Experiment no: 1

A book consists of chapters, chapters consists of sections and sections consist of subsections. Construct a tree and print the nodes. Find the time and space requirements of your method.

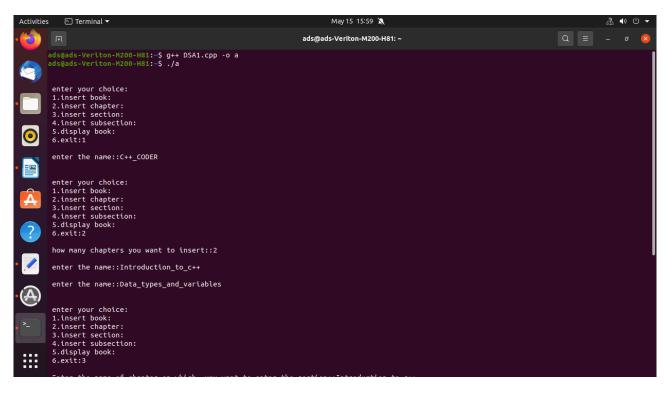
```
#include<iostream>
#include<stdlib.h>
#include<string.h>
using namespace std;
struct node
{ char name[20];
   node *next;
   node *down;
   int flag;
};
class Gll
{ char ch[20]; int n,i;
   node *head=NULL,*temp=NULL,*t1=NULL,*t2=NULL;
   public:
   node *create();
   void insertb();
   void insertc();
   void inserts();
   void insertss();
   void displayb();
};
node *Gll::create()
  node *p=new(struct node);
  p->next=NULL;
  p->down=NULL;
  p \rightarrow flag=0;
  cout << "\n enter the name::";
  cin>>p->name;
  return p;
}
void Gll::insertb()
     if(head==NULL)
         t1=create();
         head=t1;
       }
      else
        cout<<"\n book exist \n ";
}
void Gll::insertc()
   if(head==NULL)
```

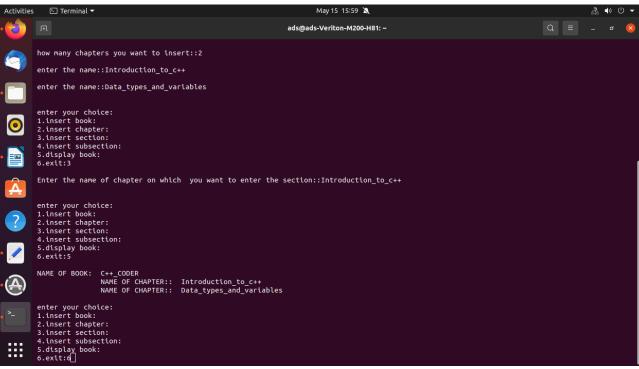
```
{
          cout << "\n there is no book::";
      }
      else
      { cout<<"\n how many chapters you want to insert::";
         cin>>n;
         for(i=0;i< n;i++)
         {
         t1=create();
         if(head->flag==0)
         { head->down=t1; head->flag=1; }
         { temp=head;
            temp=temp->down;
            while(temp->next!=NULL)
               temp=temp->next;
            temp->next=t1;
         }
      }
}
void Gll::inserts()
     if(head==NULL)
          cout << "\n there is no book::";
      }
      else
          cout<<"\n Enter the name of chapter on which you want to enter the section::";
          cin>>ch;
          temp=head;
         if(temp->flag==0)
         { cout<<"\n their are no chapters on in book::";
         }
         else
            temp=temp->down;
         while(temp!=NULL)
             if(!strcmp(ch,temp->name))
             {
                   cout << "\n how many sections you want to enter::";
                   cin>>n;
                   for(i=0;i< n;i++)
                   {
                         t1=create();
                            if(temp->flag==0)
                                 temp->down=t1;
```

```
temp->flag=1; cout<<"\n*****";
                                 t2=temp->down;
                            }
                           else
                            {
                                     cout<<"\n####";
                                     while(t2->next!=NULL)
                                         t2=t2->next;
                                          t2->next=t1;
                             }
                    break;
             }
                  temp=temp->next;
}
void Gll::insertss()
     if(head==NULL)
          cout << "\n there is no book::";
      }
      else
          cout<<"\n Enter the name of chapter on which you want to enter the section::";
          cin>>ch;
          temp=head;
         if(temp->flag==0)
         { cout<<"\n their are no chapters on in book::";
         }
        else
            temp=temp->down;
         while(temp!=NULL)
             if(!strcmp(ch,temp->name))
               cout<<"\n enter name of section in which you want to enter the sub section::";
              cin>>ch;
              if(temp->flag==0)
              { cout << "\n their are no sections ::"; }
              else
                    temp=temp->down;
                   while(temp!=NULL)
                      if(!strcmp(ch,temp->name))
```

```
cout<<"\n how many subsections you want to enter::";
                      cin>>n;
           for(i=0;i< n;i++)
                        t1=create();
                          if(temp->flag==0)
                               temp->down=t1;
                               temp->flag=1; cout<<"\n*****";
                               t2=temp->down;
                           }
                          else
                          {
                                   cout<<"\n####";
                                    while(t2->next!=NULL)
                                       t2=t2->next;
                                        t2->next=t1;
                       }
                       break;
                         temp=temp->next;
              }
                 temp=temp->next;
          }
         }
     }
void Gll::displayb()
         if(head==NULL)
         { cout<<"\n book not exist::";
         }
         else
         temp=head;
           cout<<"\n NAME OF BOOK: "<<temp->name;
              if(temp->flag==1)
              temp=temp->down;
               while(temp!=NULL)
                   cout<<"\n\t\tNAME OF CHAPTER:: "<<temp->name;
                  t1=temp;
                  if(t1->flag==1)
                   \{ t1=t1->down;
```

```
while(t1!=NULL)
                          cout<<"\n\t\t\tNAME OF SECTION:: "<<t1->name;
                          t2=t1;
                          if(t2->flag==1)
                          \{ t2=t2->down;
                          while(t2!=NULL)
                               cout<<"\n\t\t\t\t\t\tNAME OF SUBSECTION:: "<<t2->name;
                          t2=t2->next;
                          }
                          t1=t1->next;
                      }
                     temp=temp->next;
                 }
                }
          }
int main()
   Gll g; int x;
    while(1)
       cout<<"\n\n enter your choice:";
       cout<<"\n 1.insert book:";</pre>
       cout << "\n 2.insert chapter:";
       cout << "\n 3.insert section:";
       cout<<"\n 4.insert subsection:";</pre>
       cout << "\n 5.display book:";
       cout << "\n 6.exit:";
       cin>>x;
      switch(x)
       { case 1:
                       g.insertb();
                         break;
                       g.insertc();
          case 2:
                         break;
         case 3:
                       g.inserts();
                         break;
                       g.insertss();
         case 4:
                         break;
          case 5:
                       g.displayb();
                         break;
         case 6: exit(0);
       }
    }
    return 0;
}
```





