

Seat Number:

Date: / /

Student Name:

Subject Name: IT11L-Data Structure and Algorithm

Program Title: 1) Demonstrate singly and doubly linked list

a) Singly linked list Code-

```

class Node {
    constructor(element) {
        this.element = element;
        this.next = null;
    } } class LinkedList {
    constructor() {
        this.head = null;
        this.size = 0; }
    create_list(element) {
        var node = new Node(element); var
        current; if (this.head == null)
        this.head = node; else {
            current = this.head; while
            (current.next) {
                current = current.next;
            }
            current.next = node;
        } this.size++; }
    insertToBegin(element) {
        var node = new Node(element);
        var current; current =
        this.head; node.next =
        this.head; this.head = node;
        this.size++;
    }
    insertToLast(element) {
        var node = new Node(element); var curr,
        prev; curr = this.head; var i = 0; while
        (curr.next != null) curr = curr.next;
        curr.next = node; this.size++; }
    insertAt(element, index) {
        if (index > 0 && index > this.size) return false; else
        {

```

```

var node = new Node(element);
var curr, prev; curr =
this.head; if (index == 0) {
node.next = this.head;
this.head = node;
} else { curr =
this.head; var it =
0; while (it <
index) {
it++; prev =
curr; curr =
curr.next;
} node.next =
curr; prev.next =
node;
} this.size++;
} }
displayList() {
var current = this.head; while
(current) {
console.log(current.element + " "); current
= current.next;
} }
deleteFrom(index)
{
if (index > 0 && index > this.size) return -1;
else { var curr, prev, it = 0;
curr = this.head;
prev = curr; if
(index == 1) {
this.head = curr.next;
} else { while (it < index
- 1) {
it++; prev =
curr; curr =
curr.next; }
prev.next = curr.next;
} this.size--;
return
curr.element;
} }
deleteElement(data) {
if (this.head.element == data) {
this.head = this.head.next; return
this.head.data;

```

```

    } var prev = this.head; var
    current = prev.next; while
    (current.next != null) { if
    (current.element == data) {
        prev.next = current.next;
        this.size--; return
        current.element;
    } prev = current;
    current =
    current.next;
} if (current.element == data)
{
    prev.next = null;
    this.size--; return
    current.element;
} } search(data) { var
current = this.head; var
flag = 0; var position =
1; while (current) {
    if (current.element == data) {
        flag = 1;
        break; }
    position++;
    current = current.next;
}
if (flag == 1)
    console.log(data + "element is found at " + position + " position");
else console.log(data + " is not found in the list");
} count()
{
    return this.size;
} reverse()
{
    var p1, p2, p3; if (this.head.next
    == null) return; p1 = this.head; p2
    = p1.next; p3 = p2.next; p1.next =
    null; p2.next = p1; while (p3 !=
    null) {
        p1 = p2; p2 =
        p3;    p3    =
        p3.next;
        p2.next = p1;
    } this.head =
    p2;
} } var ll = new LinkedList();
ll.create_list(2); ll.displayList();

```

```

console.log("Insertion at Beginning :");
ll.insertToBegin(1); ll.displayList();
console.log("Insertion at last :");
ll.insertToLast(5); ll.displayList();
console.log("Insertion at Specified Position :");
ll.insertAt(4, 3); ll.displayList(); ans =
ll.deleteElement(2);
if (ans == -1) console.log("Element " + data + " is not found in the
list"); else {
    console.log("Deleted Element is =" + ans); ll.displayList();
} console.log("Deletion from Position :"); ans =
ll.deleteFrom(2); if (ans == -1) console.log("position is not
within the range "); else {
    console.log("Deleted Element is =" + ans); ll.displayList();
} ll.search(1); console.log("Total number of nodes in the linked list =
" + ll.count()); ll.displayList(); console.log("Reverse list :");
ll.reverse(); ll.displayList();

```

Output-

2

Insertion at Beginning :

1

2

Insertion at last :

1

4

1element is found at 1 position

Total number of nodes in the linked list = 2

1

4 Reverse

list :

