

# DSA Assignment

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CSE-H.

```
1) #include <stdio.h>
int main()
```

```
{
    int i, low, high, mid, n, key, arr[100], tmp, j, one, two, s, p;
```

```
    printf("Enter the Number of Elements");
```

```
    scanf("%d", &n);
```

```
    printf("Enter %d integers", n);
```

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

```
    {
```

```
        scanf("%d", &arr[i]);
```

```
    }
```

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

```
    {
```

```
        for (j=i+1; j<n; j++)
```

```
        {
```

```
            if (arr[i] < arr[j])
```

```
            {
```

```
                tmp = arr[i];
```

```
                arr[i] = arr[j];
```

```
                arr[j] = tmp;
```

```
            }
```

```
        }
```

```
    }
```

```
    printf("Elements in descending order");
```

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

```
    {
```

```
        printf("%d", arr[i]);
```

```
    }
```

```
printf("Enter value to find");
```

```
scanf("%d", &key);
```

```
low=0;
```

```
high=n-1;
```

```
mid = (low + high) / 2;
```

```
while (low <= high)
```

```
{
```

```
    if (arr[mid] > key)
```

```
        low = mid + 1;
```

```
    else if (arr[mid] == key)
```

```
    {
```

```
        printf("%d found at location %d", key, mid+1);
```

```
        break;
```

```
    }
```

```
    else
```

```
        high = mid - 1;
```

```
        mid = (low + high) / 2;
```

```
    }
```

```
if (low > high)
```

```
    printf("Not found");
```

```
    printf("\n");
```

```
printf("Enter two locations to find Sum and product of elements");
```

```
scanf("%d", &one);
```

```
scanf("%d", &two);
```

```
Sum = (arr[one] + arr[two]);
```

```
P = (arr[one] * arr[two]);
```

```
printf("The Sum of elements = %d", Sum);
```

```
printf("The product of elements = %d", P);
```

```
}
```

```
return 0;
```

```

2) #include <stdio.h>
#include <conio.h>
#define MAX max -SIZE 5
void merge-sort(int, int)
void merge-array(int, int, int, int)
int arr-sort[MAX-SIZE];
int main()
{
    int i, k, p=1;
    printf("Simple Merge Sort Example functions and Array");
    printf("In Enter %d Elements for Sorting", MAX-SIZE);
    for(i=0; i<MAX-SIZE; i++)
    {
        scanf("%d", &arr-sort[i]);
    }
    printf("In data Data:");
    for(i=0; i<MAX-SIZE; i++)
    {
        printf("%d ", arr-sort[i]);
    }
    merge-sort(0, MAX-SIZE-1);
    printf("In Sorted Data:");
    for(i=0; i<MAX-SIZE; i++)
    {
        printf("%d ", arr-sort[i]);
    }
    printf("Find the product of kth elements from first and  

    'last where k in N');
    scanf("%d", &k);
    p = arr-sort[k] * arr-sort[MAX-SIZE-k-1];
}

```



```

printf("Product = %d", P);
getch();
}

void merge-sort (int i, int j)
{
    int m;
    if (i < j)
    {
        m = (i + j) / 2;
        merge-sort (i, m);
        merge-sort (m + 1, j);
        merge-array (i, m, m + 1, j);
    }
}

void merge-array (int a, int b, int c, int d)
{
    int t[50];
    int i = a, j = c, k = 0;
    while (i <= b && j <= d)
    {
        if (arr-sort[i] < arr-sort[j])
            t[k++] = arr-sort[i++];
        else
            t[k++] = arr-sort[j++];
    }
    while (i <= b)
        t[k++] = arr-sort[i++];
    while (j <= d)
        t[k++] = arr-sort[j++];
    for (i = 0; i <= d; i++)
    {
        arr-sort[i] = t[i];
    }
}

```

3) The selection sort algorithm sorts an array by repeatedly finding the minimum element (considering ascending order) from unsorted part and putting it at the beginning. The.

- 1) The subarray which is already sorted.
- 2) Remaining subarray which is unsorted.

In every iteration of selection sort, the minimum element from the unsorted subarray is picked and moved to the sorted array.