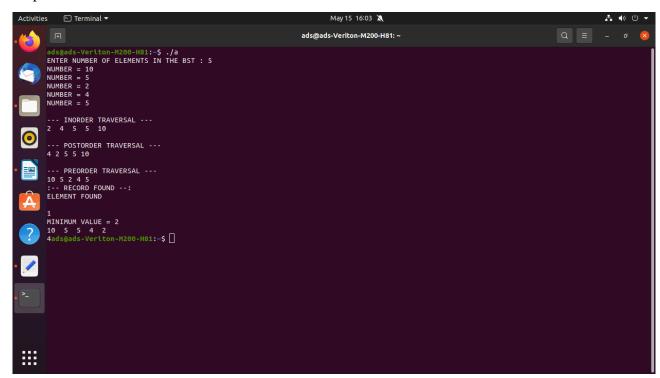
Beginning with an empty binary search tree, Construct binary search tree by inserting the values in the order given. After constructing a binary tree -i.Insert new nodeii. Find number of nodes in longest path iii. Minimum data value found in the tree iv. Change a tree so that the roles of the left and right pointers are swapped at every node v. Search a value.

```
#include<iostream>
#include<math.h>
using namespace std;
struct Bstnode
{
int data;
Bstnode *left = NULL;
Bstnode *right = NULL;
};
class Btree
{
 int n:
 int x;
 int flag;
public:
 Bstnode * root;
Btree()
 root = NULL;
Bstnode *GetNewNode(int in_data)
 Bstnode * ptr = new Bstnode();
 ptr->data = in_data;
 ptr->left = NULL;
 ptr->right = NULL;
 return ptr;
Bstnode *insert( Bstnode *temp , int in_data)
 if( temp == NULL )
 temp = GetNewNode(in_data);
 else if( temp->data > in_data)
 temp->left = insert(temp->left , in_data);
```

```
else
temp->right = insert( temp->right , in_data);
return temp;
void input()
cout<<"ENTER NUMBER OF ELEMENTS IN THE BST: ";
for(int i = 0; i < n; i++)
 cout<<"NUMBER = ";</pre>
 cin>>x;
 root = insert(root , x);
int search(Bstnode *temp ,int in_data)
if( temp != NULL)
 if(temp->data == in_data)
 cout<<":-- RECORD FOUND --: "<<endl;
 return 1;
 else if(in_data < temp->data)
 this->search(temp->left, in_data);
 else if(in_data > temp->data)
 this->search(temp->left, in_data);
else
 return 0;
void minvalue(Bstnode *temp)
while(temp->left != NULL)
temp = temp->left;
cout<<"MINIMUM VALUE = "<<temp->data<<endl;</pre>
```

```
void mirror(Bstnode *temp)
if(temp == NULL)
return;
else
 Bstnode *ptr;
 mirror(temp->left);
 mirror(temp->right);
 ptr = temp->left;
 temp->left = temp->right;
temp->right = ptr;
void display()
cout<<endl<<"--- INORDER TRAVERSAL --- "<<endl;
inorder(root);
cout<<endl;
cout<<endl<<"--- POSTORDER TRAVERSAL ---"<<endl;
postorder(root);
cout<<endl;
cout<<endl<<"--- PREORDER TRAVERSAL ---"<<endl;
preorder(root);
cout << endl;
void inorder(Bstnode *temp)
if(temp != NULL)
 inorder(temp->left);
 cout<<temp->data<<" ";
 inorder(temp->right);
void postorder(Bstnode *temp)
if(temp != NULL)
 postorder(temp->left);
 postorder(temp->right);
 cout<<temp->data<<" ";
```

```
void preorder(Bstnode *temp)
 if(temp != NULL)
 cout<<temp->data<<" ";
 preorder(temp->left);
 preorder(temp->right);
int depth(Bstnode *temp)
 if(temp == NULL)
 return 0;
 return (max((depth(temp->left)),(depth(temp->right))) +1);
};
int main()
Btree obj;
obj.input();
obj.display();
int a = 0;
a = obj.search(obj.root,10);
if(a == 0)
 cout<<"ELEMENT NOT FOUND"<<endl;
 }
else
 cout<<"ELEMENT FOUND"<<endl;</pre>
cout<<endl<<a<<endl;
obj.minvalue(obj.root);
obj.mirror(obj.root);
obj.inorder(obj.root);
//int d;
cout<<endl<<obj.depth(obj.root);</pre>
//cout<<endl<<d<endl;
return 0;
```