4

1

b) Doubly linked list Code-

```
class Node {
    constructor(element) {
        this.element = element;
        this.next = null;
        this.prev = null;
    }
}

class LinkedList {
    constructor() {
        this.head = null;
        this.size = 0;
    }

    create_list(element) {
        var node = new Node(element);
        var current;
        if (this.head == null) {
            node.prev = null;
            this.head = node;
        } else {
            current = this.head;
            while (current.next) {
                current = current.next;
            }
            current.next = node;
            node.prev = current;
        }
        this.size++;
    }

    insertToBegin(element) {
        var node = new Node(element);
        var current;
        current = this.head;
        node.next = this.head;
        this.head.prev = node;
        this.head = node;
        this.size++;
    }

    insertToLast(element) {
        var node = new Node(element);
        var curr;
        curr = this.head;
        while (curr.next != null) curr = curr.next;
        curr.next = node;
        node.prev = curr;
        this.size++;
    }

    insertAt(element, index) {
        if (index > 0 && index > this.size) return false;
        else {
            var node = new Node(element);
            var curr, curr1;
            curr = this.head;
            if (index == 0) {
```

```

        node.next = this.head;
        this.head.prev = node;
        this.head = node;
    } else { curr =
        this.head; curr1 =
        curr.next; var it =
        1; while (it < index)
        { it++; curr1 =
        curr1.next; curr =
        curr.next;
        } curr1.prev =
        node; node.next =
        curr1; node.prev
        = curr; curr.next
        = node;
    } this.size++;
} }
displayListForward() {
    var current = this.head; while
    (current) {
        console.log(current.element + " "); current
        = current.next;
    } }
displayListBackward() {
    var current = this.head; while (current.next !=
    null) current = current.next; while (current) {
        console.log(current.element + " "); current
        = current.prev;
    } }
deleteFrom(index)
{
    if (index < 0 && index > this.size) return -1;
    else {
        var curr,
            previous,
            it = 0;
        curr = this.head;
        previous = curr;
        if (index == 1) {
            this.head = curr.next; this.head.prev
            = null;
        } else { while (it < index
            - 1) {
                it++; previous =
                curr; curr =
                curr.next;
            }
        }
    }
}

```

```

        } previous.next =
        curr.next;
    } this.size--;
    return
    curr.element;
} }

deleteElement(data) {
    if (this.head.element == data) {
        var value = this.head.element;
        this.head = this.head.next;
        this.head.prev = null; return
        value; } var previous =
        this.head; var current =
        previous.next; while
        (current.next != null) { if
        (current.element == data) {
            previous.next = current.next;
            current.next.prev = previous;
            this.size--; return
            current.element;
        } previous = current;
        current = current.next;
    } if (current.element == data)
    {
        previous.next = null; this.size--;
        return current.element;
    } return -
    1;
} search(data) { var
current = this.head; var
flag = 0; var position =
1; while (current) {
    if (current.element == data) {
        flag = 1;
        break; }
    position++;
    current = current.next;
} if (flag ==
1)
    console.log(data + "element is found at " + position + " position");
else console.log(data + " is not found in the list");
} count()
{
    return this.size;
} } var ll = new LinkedList();
ll.create_list(10); ll.displayListForward();

```



```

console.log("Insertion at Beginning :");
ll.insertToBegin(65); ll.displayListForward();
console.log("Insertion at last :");
ll.insertToLast(50); ll.displayListForward();
console.log("Insertion at Specified Position :");
ll.insertAt(44, 2); ll.displayListForward(); ans
= ll.deleteElement(10);
if (ans == -1) console.log("Element " + data + " is not found in the
list"); else {
    console.log("Deleted Element is =" + ans);
    ll.displayListForward();
} console.log("Deletion from Position :"); ans =
ll.deleteFrom(1); if (ans == -1) console.log("position is not
within the range "); else {
    console.log("Deleted Element is =" + ans);
    ll.displayListForward();
} ll.search(10); console.log("Total number of nodes in the linked list =
" + ll.count()); ll.displayListForward(); console.log("Reverse list :");
ll.displayListBackward();

```

Output-

10

Insertion at Beginning :

65

10

Insertion at last :

65 10

50

Insertion at Specified Position :

65

10

44 50

Deleted Element is =10

65

44

50

Deletion from Position :

Deleted Element is =65

44

50

10 is not found in the list

Total number of nodes in the linked list = 2

44

50

Reverse list :