[11:26 am, 04/05/2020]

arr[] = 64 25 12 22 11

// Find the minimum element in arr[0....4]

// and place it at beginning.

~~11 25 12 22~~  
11 25 12 22 64

// Find the minimum element in arr[1....4]

// and place it at beginning of arr[1....4]

11 12 25 22 64

// Find the minimum element in arr[2....4]

// and place it at beginning of arr[2....4].

~~11 12~~

11 12 22 25 64

[11:26 am, 04/05/2020].

Selection sort is a simple sorting algorithm that works the way we sort playing cards in our hands.

Algorithm.

1) Sort an arr[] of size n.



Insertion Sort (arr, n)

loop from  $i=1$  to  $n-1$ .

a) Pick element  $arr[i]$  and insert it into sorted sequence  $arr[0 \dots i-1]$ .

[11:26 am, 04/06/2020]

12, 11, 13, 5, 6

let us loop for  $i=1$  (second element of the array) to 4

$i=1$ . Since 11 is smaller than 12, move 12 and insert 11 before 12

11, 12, 13, 5, 6.

$i=2$ , 13 will remain at its position as all elements in  $A[0 \dots i-1]$  are smaller than 13.

11, 12, 13, 5, 6.

$i=3$ . 5 will move to the beginning and all other elements from 11 to 13 will move one position ahead of their current position.

5, 11, 12, 13, 6.

$i=4$ . 6 will move to position after 5, and elements from 11 to 13 will move one position ahead of their current position.

5, 6, 11, 12, 13.

```
1) #include <stdio.h>
void main()
```

```
{ int a[100], n, i, j, temp, sum = 0, poud = 1, m;
```

```
printf("Enter number of elements \n");
```

```
scanf("%d", &n);
```

```
printf("Enter %d integers \n", n);
```

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

```
{  
    scanf scanf("%d", &a[i]);
```

```
}
```

```
for (i = 0; i < n - 1; i++)
```

```
{
```

```
    for (j = 0; j < n - i - 1; j++)
```

```
{
```

```
    if (a[j] > a[j + 1])
```

```
{
```

```
        temp = a[j];
```

```
        a[j] = a[j + 1];
```

```
        a[j + 1] = temp;
```

```
}
```

```
}
```

```
}
```

```
printf("In Sorted list in ascending order: \n");
```

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

```
{
```

```
    printf("%d \n", a[i]);
```

```
}
```

```
printf("The alternate order is ");
```



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

```
{  
    if(i%2==0)
```

```
{  
        printf("%d", a[i]);
```

```
}
```

```
}
```

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

```
{
```

```
    if(i%2!=0)
```

```
{
```

```
        Sumo = Sumo + a[i];
```

```
}
```

```
}
```

```
printf("Sum of odd index is %d", Sumo);
```

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

```
{
```

```
    if(i%2==0)
```

```
{
```

```
        prod = prod * a[i];
```

```
}
```

```
}
```

```
printf("Product of odd index is %d", prod);
```

```
printf("Enter the value of m");
```

```
scanf("%d", &m);
```

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

```
{
```

```
    if(a[i]%m==0)
```

```
{
```

```
        printf("%d", a[i]);
```

```
}
```

```
}
```



```
#include <stdio.h>
int recursiveBinarySearch(int array[], int start-index, int end-index,
                           int element)
```

```
{
    if (end-index >= start-index)
    {
        int middle = start-index + (end-index - start-index) / 2;
        if (array[middle] == element)
            return middle;
        if (array[middle] > element)
            return recursiveBinarySearch(array, start-index, middle-1,
                                          element);
        return recursiveBinarySearch(array, middle+1, end-index, element);
    }
    return -1;
}
```

```
int main(void)
{
    int array[] = {1, 4, 7, 9, 16, 56, 70};
    int n = 7;
    int element = 9;
    int found-index = recursiveBinarySearch(array, 0, n-1, element);
    if (found-index == -1)
    {
        printf("Element not found in the array");
    }
    else
    {
        printf("Element found at index: %d", found-index);
    }
    return 0;
}
```