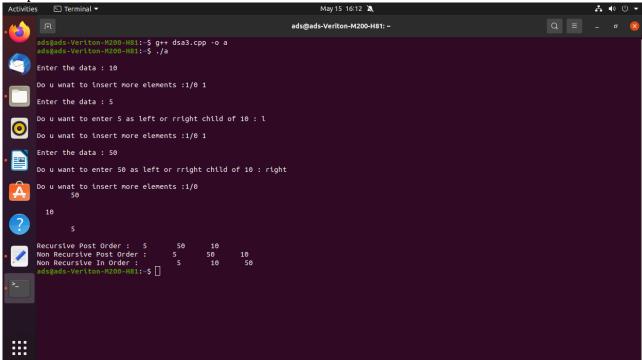
For given expression eg. a-b*c-d/e+f construct inorder sequence and traverse it using postorder traversal(non recursive).

```
#include<iostream>
#include<stack>
using namespace std;
class Btree{
typedef struct node{
 int data;
 struct node * right ,*left;
}node;
public:
node * root, *temp;
Btree(){
 root=new node;
 root=NULL;
void create(){
 temp=new node;
 cout << "\nEnter the data: ";
 cin>>temp->data;
 temp->left=temp->right=NULL;
 if(root==NULL){
 root=temp;
 }
 else{
 insert(root,temp);
 }
}
void insert(node * root, node * temp){
 char ch;
 cout<<"\nDo u want to enter "<<temp->data<<" as left or rright child of "<<root->data<<" : ";
 cin>>ch;
 if(ch=='l'){
 if(root->left==NULL){
  root->left=temp;
  }
  else
  insert(root->left,temp);
 }
 else{
  if(root->right==NULL)
  root->right=temp;
  else
  insert(root->right,temp);
```

```
void postOrder_recursive(node * root){
 if(root!=NULL){
 postOrder_recursive(root->left);
  postOrder_recursive(root->right);
 cout<<"\t "<<root->data;
void postOrder_nonRecursive(node* root){
 if(!root)
  cout<<"\nEmpty";</pre>
 return;
 stack<node *> s;
 stack<node*> p;
 s.push(root);
 while(!s.empty()){
 node * cur=s.top();
  p.push(cur);
  s.pop();
  if(cur->left)
  s.push(cur->left);
  if(cur->right)
  s.push(cur->right);
 while(!p.empty()){
 cout<<"\t"<<p.top()->data;
 p.pop(); }
//Extra Part : Inorder
void InOrder_nonRecursive(node* root){
 if(!root)
  {
  cout << "\nEmpty";
  return;
  stack<node *> s;
  stack<node*> p;
  while(true){
  while(root!=NULL){
  //cout<<"\t "<<root->data;
   s.push(root);
   root=root->left;
  if(s.empty())
  return;
  root=s.top();
  s.pop();
  cout<<"\t "<<root->data;
```

```
root=root->right;
//Extra Part : PreOrder
void PreOrder_nonRecursive(node* root){
  if(!root)
  {
   cout<<"\nEmpty";</pre>
   return;
  stack<node *> s;
  stack<node*> p;
  while(true){
   while(root!=NULL){
   cout<<"\t "<<root->data;
   s.push(root);
   root=root->left;
   if(s.empty())
   return;
   root=s.top();
   s.pop();
   //cout<<"\t "<<root->data;
   root=root->right;
    }
void display(node* root, int space){
 if(root==NULL)
 return;
 space +=3;
 display(root->right,space);
 cout << "\n";
 for(int i=3; i \le space; i++){
 cout<<" ";}
 cout<<root->data<<"\n";
 display(root->left,space);
}
};
int main(){
Btree b;
int ch;
do{
b.create();
cout << "\nDo u wnat to insert more elements : 1/0 ";
cin>>ch;
}while(ch!=0);
b.display(b.root,0);
```

```
cout<<"\nRecursive Post Order: ";
b.postOrder_recursive(b.root);
cout<<"\nNon Recursive Post Order: ";
b.postOrder_nonRecursive(b.root);
cout<<"\nNon Recursive In Order: ";
b.InOrder_nonRecursive(b.root);
cout<<"\nNon Recursive Pre Order: ";
b.PreOrder_nonRecursive(b.root);
return 0;
}</pre>
```



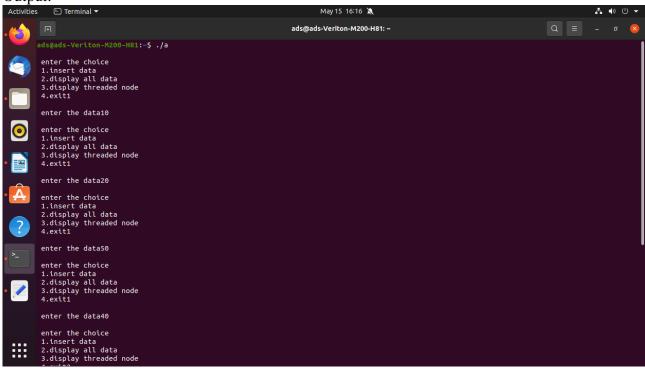
Convert given binary tree into threaded binary tree. Analyze time and space complexity of the algorithm.