50

44

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Subject Name: IT11L-Data Structure and Algorithm

Program Title:2) STACK implementation using Array with PUSH, POP operations

STACK implementation using Array with PUSH, POP operations-

```
class Stack {
    constructor(size) {
        this.items = [];
        this.top = -1;
        this.size = size;
    }
    push(element)
    {
        if (this.top == this.size - 1) {
```

```

        console.log("stack is Full"); return
        0;
    } this.items[++this.top] =
    element;
} pop()
{
    if (this.items.length == 0) return "Underflow";
    var ch = this.items[this.top]; this.top =
    this.top - 1;
    console.log("poped element = " + ch);
} display()
{
    var i; for (i = 0; i <= this.top; i++)
console.log(this.items[i]); } } var stack = new Stack(5);
stack.push(10); stack.push(66); stack.push(12); stack.push(5);
stack.display(); stack.pop(); stack.display();

```

Output-

```

10
66
12 5 popped
element = 5 10
66
12

```

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Program Title:3) Reverse a string using stack

Reverse a string using stack

```
function reverse(str) {  
  let stack = []; for (let i = 0; i <  
    str.length; i++) {  
    stack.push(str[i]);  
  } reverseStr = ""; while  
    (stack.length > 0) {  
    reverseStr += stack.pop();  
  }  
  return reverseStr;  
} ("use strict"); const ps =  
require("prompt-sync"); const prompt =  
ps(); let str = prompt("Enter the  
String :"); console.log(reverse(str));
```

Output-

Enter the String : String gnirtS

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Program Title:4) Check for balanced parentheses by using Stacks

Check for balanced parentheses by using Stacks-

```

class Stack {
  constructor() {
    this.items = [];
    this.top = -1;
  }
  push(element) {
    this.items[++this.top] = element;
  }
  pop() {
    if (this.items.length == 0) return "Underflow";
    var ch = this.items[this.top--]; return ch;
  }
}

var stack = new Stack();
var i;
var valid = true;
var temp;
("use strict");
const ps = require("prompt-sync");
const prompt = ps();
let exp = prompt("Enter the Expression which is to be checked :");
for (var i = 0; i < exp.length; i++) {
  if (exp[i] == "(" || exp[i] == "{" || exp[i] == "[") stack.push(exp[i]);
  if (exp[i] == ")" || exp[i] == "}" || exp[i] == "]")
    if (stack.top == -1) valid = false;
  else {
    temp = stack.pop();
    if (exp[i] == ")" && (temp == "{" || temp == "[") valid = false;
    if (exp[i] == "}" && (temp == "(" || temp == "[")) valid = false;
    if (exp[i] == "]" && (temp == "(" || temp == "{")) valid = false;
  }
  if (stack.top >= 0) valid = false;
  if (valid == true) console.log("Valid expression ");
  else console.log("Invalid expression ");
}

```

Output-

Enter the Expression which is to be checked :{ [] }

Valid expression

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Program Title:5) Implement Stack using Linked List

Implement Stack using Linked List

```

class Node {
    constructor(element) {
        this.element = element;
        this.next = null;
    }
}
class stack {
    constructor() {
        this.head = null;
        this.size = 0;
    }
    push(element) {
        var value, data; var top = new
        Node(element); if (this.head == null)
        this.head = top; else {
            top.next = this.head; this.head
            = top;
        }
    }
    pop() {
        var item; if (this.head
        == null) {
            console.log("Stack Underflow");
        } else { item = this.head.element;
            this.head = this.head.next;
            console.log("Item popped is" + item);
        }
    }
    display() {
        if (this.head == null) {

```



```
        console.log("Stack is Empty"); return;
    } var top = this.head;
    console.log("Elements in the Stack are");
    while (top) {
        console.log(top.element + " "); top
        = top.next;
    }
} } var ll = new
stack(); ll.push(10);
ll.push(20);
ll.push(30);
ll.push(40);
ll.display();
ll.pop();
ll.display();
```

