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# Design and Analysis of Algorithm Lab

(KCS-553)



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**OBJECTIVE**: Program for Recursive Binary & Linear Search

#### (I) Recursive Binary Search

#### **CODE**:-

```
#include<stdio.h>
int binarySearch(int arr[], int l, int r, int x)
  if (r >= 1)
     int mid = 1 + (r - 1)/2;
     if (arr[mid] == x) return mid;
     if (arr[mid] > x) return binarySearch(arr, 1, mid-1, x);
     return binarySearch(arr, mid+1, r, x);
   return -1;
int main(void)
   int arr[] = \{1, 4, 3, 65, 80\};
   int n = \text{sizeof}(\text{arr})/\text{sizeof}(\text{arr}[0]);
   int x = 80; int result = binarySearch(arr, 0, n-1, x);
   (result == -1)?
   printf("Element is not present in array"): printf("Element is present at
       index %d", result);
   return 0;
}
```

#### **OUTPUT:-**

## /tmp/7PKWduPxQT.o

Element is present at index 4

#### (II) Linear Search

#### **CODE**:-

```
#include <iostream>
using namespace std;
int search(int arr[], int N, int x)
  int i;
  for (i = 0; i < N; i++)
  if (arr[i] == x)
  return i;
  return -1;
int main(void)
  int arr[] = \{1, 4, 3, 65, 80\};
  int x = 80;
  int N = sizeof(arr) / sizeof(arr[0]);
  int result = search(arr, N, x);
  (result == -1)?
  cout << "Element is not present in array":</pre>
  cout << "Element is present at index "<< result;</pre>
  return 0;
}
```

#### **OUTPUT:-**

```
/tmp/MJBrt2YKg7.o
```

Element is present at index 4

#### **OBJECTIVE**: Program for Heap Sort

```
#include <iostream>
using namespace std;
void heapify(int arr[], int N, int i)
  int largest = i;
  int 1 = 2 * i + 1;
  int r = 2 * i + 2;
  if (1 < N \&\& arr[1] > arr[largest])
     largest = 1;
  if (r < N \&\& arr[r] > arr[largest])
     largest = r;
  if (largest != i)
     swap(arr[i], arr[largest]);
     heapify(arr, N, largest);
}
void heapSort(int arr[], int N)
{
  for (int i = N / 2 - 1; i >= 0; i--)
     heapify(arr, N, i);
  for (int i = N - 1; i > 0; i--)
  heapify(arr, i, 0);
  }
}
void printArray(int arr[], int N)
  for (int i = 0; i < N; ++i)
     cout << arr[i] << " ";
     cout << "\n";
int main()
  int arr[] = \{0, 43, 65, 1, 80\};
  int N = sizeof(arr) / sizeof(arr[0]);
  heapSort(arr, N);
  cout << "Sorted array is \n";</pre>
  printArray(arr, N);
}
```

## /tmp/MJBrt2YKg7.o Sorted array is 0 1 43 65 80

**OBJECTIVE**: Program for Merge Sort

```
#include <iostream>
using namespace std;
void merge(int array[], int const left, int const mid, int const right) {
  auto const subArrayOne = mid - left + 1;
  auto const subArrayTwo = right - mid;
  auto *leftArray = new int[subArrayOne],
     *rightArray = new int[subArrayTwo];
  for (auto i = 0; i < subArrayOne; i++)
    leftArray[i] = array[left + i];
  for (auto j = 0; j < subArrayTwo; j++)
    rightArray[j] = array[mid + 1 + j];
  auto indexOfSubArrayOne = 0, indexOfSubArrayTwo = 0;
  int indexOfMergedArray = left;
  while (indexOfSubArrayOne < subArrayOne && indexOfSubArrayTwo < subArrayTwo)
{
    if (leftArray[indexOfSubArrayOne] <= rightArray[indexOfSubArrayTwo]) {</pre>
       array[indexOfMergedArray] = leftArray[indexOfSubArrayOne];
       indexOfSubArrayOne++;
    } else {
       array[indexOfMergedArray] = rightArray[indexOfSubArrayTwo];
       indexOfSubArrayTwo++;
    indexOfMergedArray++;
  while (indexOfSubArrayOne < subArrayOne) {</pre>
    array[indexOfMergedArray] = leftArray[indexOfSubArrayOne];
    indexOfSubArrayOne++;
    indexOfMergedArray++;
  }
  while (indexOfSubArrayTwo < subArrayTwo) {</pre>
    array[indexOfMergedArray] = rightArray[indexOfSubArrayTwo];
    indexOfSubArrayTwo++;
    indexOfMergedArray++;
  }
  delete[] leftArray;
```

```
delete[] rightArray;
}
void mergeSort(int array[], int const begin, int const end) {
  if (begin >= end)
     return;
  auto mid = begin + (end - begin) / 2;
  mergeSort(array, begin, mid);
  mergeSort(array, mid + 1, end);
  merge(array, begin, mid, end);
}
void printArray(int A[], int size) {
  for (auto i = 0; i < size; i++)
     cout << A[i] << " ";
}
int main() {
  int arr[] = \{0, 43, 65, 1, 80\};
  auto arr_size = sizeof(arr) / sizeof(arr[0]);
  cout << "Given array is \n";</pre>
  printArray(arr, arr_size);
  mergeSort(arr, 0, arr_size - 1);
  cout << "\nSorted array is \n";</pre>
  printArray(arr, arr_size);
  return 0;
}
```

```
/tmp/MJBrt2YKg7.o
Given array is
0 43 65 1 80
Sorted array is
0 1 43 65 80
```

