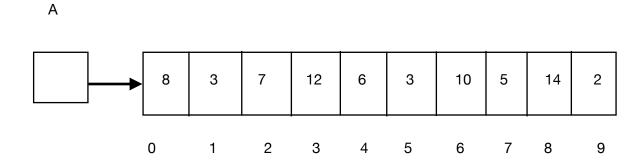


Linear Search

- They are 2 search method in an array
- I. Linear search
- II. Binary search
- · Linear search:

Size =
$$10$$

Length = 10



Key = 5 (successful search) Key = 12 (unsuccessful search)

- · All the elements must be unique here
- The value you are searching is called key, In linear search we search the key element one by one linearly
- · We search the element by comparing it with the key value

- The result of the search is the location of the element where its present (index number), it is very useful in accessing the element in the list
- If the element is not found throughout the list that means it is not present in the list therefore search is unsuccessful

Syntax:

Improving Linear Search

- When you are searching for a key element there is a possibility that you are searching the same element again
- To improve the speed of comparison, you can move a key element repeatedly search one step forward this method is called transposition

```
Syntax:
```

 The second method is you can directly swap the key element to the first element this process is called move to head. The next search for the same element becomes faster.

Searching in a Array

```
#include<stdio.h>
struct Array
{
    int A[10];
    int size;
    int length;
};
    void Display(struct Array arr)
        int i;
        printf("\nElements are\n");
        for(i=0;i<arr.length;i++)</pre>
            printf("%d ",arr.A[i]);
 void swap(int *x,int *y)
     int temp=*x;
     *x=*y;
     *y=temp;
 }
int LinearSearch(struct Array *arr,int key)
{
    int i;
    for(i=0;i<arr->length;i++)
    {
        if(key==arr->A[i])
            swap(&arr->A[i],&arr->A[0]);
            return i;
        }
    }
    return -1;
}
int main()
{
    struct Array arr1={{2,23,14,5,6,9,8,12},10,8};
    printf("%d",LinearSearch(&arr1,14));
    Display(arr1);
    return 0;
}
```