Output-

Elements in the Stack are

40

30 20

10

Item popped is40

Elements in the Stack are

30

20

10

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Program Title:6) Demonstration of Linear Queue, Circular Queue, Priority Queue

a) Linear Queue Code-

```

class Queue {
  constructor(size) {
    this.items = [];
    this.rear = -1;
    this.front = -1;
    this.size = size;
  }
  insert(element)
  {
    if (this.rear == this.size - 1) {
      console.log("Queue Overflow");
      return; }
    if (this.rear == -1)
      this.front = 0;
    this.rear =
      this.rear + 1;
    this.items[this.rear]
      = element;
  }
  dequeue()
  {
    if (this.front == -1 || this.front == this.rear + 1) {
      console.log("Queue Underflow");
      return; }
    var ch =
      this.items[this.front];
    this.front =
      this.front + 1;
    console.log("deleted
      data = " + ch);
  }
  display()
  {
    var i;
    for (i = this.front; i <= this.rear;
      i++) {
      console.log(this.items[i]);
    }
  }
}

```

```
    } } var queue = new  
Queue(5);  
queue.insert(10);  
queue.insert(20);  
queue.insert(30);  
queue.insert(40);  
queue.display();  
queue.dequeue();  
queue.display();
```

Output-

```
10
20 30 40 deleted
data = 10
20
30
40
```

b) Circular Queue Code-

```
var Queue = function (maxSize) {
  this.queue = []; this.reset
  = function () {
    this.tail = -1; this.head
    = -1;
  }; this.reset(); this.maxSize = maxSize
  || Queue.MAX_SIZE; this.increment =
  function (number) {
    return (number + 1) % this.maxSize;
  };
};

Queue.MAX_SIZE = Math.pow(2, 53) - 1;
Queue.prototype.enqueue = function (record) {
  if (this.isFull()) {
    throw new Error("Queue is full can't add new records");
  } if (this.isEmpty()) {
    {
      this.head = this.increment(this.head);
    } this.tail =
    this.increment(this.tail);
    this.queue[this.tail] = record;
  };
};

Queue.prototype.setMaxSize = function (maxSize) {
  this.maxSize = maxSize;
};

Queue.prototype.push = Queue.prototype.enqueue;
Queue.prototype.insert = Queue.prototype.enqueue;
Queue.prototype.isFull = function () { return
  this.increment(this.tail) === this.head;
};

Queue.prototype.dequeue = function () { if
  (this.isEmpty()) {
    throw new Error("Can't remove element from an empty Queue");
  }
  var removed;
  Record = this.queue[this.head];
  this.queue[this.head] = null;
  if (this.tail === this.head) {
    this.reset();
  } else {
    this.head = this.increment(this.head);
  }
  return removedRecord;
};
```

```

};
Queue.prototype.pop = Queue.prototype.dequeue;
Queue.prototype.front = function () { return
    this.queue[this.head] || null;
};
Queue.prototype.peak = Queue.prototype.front;
Queue.prototype.isEmpty = function () { return
    this.tail === -1 && this.head === -1;
};
Queue.prototype.print = function () { for (var i
    = this.head; i <= this.tail; i++) {
        console.log(this.queue[i]);
    } }; var q = new
Queue(5);
q.enqueue(1);
q.enqueue(2);
q.enqueue(3);
q.enqueue(4);
q.dequeue();
q.dequeue();
q.dequeue();
q.enqueue(5);
q.enqueue(6);
q.enqueue(7);
q.enqueue(8);
q.dequeue();
q.dequeue();
q.dequeue();
q.dequeue();
q.dequeue(); console.clear();
q.print(); console.log("head",
q.head); console.log("tail",
q.tail);
console.log(q.queue);

```

Output-

```

undefined head
-1
tail -1
[ null, null, null, null, null ]

```

c) Priority Queue Code-

```
class Node {
  constructor(priority, element) {
    this.priority = priority;
    this.element = element; this.next
    = null;
  } } class
priority_queue {
  constructor() {
    this.front = null;
    this.size = 0;
  } insert(priority, element)
  {
    var temp = new Node(priority, element); var q; if
    (this.front == null || priority < this.front.priority) {
      temp.next = this.front; this.front
      = temp;
    } else { q = this.front; while (q.next != null && q.next.priority
      <= priority) q = q.next; temp.next = q.next;
      q.next = temp;
    } } delete() { if (this.front == null)
    console.log("Queue underflow"); else {
      console.log("Deleted item is " + this.front.element); this.front
      = this.front.next;
    } }
  displayqueue() {
    if (this.front == null) console.log("Queue is empty "); else
    {
      var current = this.front; while
      (current) {
        console.log(current.element + " "); current
        = current.next;
      }
    }
  } } var pq = new
priority_queue(); pq.insert(3,
1); pq.insert(2, 3);
pq.insert(1, 2);
pq.displayqueue();
pq.delete();
pq.displayqueue();
```