#### **OBJECTIVE**: Program for Selection Sort

```
#include <bits/stdc++.h>
using namespace std;
void swap(int *xp, int *yp) {
  int temp = *xp;
  *xp = *yp;
  *yp = temp;
void selectionSort(int arr[], int n) {
  int i, j, min_idx;
  for (i = 0; i < n - 1; i++) {
     min_idx = i;
     for (j = i + 1; j < n; j++)
        if (arr[j] < arr[min_idx])</pre>
           min_idx = j;
     if (min_idx != i)
        swap(&arr[min_idx], &arr[i]);
  }
}
void printArray(int arr[], int size) {
  int i;
  for (i = 0; i < size; i++)
     cout << arr[i] << " ";
  cout << endl;</pre>
}
int main() {
  int arr[] = \{0, 43, 65, 1, 80\};
  int n = sizeof(arr) / sizeof(arr[0]);
  selectionSort(arr, n);
  cout << "Sorted array: \n";</pre>
  printArray(arr, n);
  return 0;
}
```

```
/tmp/MJBrt2YKg7.o
Sorted array:
0 1 43 65 80
```

#### **OBJECTIVE:** Program for Insertion Sort

```
#include <bits/stdc++.h>
using namespace std;
void insertionSort(int arr[], int n) {
  int i, key, j;
  for (i = 1; i < n; i++) {
     key = arr[i];
     j = i - 1;
     while (j \ge 0 \&\& arr[j] > key) \{
        arr[j + 1] = arr[j];
       j = j - 1;
     }
     arr[j + 1] = key;
  }
}
void printArray(int arr[], int n) {
  int i;
  for (i = 0; i < n; i++)
     cout << arr[i] << " ";
  cout << endl;</pre>
}
int main() {
  int arr[] = \{0, 43, 65, 1, 80\};
  int N = sizeof(arr[0]);
  insertionSort(arr, N);
  cout << "Sorted array: \n";</pre>
  printArray(arr, N);
  return 0;
}
```

```
/tmp/MJBrt2YKg7.o
Sorted array:
0 1 43 65 80
```

#### **OBJECTIVE:** Program for Quick Sort

```
#include <bits/stdc++.h>
using namespace std;
void swap(int* a, int* b) {
  int t = *a;
  *a = *b;
  *b = t;
}
int partition(int arr[], int low, int high) {
  int pivot = arr[high]; // pivot
  int i = (low - 1);
  for (int j = low; j \le high - 1; j++) {
     if (arr[j] < pivot) {</pre>
        i++;
        swap(&arr[i], &arr[j]);
     }
  swap(&arr[i+1], &arr[high]);
  return (i + 1);
}
void quickSort(int arr[], int low, int high) {
  if (low < high) {</pre>
     int pi = partition(arr, low, high);
     quickSort(arr, low, pi - 1);
     quickSort(arr, pi + 1, high);
  }
}
void printArray(int arr[], int size) {
  for (i = 0; i < size; i++)
     cout << arr[i] << " ";
  cout << endl;</pre>
}
int main() {
  int arr[] = \{0, 35, 75, 2, 80, 54\};
  int n = sizeof(arr) / sizeof(arr[0]);
```

```
quickSort(arr, 0, n - 1);
cout << "Sorted array: \n";
printArray(arr, n);
return 0;
}</pre>
```

```
/tmp/MJBrt2YKg7.o
Sorted array:
0 2 35 54 75 80
```

**OBJECTIVE**: Program of Knapsack Problem using Greedy Solution

```
#include <bits/stdc++.h>
using namespace std;
struct Item {
  int value, weight;
  Item(int value, int weight) : value(value), weight(weight) {}
};
bool cmp(struct Item a, struct Item b) {
  double r1 = (double)a.value / a.weight;
  double r2 = (double)b.value / b.weight;
  return r1 > r2;
}
// Main greedy function to solve the problem
double fractionalKnapsack(struct Item arr[], int N, int size) {
  sort(arr, arr + size, cmp);
  int curWeight = 0;
  double final value = 0.0;
  for (int i = 0; i < size; i++) {
     if (curWeight + arr[i].weight <= N) {
       curWeight += arr[i].weight;
       finalvalue += arr[i].value;
     } else {
       int remain = N - curWeight;
       finalvalue += arr[i].value * ((double)remain / arr[i].weight);
       break;
     }
  return finalvalue;
int main() {
  int N = 60;
  Item arr[] = \{\{200, 20\}, \{180, 30\}, \{220, 30\}, \{320, 48\}\};
  int size = sizeof(arr) / sizeof(arr[0]);
  cout << "Maximum profit earned = " << fractionalKnapsack(arr, N, size);</pre>
  return 0;
```