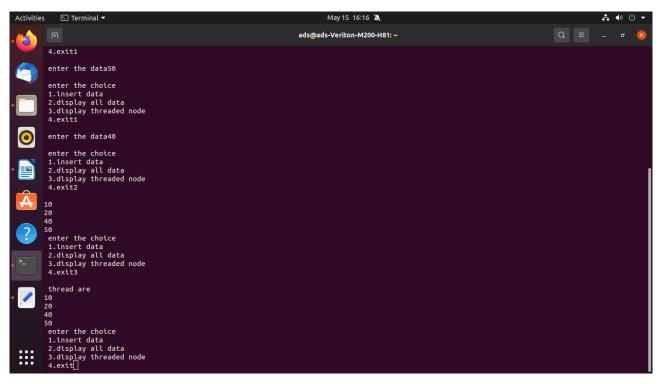
```
#include<iostream>
#include<stdlib.h>
using namespace std;
struct node
  int data;
  node *left,*right;
  int lbit,rbit;
};
class tbt
 node *temp=NULL,*t1=NULL,*s=NULL,*head=NULL,*t=NULL;
 public:
 node *create();
 void insert();
 node *insuc(node*);
 node *inpre(node*);
 void dis();
 void display(node*);
 void thr();
 void thread(node*);
node *tbt::create()
 node *p=new(struct node);
 p->left=NULL;
 p->right=NULL;
 p->lbit=0;
 p->rbit=0;
 cout << "\n enter the data";
 cin>>p->data;
 return p;
void tbt::insert()
  temp=create();
  if(head==NULL)
  { node *p=new(struct node);
    head=p;
    head->left=temp;
    head->right=head;
    head->lbit=1;
    head->rbit=0;
    temp->left=head;
    temp->right=head;
    temp->lbit=0;
```

```
temp->rbit=0;
  else
      t1=head;
      t1=t1->left;
      while(t1!=NULL)
      \{ s=t1;
        if(((temp->data)>(t1->data))\&\&t1->rbit==1)
        { t1=t1->right; }
        else if(((temp->data)<(t1->data))&&t1->lbit==1)
        { t1=t1->left;
        else
        { break;
      if(temp->data>s->data)
       s->right=temp;
       s->rbit=1;
       temp->left=inpre(head->left);
       temp->right=insuc(head->left);
      else
       s->left=temp;
       s->lbit=1;
       temp->left=inpre(head->left);
       temp->right=insuc(head->left);
      }
   }
node *tbt::inpre(node *m)
  if(m->lbit==1)
   inpre(m->left);
  if(m->data==temp->data&&t==NULL)
  { return head;
  if(m->data==temp->data)
  { return t;
  t=m;
  if(m->rbit==1)
  { inpre(m->right);
node *tbt::insuc(node *m)
```

```
if(m->lbit==1)
  { t=m;
   insuc(m->left);
  if(m->data==temp->data&&t==NULL)
  { return head;
  if(m->data==temp->data)
  { return t;
                }
  if(m->rbit==1)
  { insuc(m->right);
}
void tbt::dis()
  display(head->left);
void tbt::display(node *m)
    if(m->lbit==1)
                                }
    { display(m->left);
    cout<<"\n"<<m->data;
    if(m->rbit==1)
    { display(m->right);
                                  }
void tbt::thr()
{ cout<<"\n thread are";
 thread(head->left);
void tbt::thread(node *m)
    if(m->lbit==1)
    { thread(m->left);
    if(m->lbit==0||m->rbit==0)
    cout << "\n" << m-> data;
    if(m->rbit==1)
      thread(m->right);
}
int main()
{ tbt t; int ch;
 while(1)
```

```
{
cout<<"\n enter the choice";
cout<<"\n 1.insert data";
cout<<"\n 2.display all data";
cout<<"\n 3.display threaded node";
cout<<"\n 4.exit";
cin>>ch;
switch(ch)
  case 1:
          t.insert();
           break;
  case 2:
           t.dis();
           break;
  case 3:
           t.thr();
           break;
  case 4: exit(0);
  default:
          cout<<"\n invalid entry";
 }
return 0;
```