Output-

2 3

1

Deleted item is 2

3

1

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Program Title: 7) Reverse stack using queue

Reverse stack using queue

```
class Stack {
    constructor() {
        this.elements = [];
    }
    push(element) {
        this.elements.push(element);
    }
    pop() {
        if (this.isEmpty()) return "Underflow situation"; else
        return this.elements.pop();
    }
    isEmpty() {
        return this.elements.length == 0;
    }
    print() {
        return this.elements;
    }
}
class Queue {
    constructor() {
        this.elements = [];
    }
    enqueue(element) {
        this.elements.push(element);
    }
    dequeue() {
        if (!this.isEmpty()) {
            return this.elements.shift();
        } else { return "Underflow situation"; }
    }
    isEmpty() {
        return this.elements.length == 0;
    }
}
```

```
    } } function  
reverse(stack) {  
    const queue = new Queue(); while  
    (!stack.isEmpty()) {  
        queue.enqueue(stack.pop());  
    } while (!queue.isEmpty())  
    {  
        stack.push(queue.dequeue());  
    } } const stack = new Stack(); stack.push("Welcome");  
stack.push("There"); stack.push("Hi"); console.log("Printing  
stack before reversal: ", stack.print()); reverse(stack);  
console.log("Printing stack after reversal: ", stack.print());
```

Output-

Printing stack before reversal: ['Welcome', 'There', 'Hi']

Printing stack after reversal: ['Hi', 'There', 'Welcome']

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Program Title:8) Practical based on binary search tree implementation with its operations

Practical based on binary search tree implementation with its operations

```

class Node { constructor(data) { this.data = data; this.left =
null; this.right = null; } } class BinarySearchTree {
constructor() { this.root = null;
} insert(data) { var newNode =
new Node(data); if (this.root ===
null) this.root = newNode;
else this.insertNode(this.root,
newNode);
insertNode(node, newNode) { if
(newNode.data < node.data) { if
(node.left === null) node.left
= newNode;
else this.insertNode(node.left,
newNode);
} else { if (node.right ===
null) node.right =
newNode;
else this.insertNode(node.right,
newNode); } } remove(data) { this.root =
this.removeNode(this.root, data);
} removeNode(node, key)
{ if (node === null)
return null;
else if (key < node.data) { node.left =
this.removeNode(node.left, key); return node;
} else if (key > node.data) { node.right =
this.removeNode(node.right, key); return node;
} else { if (node.left === null && node.right ===
null) { node = null; return node;
} if (node.left === null) { node =
node.right; return node;
}

```

```

    } else if (node.right === null) {
        node = node.left;
        return node;
    }

```

```

var aux = this.findMinNode(node.right); node.data = aux.data; node.right
= this.removeNode(node.right, aux.data); return
node;

```

```

    }
    findMinNode(node) { if
(node.left === null)
return node;
    else return
        this.findMinNode(node.left);
    }
    getRootNode() {
return this.root;
    }
    remove(data) { this.root =
this.removeNode(this.root, data);
    }
    removeNode(node, key)
    { if (node === null)
return null;
    else if (key < node.data) { node.left =
        this.removeNode(node.left, key); return node;
    } else if (key > node.data) { node.right =
this.removeNode(node.right, key); return node;
    } else {
        if (node.left === null && node.right === null) {
            node = null; return node;
        }
        if (node.left === null) { node =
node.right; return node;
        } else if (node.right === null) {
            node = node.left;
            return node;
        }
    }
}

```

```

var aux = this.findMinNode(node.right); node.data = aux.data; node.right
= this.removeNode(node.right, aux.data); return
node;

```

```

    }
    inorder(node) { if (node !== null) {
this.inorder(node.left); console.log(node.data);
this.inorder(node.right);
    } }
    preorder(node) { if (node !== null) {
console.log(node.data); this.preorder(node.left);
this.preorder(node.right);
    } }
}