## /tmp/MJBrt2YKg7.o

Maximum profit earned = 486.667

#### **OBJECTIVE:** Perform Travelling Salesman Problem

```
#include <bits/stdc++.h>
using namespace std;
#define V 4
int travllingSalesmanProblem(int graph[][V], int s) {
  vector<int> vertex;
  for (int i = 0; i < V; i++)
     if (i != s)
       vertex.push_back(i);
  int min_path = INT_MAX;
  do {
     int current_pathweight = 0;
     int k = s;
     for (int i = 0; i < vertex.size(); i++) {
       current_pathweight += graph[k][vertex[i]];
       k = vertex[i];
     }
     current_pathweight += graph[k][s];
     min_path = min(min_path, current_pathweight);
  } while (next_permutation(vertex.begin(), vertex.end()));
  return min_path;
}
int main() {
  int graph[][V] = {
     \{0, 21, 32, 23\},\
     {31, 0, 43, 26},
     \{65, 76, 0, 65\},\
     {43, 32, 45, 0}
  };
  int s = 0;
  cout <<"The Value is: "<< travllingSalesmanProblem(graph, s) << endl;</pre>
  return 0;
```

## /tmp/MJBrt2YKg7.o

The Value is: 157

**OBJECTIVE:** Find Minimum Spanning Tree using Kruskal's Algorithm

```
#include <bits/stdc++.h>
using namespace std;
class DSU {
  int* parent;
  int* rank;
public:
  DSU(int n) {
     parent = new int[n];
     rank = new int[n];
     for (int i = 0; i < n; i++) {
        parent[i] = -1;
       rank[i] = 1;
  }
  int find(int i) {
     if (parent[i] == -1)
       return i;
     return parent[i] = find(parent[i]);
  void unite(int x, int y) {
     int s1 = find(x);
     int s2 = find(y);
     if (s1 != s2) {
       if (rank[s1] < rank[s2]) {
          parent[s1] = s2;
          rank[s2] += rank[s1];
        } else {
          parent[s2] = s1;
          rank[s1] += rank[s2];
        }
     }
};
class Graph {
```

```
vector<vector<int>> edgelist;
  int V;
public:
  Graph(int V) {
     this->V = V;
  }
  void addEdge(int x, int y, int w) {
     edgelist.push_back({w, x, y});
  }
  void kruskals_mst() {
     sort(edgelist.begin(), edgelist.end());
     DSU s(V);
     int ans = 0;
     cout << "Following are the edges in the constructed MST" << endl;</pre>
     for (auto edge : edgelist) {
       int w = edge[0];
       int x = edge[1];
       int y = edge[2];
       if (s.find(x) != s.find(y)) {
          s.unite(x, y);
          ans += w;
          cout << x << " -- " << y << " == " << w << endl;
       }
     }
     cout << "Minimum Cost Spanning Tree: " << ans;</pre>
  }
};
int main() {
  Graph g(4);
  g.addEdge(0, 1, 3);
  g.addEdge(1, 3, 6);
  g.addEdge(2, 3, 2);
  g.addEdge(2, 0, 5);
  g.addEdge(0, 3, 7);
  // Function call
  g.kruskals_mst();
  return 0;
}
```

#### /tmp/MJBrt2YKg7.o

Following are the edges in the constructed MST

Minimum Cost Spanning Tree: 10

**OBJECTIVE:** Implement N Queen Problem using Backtracking

```
#include <bits/stdc++.h>
#define N 5
using namespace std;
void
printSolution (int board[N][N])
 for (int i = 0; i < N; i++)
   for (int j = 0; j < N; j++)
  cout << " " << board[i][j] << " ";
   printf ("\n");
  }
}
bool
isSafe (int board[N][N], int row, int col)
int i, j;
 // Check in the same row
 for (i = 0; i < col; i++)
  if (board[row][i])
   return false;
 // Check upper diagonal on the left side
 for (i = row, j = col; i >= 0 && j >= 0; i--, j--)
  if (board[i][j])
   return false;
 // Check lower diagonal on the left side
 for (i = row, j = col; j >= 0 && i < N; i++, j--)
  if (board[i][j])
   return false;
 return true;
}
bool
solveNQUtil (int board[N][N], int col)
 if (col == N)
```

```
return true;
 for (int i = 0; i < N; i++)
    if (isSafe (board, i, col))
    board[i][col] = 1;
    if (solveNQUtil (board, col + 1))
     return true;
    board[i][col] = 0; // BACKTRACK
  }
 return false;
}
bool
solveNQ()
 int board[N][N] = {
  \{0, 0, 0\},\
  \{0, 0, 0\},\
  \{0, 0, 0\},\
  \{0, 0, 0\},\
  \{0, 0, 0\}
 };
 if (!solveNQUtil (board, 0))
    cout << "Solution does not exist";</pre>
    return false;
 printSolution (board);
 return true;
}
int
main ()
 solveNQ();
 return 0;
}
```