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PART-1

Q1 (a)

- i. $mid = lbound + (upbound - lbound) / 2;$
- ii.a return mid;
- iv.a $lbound = mid + 1;$

(b)

- vi.a $upbound = mid - 1;$
- iv.a $lbound = mid + 1;$

(c)

- d. while ($lbound \leq upbound$) {
- f. $mid = lbound + (upbound - lbound) / 2;$

(d)

- i. $mid = lbound + (upbound - lbound) / 2$
- ii.a return mid
- iv else if ($lis[mid] < key$)

Q2) (a)

```
c. for (int k = j+1; k <= list.length-1; k++)  
    c.i.a.i min = k;
```

(b)

```
c.i.a    if (list[k] < list[min])
```

(c)

```
a. for (int j = 0; j < list.length-1; j++)
```

```
c. for (int k = j+1; k <= list.length-1; k++)
```

```
a. if (list[k] < list[min])
```

(d)

```
a. if (list[k] < list[min])
```

(Q3)

Iteration	1st	2nd	3rd	4th	5th	6th
First	1	7	7	7		
Last	11	11	8	6		
Mid	6	9	7	6		
Last[Mid]	L	Q	M	L		
Key = P	P	P	P	P		

Not Found

PART - II

1) (a)

1. WINDOW next(WINDOW w, LIST *list)
2. WINDOW previous(WINDOW w, LIST *list)

3. WINDOW next(WINDOW w, LIST *list)
{
 if (w == last(list))
 return(end(list));
 else if (w == end(list))
 error("can't find next after
 end of list");
 else
 return(w+1);
}

1. WINDOW previous(WINDOW w, LIST *list)
{
 if (w != first(list))
 {
 return(w-1);
 }
 else
 {
 error("can't find previous before
 first element of list");
 return(w);
 }
}

(b) typedef struct {
 int n;
 float f;
 char *s;
} ELEMENT;

typedef struct node {
 ELEMENT element;
 TNODE next;
 TNODE previous;
} NODE;

typedef struct node *TNODE;

typedef TNODE LIST;
typedef TNODE WINDOW;

1. WINDOW next(WINDOW w, LIST *list)
2. WINDOW previous(WINDOW w, LIST *list)
3. WINDOW next(WINDOW w, LIST *list)
{
 if (w == last(list))
 return (end(list));
 else if (w == end(list))
 error("can't find next after
 end of list");
 else
 return (w+1);
}

4. ~~10~~

WINDOW previous (WINDOW w, LIST *list)

```
{  
  if (w != first(list)  
      return (w-1);
```

```
  else
```

```
{
```

```
  error("can't find previous before  
  first element of list");
```

```
  return w;
```

```
}
```

```
}
```


Q2(a)

For $n \geq 2$

```
int Gen_sequence(int n)
{
    static int a=0, b=1, c=2; int c c;
    if (n==0)
        return 0;
    else if (n==1)
        return 1;
    else if (n==2)
        return 2;
    else
    {
        for(int c=(c+b)*a; c<
            a=b;
            b=c;
        for(int i=0; i<n; i++)
        {
            a=b;
            b=c;
            c=(c+b)*a;
            c=c;
        }
        return c;
    }
}
```

$n+1$

~~4(n)~~

1

Q2 (1)

$$T(n) = 2 + 1 + 1 + n + 1 + 4n + 1$$

$$= 4n + n + 6$$

$$= 5n + 6$$

$$T(n) = c_1 n + c_2$$

$$\text{complexity} = O(n)$$

Q3)

Initial Array	37	5	27	57	19
After 1 st swap	37	5	27	19	57
After 2 nd swap	19	5	27	37	57
After 3 rd swap	19	5	27	37	57
After 4 th swap	5	19	27	37	57
After 5 th swap	5	19	27	37	57