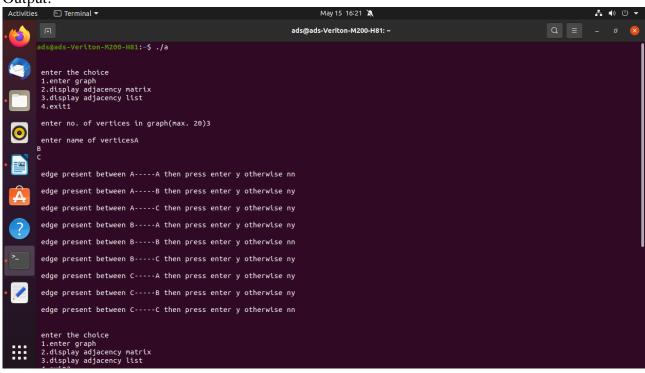


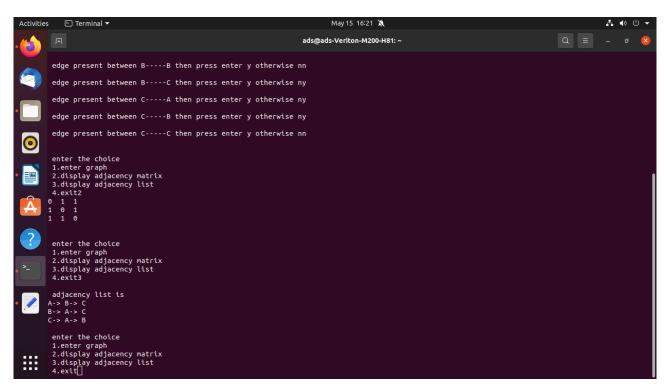
Write a function to get the number of vertices in an undirected graph and its edges. You may assume that no edge is input twice. i. Use adjacency list representation of the graph and find runtime of the function ii. Use adjacency matrix representation of the graph and find runtime of the function.

```
#include<iostream>
#include<stdlib.h>
using namespace std;
struct node
{ char vertex;
  node *next;
};
class adjmatlist
  int m[10][10],n,i,j; char ch; char v[20]; node *head[20]; node *temp=NULL;
   public:
   adjmatlist()
        for(i=0;i<20;i++)
           head[i]=NULL; }
   void getgraph();
   void adjlist();
   void displaym();
   void displaya();
};
void adjmatlist::getgraph()
  cout << "\n enter no. of vertices in graph(max. 20)";
  cin>>n;
 cout<<"\n enter name of vertices";</pre>
  for(i=0;i<n;i++)
   cin >> v[i];
  for(i=0;i< n;i++)
   for(j=0;j< n;j++)
    { cout<<"\n edge present between "<<v[i]<<"----"<<v[j]<<" then press enter y otherwise n";
     cin>>ch;
     if(ch=='y')
     \{ m[i][j]=1; \}
     else if(ch=='n')
     \{ m[i][j]=0; \}
     else
     { cout<<"\n unknown entry"; }
    }
  }
   adjlist();
void adjmatlist::adjlist()
```

```
for(i=0;i< n;i++)
    { node *p=new(struct node);
      p->next=NULL;
      p->vertex=v[i];
      head[i]=p;
                   // cout << "\n" << head[i] -> vertex;
    for(i=0;i<n;i++)
    \{ for(j=0;j< n;j++) \}
           if(m[i][j]==1)
               node *p=new(struct node);
               p->vertex=v[j];
               p->next=NULL;
               if(head[i]->next==NULL)
               { head[i]->next=p; }
               else
               { temp=head[i];
               while(temp->next!=NULL)
               { temp=temp->next; }
                 temp->next=p;
           }
      }
void adjmatlist::displaym()
   for(i=0;i< n;i++)
   \{ for(j=0;j< n;j++) \}
     cout<<m[i][j]<<" ";
     cout << "\n";
   }
void adjmatlist::displaya()
    cout << "\n adjacency list is";
    for(i=0;i< n;i++)
               if(head[i]==NULL)
               { cout<<"\n adjacency list not present"; break; }
               else
                 cout<<"\n"<<head[i]->vertex;
               temp=head[i]->next;
```

```
while(temp!=NULL)
                { cout<<"-> "<<temp->vertex;
                 temp=temp->next; }
                }
    }
int main()
{ int m;
  adjmatlist a;
  while(1)
  cout<<"\n\n enter the choice";
  cout << "\n 1.enter graph";
  cout << "\n 2.display adjacency matrix";
  cout<<"\n 3.display adjacency list";</pre>
  cout << "\n 4.exit";
  cin>>m;
     switch(m)
              case 1: a.getgraph();
                      break;
             case 2: a.displaym();
                      break;
                 case 3: a.displaya();
                      break;
                 case 4: exit(0);
                 default: cout<<"\n unknown choice";
     }
  return 0;
```



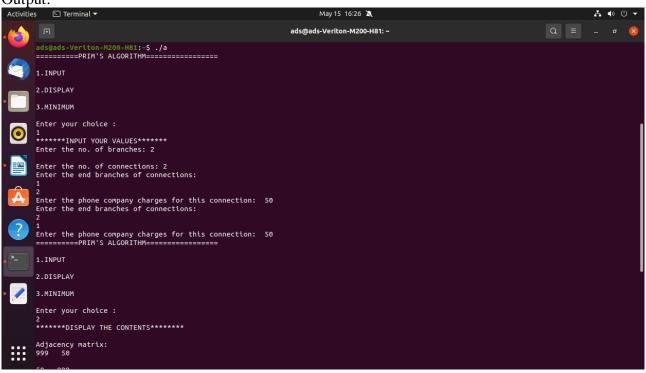


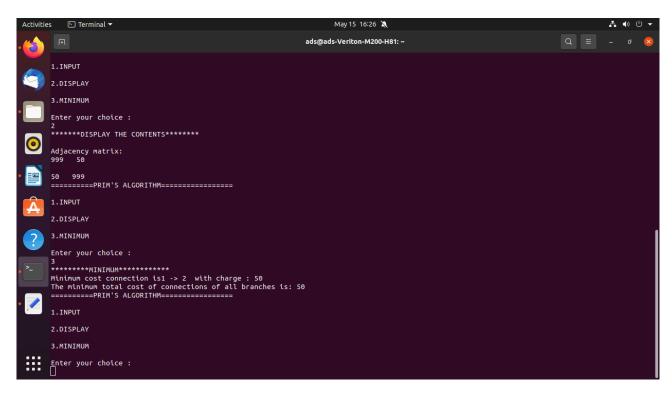
You have a business with several offices; you want to lease phone lines to connect them up with each other; and the phone company charges different amounts of money to connect different pairs of cities. You want a set of lines that connects all your offices with minimum total cost. Solve the problem by suggesting appropriate data structures.

```
#include<iostream>
using namespace std;
class tree
{
       int a[20][20],l,u,w,i,j,v,e,visited[20];
public:
       void input();
       void display();
       void minimum();
};
void tree::input()
       cout << "Enter the no. of branches: ";
       cin>>v;
       for(i=0;i< v;i++)
               visited[i]=0;
               for(j=0;j< v;j++)
                       a[i][j]=999;
               }
       }
       cout<<"\nEnter the no. of connections: ";</pre>
       cin>>e;
       for(i=0;i<e;i++)
               cout<<"Enter the end branches of connections: "<<endl;</pre>
               cin >> l >> u;
               cout<<"Enter the phone company charges for this connection: ";
               cin>>w;
               a[1-1][u-1]=a[u-1][1-1]=w;
       }
}
void tree::display()
       cout << "\nAdjacency matrix:";
       for(i=0;i<v;i++)
```

```
cout<<endl;
             for(j=0; j< v; j++)
                   cout << a[i][j] << ";
             }
             cout<<endl;
      }
}
void tree::minimum()
      int p=0,q=0,total=0,min;
      visited[0]=1;
      for(int count=0;count<(v-1);count++)</pre>
             min=999;
             for(i=0;i<v;i++)
                   if(visited[i]==1)
                          for(j=0;j< v;j++)
                                if(visited[j]!=1)
                                       if(min > a[i][j])
                                       {
                                              min=a[i][j];
                                              p=i;
                                              q=j;
                                       }
                                 }
                          }
                   }
             }
             visited[p]=1;
             visited[q]=1;
             total=total+min;
             cout << "Minimum cost connection is" << (p+1) << " -> " << (q+1) << " with charge :
"<<min<< endl;
      cout<<"The minimum total cost of connections of all branches is: "<<total<<endl;
}
int main()
      int ch;
      tree t;
      do
      {
             cout << "\n1.INPUT\n \n2.DISPLAY\n \n3.MINIMUM\n" << endl;
```

```
cout<<"Enter your choice :"<<endl;</pre>
          cin>>ch;
     switch(ch)
     case 1: cout<<"******INPUT YOUR VALUES******"<<endl;
          t.input();
          break;
     case 2: cout<<"******DISPLAY THE CONTENTS*******"<<endl;
          t.display();
          break;
     t.minimum();
          break;
     }
     }while(ch!=4);
     return 0;
}
```