```

```

    } } postorder(node) { if (node !== null) {
this.postorder(node.left); this.postorder(node.right);
console.log(node.data);
    } } search(node,
data) { if (node ===
null) return null;
    else if (data < node.data) return this.search(node.left, data);
    else if (data > node.data) return this.search(node.right,
data);
    else return
        node;
    }
}

```

```

} var BST = new
BinarySearchTree();
BST.insert(5);
BST.insert(3);
BST.insert(1);
BST.insert(4);
BST.insert(7);
BST.insert(6); BST.insert(9); var root = BST.getRootNode();
BST.inorder(root); console.log("remove data"); BST.remove(7);
BST.inorder(root); console.log("inorder traversal"); BST.inorder(root);
console.log("postorder traversal"); BST.postorder(root);
console.log("preorder traversal");
BST.preorder(root);

```

Output-

1 3

4 5

6

7

9

Remove data

1

3

4

5

6 9

Inorder traversal

1 3

4

5

6

9

Postorder traversal

1

4

3 6

9

5

Preoder traversal

5

3

1 4

9

6

PIRENS Institute of Business Management and Administration, Loni BK.	
Seat Number:	Date: / /
Student Name:	
Subject Name: IT11L-Data Structure and Algorithm	
Program Title:9) Graph implementation and graph traversals	

Graph implementation and graph traversals

```
class Graph {  
    constructor(noOfVertices)    {  
        this.noOfVertices = noOfVertices;  
        this.AdjList = new Map();  
    }  
}
```

```

    } addVertex(v)
    {
        this.AdjList.set(v, []);
    } addEdge(v, w)
    {
        this.AdjList.get(v).push(w);
        this.AdjList.get(w).push(v);
    } printGraph()
    {
        var get_keys = this.AdjList.keys(); for
        (var i of get_keys) {
            var get_values = this.AdjList.get(i); var
            conc = ""; for (var j of get_values) conc
            += j + " "; console.log(i + " -> " +
            conc);
        } }
    dfs(startingNode) {
        var visited = {}; this.DFSUtil(startingNode,
        visited);
    }
    DFSUtil(vert, visited) { visited[vert] = true;
    console.log(vert); var get_neighbours =
    this.AdjList.get(vert); for (var i in
    get_neighbours) {
        var get_elem = get_neighbours[i]; if
        (!visited[get_elem]) this.DFSUtil(get_elem, visited);
    }
    } } var g = new Graph(6); var vertices = ["A",
    "B", "C", "D", "E", "F"]; for (var i = 0; i <
    vertices.length; i++) {
        g.addVertex(vertices[i]);
    }
    g.addEdge("A", "B");
    g.addEdge("A", "D");
    g.addEdge("A", "E");
    g.addEdge("B", "C");
    g.addEdge("D", "E");
    g.addEdge("E", "F");
    g.addEdge("E", "C");
    g.addEdge("C", "F");
    g.printGraph(); console.log("DFS
    traversal=");
    g.dfs("A");

```

Output-

A -> B D E

B -> A C

C -> B E F

D -> A E

E -> A D F C

F -> E C

DFS traversal=

A

B C

E D

F

Seat Number:

Date: / /

Student Name:

Subject Name: IT11L-Data Structure and Algorithm

Program Title: 10) Implementation of Hashing

Implementation of Hashing

```

class HashTable {
  constructor(size) {
    this.values = {};
    this.size = size;
  }
  add(key, value)
  {
    const hash = this.genHash(key);
    if (!this.values.hasOwnProperty(hash)) this.values[hash] = {};
    this.values[hash][key] = value;
  }
  remove(key)
  {
    const hash = this.genHash(key); if
    (
      this.values.hasOwnProperty(hash) &&
      this.values[hash].hasOwnProperty(key)
    ) { delete
      this.values[hash][key];
    } }
  genHash(key) { var keyStr = key.toString(); var sum = 0; for
    (let i = 0; i < keyStr.length; i++) sum += keyStr.charCodeAt(i);
    return sum % this.size;
  }
  getValue(key)
  {
    const hash = this.genHash(key); if
    (
      this.values.hasOwnProperty(hash) &&
      this.values[hash].hasOwnProperty(key)
    ) return this.values[hash][key];
    else return undefined;
  }
  printAll()
  {
    for (const val in this.values)
      for (const key in this.values[val])

