

1. Linear Search

Real-World Analogy:

Imagine you're looking for your **Piyush** in a group photo of 10 people. You start from the **left**, checking one face at a time.

That's **Linear Search** — go through each element one by one.

Code:

```
#include <stdio.h>

int main() {

    int numbers[] = {5, 3, 8, 6, 2}; // A list of numbers

    int target = 6;           // Number we want to find

    int size = sizeof(numbers) / sizeof(numbers[0]);



    // Start checking each element one-by-one
    for(int i = 0; i < size; i++) {
        if(numbers[i] == target) {
            printf("Number %d found at index %d.\n", target, i);
            return 0; // Exit the program once we find it
        }
    }

    // If we finish the loop, the number was not found
    printf("Number %d not found in the array.\n", target);
    return 0;
}
```

Step-by-Step Explanation:

1. **numbers[] = {5, 3, 8, 6, 2}** — This is like a shelf of books with numbers written on the cover.
 2. **target = 6** — We're trying to find the book with number 6.
 3. **for loop** — Go through each book one at a time from left to right.
 4. **If match found** — Print its position (index).
 5. **return 0;** — We found it, no need to search further. Exit.
 6. **If we reach the end** — Print "not found".
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Summary:

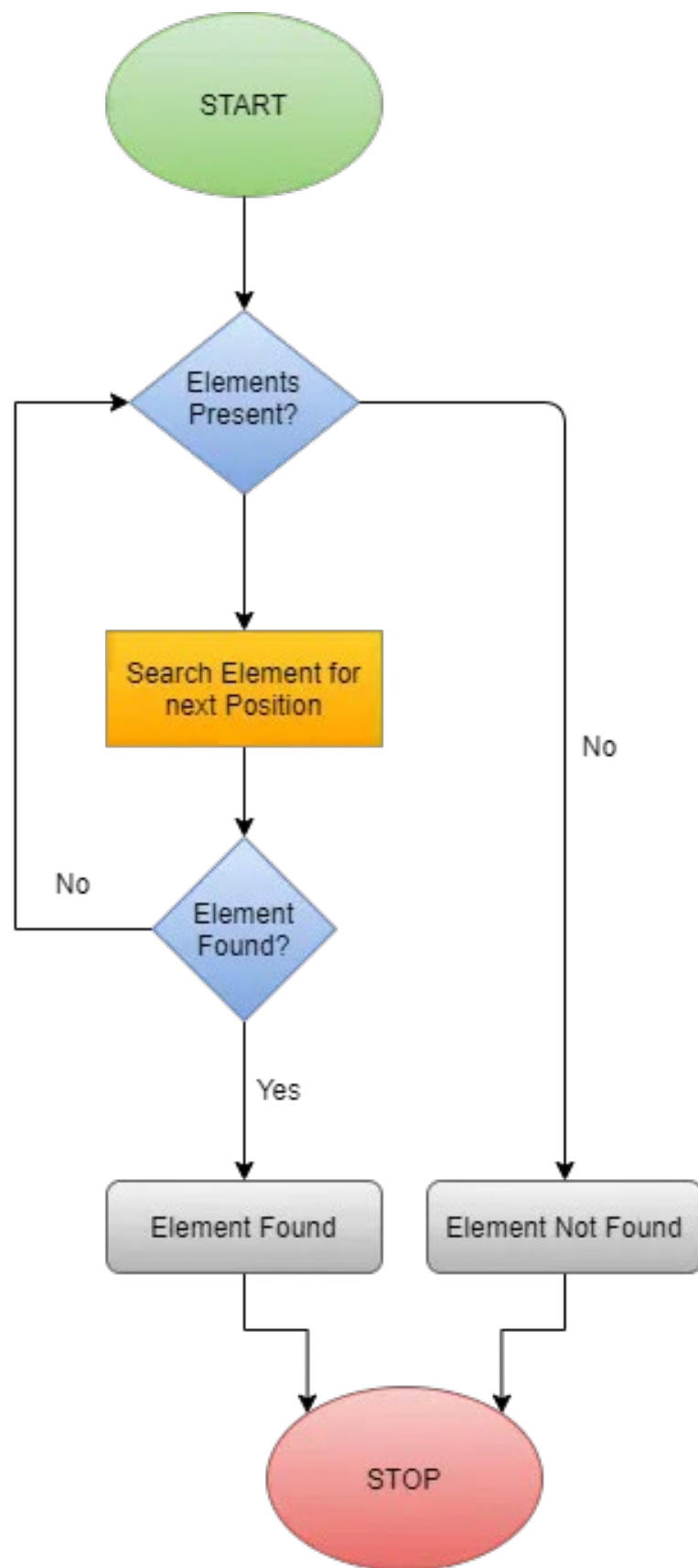
-  Works for any list (sorted or not).
 -  Slower for large lists (like flipping pages one-by-one in a dictionary).
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Explanation:

- Checks every element from left to right.
- Stops as soon as match is found.
- Simple and works on any array (unsorted or sorted).

Algorithm:

1. Start
2. Initialize the array and the target element to search
3. Determine the size (number of elements) in the array
4. Set index $i = 0$
5. Repeat the following steps while $i < \text{size}$:
 - a. If $\text{array}[i] == \text{target}$:
 - Print "Element found at index i "
 - Exit
 - b. Else:
 - Increment i by 1
6. If loop ends without finding:
 - Print "Element not found in the array"
7. Stop



2. Binary Search

Real-World Analogy:

Looking for the word "Tiger" in an **alphabetical dictionary**. You don't flip page by page. Instead, you:

1. Open the middle page.
2. If it's "Elephant", go right.
3. If it's "Zebra", go left.
4. Keep halving the search.

That's **Binary Search** — fast but requires the list to be sorted!

Code:

```
#include <stdio.h>

int main() {

    int numbers[] = {2, 3, 5, 6, 8}; // Sorted array

    int target = 6;           // Number to search

    int size = sizeof(numbers) / sizeof(numbers[0]);

    int low = 0, high = size - 1;

    // Keep checking the middle element
    while(low <= high) {

        int mid = (low + high) / 2;

        if(numbers[mid] == target) {

            printf("Number %d found at index %d.\n", target, mid);

            return 0; // Exit as soon as it's found

        } else if(numbers[mid] < target) {

            low = mid + 1; // Ignore the left half

        } else {

            high = mid - 1; // Ignore the right half

        }

    }

    // If loop ends, number wasn't found



    printf("Number %d not found in the array.\n", target);

    return 0; }
```









Step-by-Step Explanation:

1. **Sorted List Required!** — {2, 3, 5, 6, 8}.
2. **Start with the full range:** low = 0, high = 4.
3. **Find middle:** mid = (low + high)/2.
4. **Check middle element:**
 - If equal to target → print and stop.
 - If less → search right half.
 - If more → search left half.
5. **Repeat until found or range is empty.**

Summary:

-  Super fast for large sorted lists.
 -  Won't work correctly if the list isn't sorted.
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Real-World Use Case Comparison:

Scenario	Use Linear Search	Use Binary Search
Friend's name in random list	 Yes	 No
Finding word in dictionary	 Slow	 Perfect
Checking small shopping list	 Good enough	 Unnecessary
Searching sorted product IDs	 Inefficient	 Super fast

Explanation:

- Starts by checking the middle of the array.
- Eliminates half the array in each step.
- Requires the array to be **sorted**.
- Way faster than linear search for big lists.

Algorithm:

1. Start
2. Initialize the sorted array and the target element
3. Set low = 0 and high = size - 1
4. Repeat the following steps while low <= high:
 - a. Calculate $\text{mid} = (\text{low} + \text{high}) / 2$
 - b. If `array[mid] == target`:
 - Print "Element found at index mid"
 - Exit
 - c. Else if `array[mid] < target`:
 - Set low = mid + 1
 - d. Else:
 - Set high = mid - 1
5. If loop ends without finding:
 - Print "Element not found in the array"
6. Stop