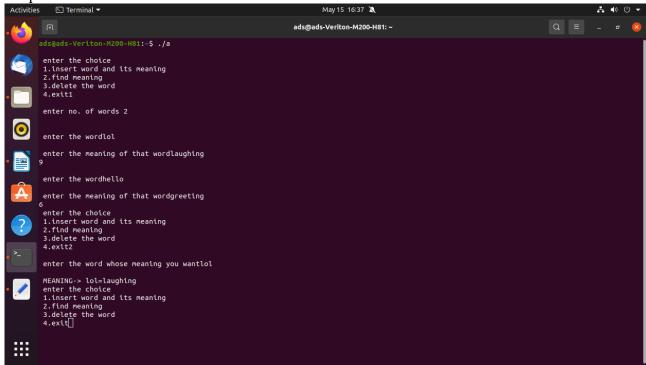


Implement all the functions of a dictionary (ADT) using hashing. Data: Set of (key, value) pairs, Keys are mapped to values, Keys must be comparable, Keys must be unique Standard Operations: Insert (key, value), Find (key), Delete (key).

```
#include<iostream>
#include<string.h>
#include<stdlib.h>
using namespace std;
struct data
{ char name[30];
  char name1[30];
};
class hash
{ int n,sum,x,c,i,j; char na[30],na1[30];
  data d[10];
  public:
  hash()
  \{ for(i=0;i<10;i++) \}
    { strcpy(d[i].name,"\0"); }
  void insert();
  void search();
  void delet();
  void display();
};
void hash::insert()
 cout << "\n enter no. of words";
 cin>>n;
 for(j=0;j< n;j++)
 { cout << "\n\ enter the word";
   cout<<"\n enter the meaning of that word";
   cin>>na1;
   sum=0;
   for(i=0;i<strlen(na);i++)
    { sum=sum+na[i];
   x=(sum/strlen(na))\% 10;
   cout<<x;
   c=x;
       while(1)
       {
         if(!strcmp(d[x].name,"\0"))
         { strcpy(d[x].name,na);
            strcpy(d[x].name1,na1);
           break;
          x=(x+1)\% 10;
```

```
if(c==x)
        { cout<<"\n hash table is full";
           break;
       }
 }
void hash::search()
{ cout<<"\n enter the word whose meaning you want";
 cin>>na;
  sum=0;
   for(i=0;i<strlen(na);i++)
   { sum=sum+(int)na[i];
   x=(sum/strlen(na))\% 10;
   c=x;
 while(1)
      {
         if(!strcmp(d[x].name,na))
         { cout << "\n MEANING-> "<< d[x].name << "=" << d[x].name1;
           break;
         }
         x=(x+1)\% 10;
        if(c==x)
        { cout<<"\n word not found";
           break;
       }
void hash::delet()
{ cout<<"\n enter the word which is to be deleted";
 cin>>na;
  sum=0;
   for(i=0;i<strlen(na);i++)
   { sum=sum+(int)na[i];
   x=(sum/strlen(na))\% 10;
   c=x;
 while(1)
      {
         if(!strcmp(d[x].name,na))
         { cout << "\n" << d[x].name << " word deleted";
           strcpy(d[x].name,"\0"); strcpy(d[x].name1,"\0");
           break;
         x=(x+1)\% 10;
        if(c==x)
```

```
{ cout<<"\n word not found";
           break;
         }
void hash::display()
     for(int i=0;i<10;i++){
     cout<<endl<<d[i].name<<" "<<d[i].name1;</pre>
int main()
 hash h; int n;
 while(1)
 {
   cout<<"\n enter the choice";</pre>
   cout<<"\n 1.insert word and its meaning";
   cout << "\n 2.find meaning";
   cout << "\n 3.delete the word";
   cout << "\n 4.exit";
   cin>>n;
   switch(n)
     case 1: h.insert();
           break;
     case 2: h.search();
           break;
     case 3: h.delet();
           break;
     case 4: exit(0);
     default: cout<<"\n unknown choice";</pre>
 }
   return 0;
}
```