```

```
        console.log("{", key, ", ", this.values[val][key],  
"}"); } } var hashTable = new HashTable(5);  
hashTable.add("key1", "value1"); hashTable.add("key2",  
"value2"); hashTable.add("key3", "value3");  
hashTable.printAll(); console.log(`value of key3: `,  
hashTable.getValue("key3")); console.log(`delete key3`);  
hashTable.remove("key3"); hashTable.printAll();  
console.log(`value of key3: `, hashTable.getValue("key3"));  
console.log(`delete key2 & key1`); hashTable.remove("key2");  
hashTable.remove("key1"); hashTable.printAll();
```

Output-

```
{ key3 , value3 }  
{ key1 , value1 } { key2 ,  
value2 } value of key3:  
value3 delete key3 {  
key1 , value1 } { key2 ,  
value2 } value of key3:  
undefined delete key2 &  
key1
```

Seat Number:

Date: / /

Student Name:

Subject Name: IT11L-Data Structure and Algorithm

Program Title: 11) Practical based on Brute Force technique

Practical based on Brute Force technique

```
function search(arr, search_Element) {
  let left = 0; let length =
  arr.length; let right = length -
  1; let position = -1; for (left
  = 0; left <= right; ) {
    if (arr[left] == search_Element) {
      position = left; console.log(
        "Element found in Array at " +
        (position + 1) +
        " Position with " +
        (left + 1) +
        " Attempt" ); break; } if
    (arr[right] == search_Element) {
      position = right; console.log(
        "Element found in Array at " +
        (position + 1) +
        " Position with " +
        (length - right) +
        " Attempt"
      ); break; }
    left++; right--;
  } if (position == -
  1)
    console.log("Not found in Array with " + left + " Attempt");
} let arr = [1, 2, 3, 4, 5];
let search_element = 5;
search(arr, search_element);
```

Output-

Element found in Array at 5 Position with 1 Attempt

Seat Number:

Date: / /

Student Name:

Subject Name: IT11L-Data Structure and Algorithm

Program Title:12) Practical based on Greedy Algorithm-Prim's algorithm

Practical based on Greedy Algorithm-Prim's algorithm

```
function createAdjMatrix(V, G) {
    var adjMatrix = []; for (var i
    = 0; i < V; i++) {
        adjMatrix.push([]); for (var j
        = 0; j < V; j++) {
            adjMatrix[i].push(0);
        } } console.log(G); console.log("graph
length=" + G.length); for (var i = 0; i
< G.length; i++) {
    adjMatrix[G[i][0]][G[i][1]] = G[i][2]; adjMatrix[G[i][1]][G[i][0]]
    = G[i][2];
} return
adjMatrix;
} function prims(V, G)
{
    var adjMatrix = createAdjMatrix(V, G);
    var vertex = 0; var MST = []; var edges
    = []; var visited = []; var minEdge =
    [null, null, Infinity]; while
    (MST.length !== V - 1) {
        visited.push(vertex); for (var r = 0;
        r < V; r++) {
            if (adjMatrix[vertex][r] !== 0) {
                edges.push([vertex, r, adjMatrix[vertex][r]]);
            } } for (var e = 0; e < edges.length; e++) {
                if (edges[e][2] < minEdge[2] && visited.indexOf(edges[e][1]) === -1)
            { minEdge = edges[e];
                } }
        }
```

```

        edges.splice(edges.indexOf(minEdge), 1);
        MST.push(minEdge); vertex = minEdge[1];
        minEdge = [null, null, Infinity];
    } return MST;
    console.log(MST)
    ;
} var a =
0, b = 1,
c = 2, d
= 3;
var graph = [

    [a, b, 2],
    [a, c, 3],
    [c, d, 1],
    [b, d, 4],
]; console.log(prims(4,
graph));

```

Output-

```

[[ 0, 1, 2 ], [ 0, 2, 3 ], [ 2, 3, 1 ], [ 1, 3, 4 ]]
graph length=4
[[ 0, 1, 2 ], [ 0, 2, 3 ], [ 2, 3, 1 ]]

