## Data Structures and Algorithms Project Evaluation Sheet

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Roll:21

-	YES YES	where? Used in hashing to store user id Used to store events, venue, Area of the	0(1) 0(1)	Efficiency O(n) O(n)
Arrays Structures		hashing to store user id Used to store events, venue, Area of the		
Structures	YES	store user id Used to store events, venue, Area of the	0(1)	0(n)
Structures	YES	Used to store events, venue, Area of the	0(1)	0(n)
Structures	YES	events, venue, Area of the	0(1)	0(n)
		Area of the		1
		cities , user		
		login info		
List	NO			
Stack	NO			
Queue	NO			
Binary Tree	NO			
Binary Search Tree	NO			
AVL Tree	NO			
2-3 Tree	NO			
Red-Black Tree	NO			
Trie	NO			
Неар	NO			
Lookup Table	NO			
Sparse Table	NO			
Fenwick Tree	NO			
Segment Tree	NO			
Skip List	NO			
Union-Find	NO			
Hashing	YES	We used to	0(1)	O(n)
		books the		
		particular date		
		for user of the		
	TABLE .	month	0( )	
DFS	YES	Used to	O(v+e)	0(v+e)
		traverse the		
		area location		
BFS	NO	from graph		+
				+
Bubble Sort	NO NO			+
Selection Sort	NO NO			+
Insertion Sort	NO YES	Used to sort	O(n)	O(nlogn)
Quick Sort	IES	venue halls on	O(n)	O(nlogn)
		its cost		
Merge Sort	NO	113 (031		

Brute Force String Search	YES	Used to search the area of user in our considered domain	0(1)	O(n*n)
Rabin Karp	NO			
Boyer-Moore	NO			
Knuth-Morris-Pratt	NO			
Heap Sort	NO			
Kruskal	NO			
Prim	NO			
Dijkstra	YES	Used to find shortest path from user area to all area	0(v)	0(v*v)
Floyd	NO			
Warshall	NO			
Bellman-Ford	NO			
Any Other	NO			

## Other Analysis:

We have did analysis of the different venue halls present in the single venue with its credential details and the events the the venue providing

We have considered venue as UK27 and Belagavi city where we considered some 13 areas and the graph between them

In the booking details we just booking the particular date for particular user id number and displaying it to the manager

Number of Lines of Code Written: 1391

Number of Functions:25

Design Techniques and Principles used:

- 1) Bruth force
- 2) Iterative technique Back tracking
- 3) Divide and conquer