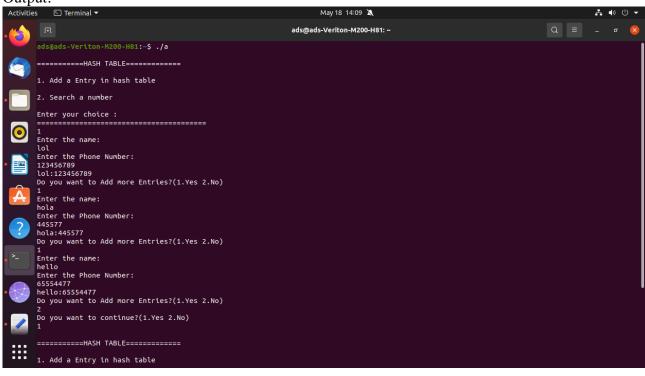


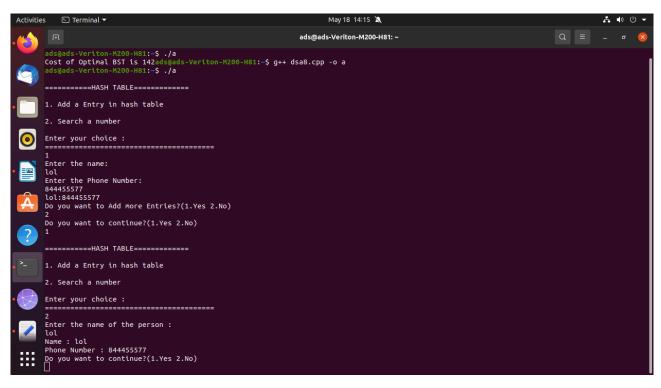
Consider telephone book database of N clients. Make use of a hash table implementation to quickly lookup client's phone number.

```
#include<iostream>
using namespace std;
#define KEY(x) x%10
       struct node
       string name, phnum;
       int key;
       node *next;
       }*hash[10];
       class Database
       public:
       int sum(string name)
              int sum =0;
              for(int i=0;name[i]!=\0';i++)
                sum = sum + name[i];
              return sum;
              }
       node* create()
       node *temp = new (struct node);
       cout<<"Enter the name:"<<endl;
       cin.ignore();
       getline(cin,temp->name);
       cout<<"Enter the Phone Number:"<<endl;</pre>
       getline(cin,temp->phnum);
       temp->next='\0';
       int z=sum(temp->name);
       temp->key = KEY(z);
       return temp;
       }
       void position(node *p,int key)
              if(!hash[key])
              hash[key] = p;
```

```
}
      else
      {
      node *q;
      q=hash[key];
      while (q->next!=\0')
      q=q->next;
      q->next = p;
}
void add()
node *p;
p = create();
position(p,p->key);
      while(p!=NULL)
      cout<<p->name<<":"<<p->phnum<<" "<<"\n";
      p=p->next;
}
node* search(int key,string name)
node *p;
p=hash[key];
while((p!='\0')&&(name!=p->name))
  p=p->next;
return p;
}
};
int main()
Database obj;
node n1;
string a;
int key,x;
int ch;
do
cout<<"\n1. Add a Entry in hash table"<<endl;
cout<<"\n2. Search a number"<<endl;
cout<<"\nEnter your choice :"<<endl;</pre>
cout<<"==
cin>>ch;
```

```
switch(ch)
      case 1:
      do
       obj.add();
       cout<<"Do you want to Add more Entries?(1.Yes 2.No)"<<endl;
       cin>>x;
       \}while(x==1);
       break;
      case 2:
       cout<<"Enter the name of the person : "<<endl;</pre>
       cin.ignore();
       getline(cin,a);
       int z=obj.sum(a);
       key = KEY(z);
       node *p;
       p=obj.search(key,a);
       if(!p)
              cout<<"No such Entry in DataBase"<<endl;</pre>
      else
      cout<<"Name : "<<p->name<<endl;</pre>
           cout<<"Phone Number : "<<p->phnum<<endl;</pre>
       break;
       }
      default:cout<<"Invalid Entry"<<endl;
      break;
      cout<<"Do you want to continue?(1.Yes 2.No)"<<endl;
      cin>>x;
       }while(x==1);
      return 0;
}
```



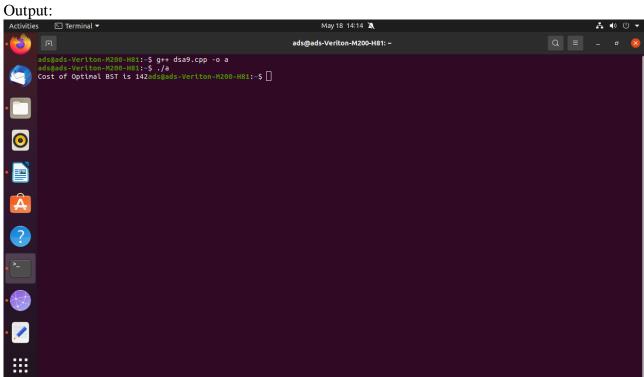


Given sequence k = k1 < k2 < ... < kn of n sorted keys, with a search probability pi for each key ki. Build the Binary search tree that has the least search cost given the access probability for each key.

```
#include<iostream>
#include <bits/stdc++.h>
using namespace std;
int sum(int frequency[], int i, int j)
  int sum = 0;
  for (int x = i; x <= j; x++)
     sum += frequency[x];
  return sum;
}
int optimalCost(int frequency[], int i, int j)
  if (j < i)
     return 0;
  if (i == i)
     return frequency[i];
  int frequencySum = sum(frequency, i, j);
  int min = INT\_MAX;
  for (int r = i; r <= j; ++r)
     int cost = optimalCost(frequency, i, r - 1) + optimalCost(frequency, r + 1, j);
     if (\cos t < \min)
       min = cost;
  }
  return min + frequencySum;
}
int optimalSearchTree(int keys[], int frequency[], int n)
  return optimalCost(frequency, 0, n - 1);
}
int main()
  int keys[] = \{10, 12, 20\};
  int frequency[] = \{34, 8, 50\};
  int n = sizeof(keys) / sizeof(keys[0]);
  cout << "Cost of Optimal BST is " << optimalSearchTree(keys, frequency, n);
```

```
return 0;
```