```

Seat Number:

Date: / /

Student Name:

Subject Name: IT11L-Data Structure and Algorithm

Program Title:13) Practical based on Divide and Conquer Technique-Binary Search, Tower of Hanoi

a) Binary Search Code-

```
function binarySearch(arr, l, r, x) {  
  if (r >= l) {  
    let mid = l + Math.floor((r - l) / 2); if  
    (arr[mid] == x) {  
      return mid; } if  
    (arr[mid] > x) {  
      return binarySearch(arr, l, mid - 1, x);  
      return binarySearch(arr, mid + 1, r, x);  
    } } return -1; } let arr = [2, 3, 4, 10,  
40]; let x = 10; let n = arr.length; let  
result = binarySearch(arr, 0, n - 1, x); if  
(result == -1) {  
  console.log("Element is not present in array");  
} else { console.log("Element is present at index " +  
  result);  
}
```

Output-

Element is present at index 3

b) Tower of Hanoi

```
function towerOfHanoi(n, from_rod, to_rod, aux_rod) {  
  if (n == 1) {  
    console.log("Move disk 1 from rod " + from_rod + " to rod " + to_rod);  
    return; } towerOfHanoi(n - 1, from_rod, aux_rod, to_rod);  
  console.log("Move disk " + n + " from rod " + from_rod + " to rod " +  
to_rod);  
  towerOfHanoi(n - 1, aux_rod, to_rod, from_rod);  
} var n = 2; towerOfHanoi(n,  
"A", "C", "B");
```

Output-

Move disk 1 from rod A to rod B
Move disk 2 from rod A to rod C
Move disk 1 from rod B to rod C

PIRENS Institute of Business Management and Administration, Loni BK.	
Seat Number:	Date: / /
Student Name:	
Subject Name: IT11L-Data Structure and Algorithm	
Program Title: 14) Implementation of Dynamic Programming- LCS	

Implementation of Dynamic Programming- LCS

```
function longest_common_starting_substring(arr1) {  
    var arr = arr1.concat().sort(),  
        a1 = arr[0],  
        a2 = arr[arr.length - 1],  
        L = a1.length, i = 0;  
    while (i < L && a1.charAt(i) === a2.charAt(i)) i++; return  
    a1.substring(0, i);  
}  
console.log(longest_common_starting_substring(["go",  
"google"]));  
console.log(longest_common_starting_substring(["SQLInjection",  
"SQLTutorial"]));
```

Output-

go SQL

Seat Number:

Date: / /

Student Name:

Subject Name: IT11L-Data Structure and Algorithm

Program Title:15) Practical based on backtracking- N Queen's problems

Algorithm Practical based on backtracking- N Queen's problem

```

class N_queen_problem {
    constructor(size) { this.size =
size; this.board = []; for (let i =
0; i < size; i++) {
this.board.push([]); for (let j = 0;
j < size; j++) {
    this.board[i][j] = 0;
    }
    } }
    is_attack(i, j) {
        var k, l; for (k = 0; k <
this.size; k++) {
            if (this.board[i][k] == 1 || this.board[k][j] == 1) return 1;
        } for (k = 0; k < this.size; k++)
        {
            for (l = 0; l < this.size; l++) {
                if (k + l == i + j || k - l == i - j) {
                    if (this.board[k][l] == 1) return 1; }
            } }
        return 0;
    }
    N_queen(n) { var i, j; if (n == 0)
return 1; for (i = 0; i <
this.size; i++) { for (j = 0; j <
this.size; j++) {
        { this.board[i][j] = 1; if
        (this.N_queen(n - 1) == 1) {
            return 1; }
        this.board[i][j] =
        0;
        }
    }
}

```

```

    } } return
    0; }
    printBoard() {
        for (var i = 0; i < this.size; i++) {
            let row = ""; for (var j = 0; j <
            this.size; j++) {
                row += ` ${this.board[i][j]} `;
            }
            console.log(row);
        }
    }
}

("use strict"); const ps = require("prompt-sync"); const
prompt = ps(); var n = prompt("Enter the value of N for
NxN chessboard"); var nQueen = new N_queen_problem(n);
nQueen.N_queen(n); nQueen.printBoard();

```


Output-

1 0 0
0 0 0
0 0 0

