

Assignment-1

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1. Describe the concept of abstract data type (ADT) & how they differ from concrete data structure. Design an ADT for a stack and implement it using arrays.

Sol. Abstract data type (ADT) :-

An abstract data type (ADT) is a theoretical model that defines a set of operations and the semantics of those operations on a data structure, without specifying how the data structure should be implemented.

Characteristics of ADT's:-

- Operations :- Defines a set of operations that can be performed on the DS.
- Semantics :- Specifies the behaviour of each operations
- Encapsulation :- Hides the implementation details, focusing on the interface provided to the user.

ADT for stack :-

A stack is a fundamental data structure that follows the last in, first out (LIFO) principle. It supports the following operations.

- Push :- Adds an element to the top of stack.
- Pop :- Removes & returns the element.
- Peek :- Returns the element from top of the stack without removing it.
- Is empty :- Checks if the stack is empty.
- Is full :- Checks if the stack is full.

Concrete data structure :-

The implementations using arrays and linked
specific ways of implementing the stack are :-
Advantages of ADT :-

→ Modularity, encapsulation, flexibility in

Implementation in C using arrays :-

```
#include <stdio.h>
#define Max_size 100
typedef struct {
    int items[Max_size];
    int top;
} stack;
int main() {
    stack stack;
    stack.top = -1;
    stack.items[++stack.top] = 10;
    stack.items[++stack.top] = 20;
    stack.items[++stack.top] = 30;
    if (stack.top != -1) {
        printf("Top Element:", stack.items[stack.top]);
    } else {
        printf("Stack is Empty!\n");
    }
    if (stack.top != -1) {
        printf("Popped Element:", stack.top = -1);
    }
    if (stack.top != -1) {
        printf("Popped Element:", stack.items[stack.top]);
    } else {
        printf("Stack is Empty!");
    }
}
```

Implementation in C using linked list

```
#include <stdio.h>
#include <stdlib.h>
typedef struct Node {
    int data;
    struct Node *next;
} Node;
int main() {
    Node *top = NULL;
    Node *Newnode = (Node *) malloc (sizeof(Node));
    if (Newnode == NULL) {
        printf ("memory allocation failed!\n");
        return 1;
    }
    Newnode->data = 10;
    Newnode->next = top;
    top = Newnode;
    Newnode = (Node *) malloc (sizeof(Node));
    if (Newnode == NULL) {
        printf ("memory allocation failed");
        return 1;
    }
    Newnode->data = 20;
    Newnode->next = top;
    top = Newnode;
    Newnode = (Node *) malloc (sizeof(Node));
    if (top != NULL) {
        Node *temp = top;
        printf ("Popped element: ", temp->data);
    }
}
```

1. `void push(int stack[], int *top, int maxsize)`:
Initialize stack for stack of maxsize.
Initialize stack c :
Initialize necessary variable or structure to
the stack.
2. `push element :`
If stack is full;
print "stack overflow"
else:
add element to the top of the stack
increment top pointer.
3. `pop()` :
If stack is empty:
print ("stack underflow");
return null (or error value).
else:
remove & return element from top of stack.
decrement end pointer.
4. `peak()` :-
If stack is empty:
print ("stack is empty");
return null
Else:
5. `is empty ()` :
return element at the top of stack.
6. `is full ()` :
return true if top is -1 (stack is empty)
otherwise, return false
7. `return true, if top is equal to maxsize - 1
otherwise, return false.`

Explanation of pseudocode :-

- initializes the necessary variable or data structure to represent a stack.
- adds an element to the top of the stack.
- removes and retains the elements from the top of the stack. checks if the stack is empty before popping.
- checks if the stack is full by comparing the top pointer or equivalent variable to the maximum size of the stack.

3. The university announced the number for placement training 80142010 wished to check whether his name is listed or not. The list is not sorted in any order. Identify the searching technique that can be applied and explain searching steps.

Linear search :-

Linear search works by checking each element in the list one by one until the desired element is found at the end of the list is reached.

Steps for linear search :-

- start from the first element.
- check if the current element is equal to the target element.

- If the current element is not the target, go to the next element in the list.
- If the target is found, return its position, if not reached and the element has not been found.

Procedure :-

Linear

Search :-

Given list :

2014 2016, 2014 2033, 2014, 2017, 2014 2010, 2014 2056

→ Start at the first element.

→ Compare '20142010' with '20102015', '20142033', '20142011', '20142017' these are not equal.

→ Compare '20142010' with '20142010'. They are equal.

→ The element '20142010' is found at the fifth position.

C code for linear search :-

main :-

```
#include <csdio.h>
```

```
int main () {
```

```
    int reg numbers[] = { 20142015, 20142033, ...  
                          20142003 },
```

```
    int target = 20142010,
```

```
    int n = size of (reg numbers) / size of (reg numbers[0]),
```

```
    int found = 0,
```

```
    int i,
```

```
    for (i=0 ; i < n ; i++) {
```

```
        if (reg numbers[i] == target) {
```

printf ("registration number", target);
found = 1;
break;
}
}
if (!found) {
 printf ("registration number", target);
}
return 0;
}

move
element