}



A Dictionary stores keywords & its meanings. Provide facility for adding new keywords, deleting keywords, updating values of any entry. Provide facility to display whole data sorted in ascending/Descending order. Also find how many maximum comparisons may require for finding any keyword. Use Binary Search Tree for implementation.

```
#include<iostream>
#include<string.h>
using namespace std;
typedef struct node
char k[20];
char m[20];
class node *left;
class node * right;
}node;
class dict
{
public:
node *root;
void create();
void disp(node *);
void insert(node * root,node *temp);
int search(node *,char []);
int update(node *,char []);
node* del(node *,char []);
node * min(node *);
};
void dict :: create()
class node *temp;
int ch;
do
 temp = new node;
 cout<<"\nEnter Keyword:";</pre>
 cin>>temp->k;
 cout<<"\nEnter Meaning:";</pre>
 cin>>temp->m;
 temp->left = NULL;
 temp->right = NULL;
 if(root == NULL)
 root = temp;
```

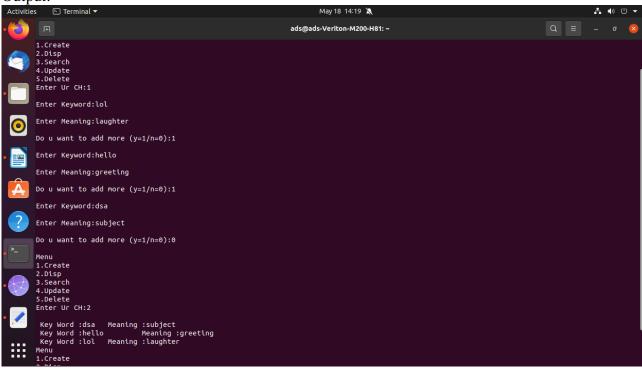
```
else
 insert(root, temp);
 cout << "\nDo u want to add more (y=1/n=0):";
 cin>>ch;
while(ch == 1);
}
void dict :: insert(node * root,node *temp)
if(strcmp (temp->k, root->k) < 0)
 if(root->left == NULL)
 root->left = temp;
 else
 insert(root->left,temp);
else
{ if(root->right == NULL)
 root->right = temp;
 else
 insert(root->right,temp);
void dict:: disp(node * root)
if( root != NULL)
 disp(root->left);
 cout<<"\n Key Word :"<<root->k;
 cout<<"\t Meaning :"<<root->m;
 disp(root->right);
int dict :: search(node * root,char k[20])
{
int c=0;
while(root != NULL)
{
 c++;
 if(strcmp (k,root->k) == 0)
 cout<<"\nNo of Comparisons:"<<c;</pre>
 return 1;
 if(strcmp (k, root->k) < 0)
```

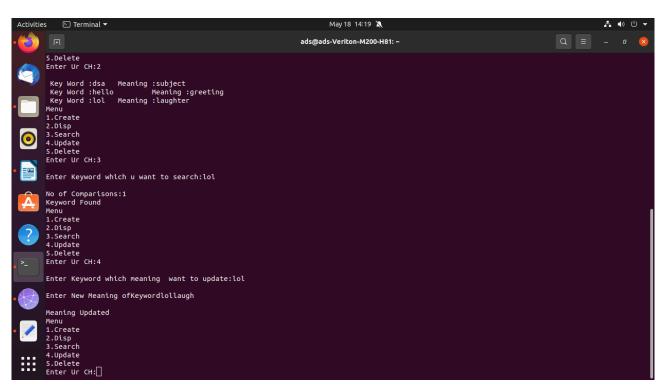
```
root = root->left;
 if(strcmp (k, root->k) > 0)
 root = root->right;
return -1;
int dict :: update(node * root,char k[20])
while(root != NULL)
 if(strcmp (k,root->k) == 0)
  cout<<"\nEnter New Meaning ofKeyword"<<root->k;
  cin>>root->m;
  return 1;
 if(strcmp (k, root->k) < 0)
 root = root->left;
 if(strcmp (k, root->k) > 0)
 root = root->right;
return -1;
node* dict :: del(node * root,char k[20])
node *temp;
if(root == NULL)
 cout<<"\nElement No Found";</pre>
 return root;
if (strcmp(k,root->k) < 0)
 root->left = del(root->left, k);
 return root;
if (strcmp(k,root->k) > 0)
 root->right = del(root->right, k);
 return root;
}
if (root->right==NULL&&root->left==NULL)
 temp = root;
 delete temp;
 return NULL;
 if(root->right==NULL)
```

```
{
 temp = root;
 root = root->left;
 delete temp;
 return root;
 else if(root->left==NULL)
 temp = root;
 root = root->right;
 delete temp;
 return root;
 }
 temp = min(root->right);
 strcpy(root->k,temp->k);
 root->right = del(root->right, temp->k);
 return root;
}
node * dict :: min(node *q)
while(q->left != NULL)
 q = q->left;
return q;
int main()
int ch;
dict d;
d.root = NULL;
do
 cout<<"\nMenu\n1.Create\n2.Disp\n3.Search\n4.Update\n5.Delete\nEnter Ur CH:";
 cin>>ch;
 switch(ch)
case 1: d.create();
 break;
case 2: if(d.root == NULL)
 cout << "\nNo any Keyword";
 else
```

```
d.disp(d.root);
 break;
case 3: if(d.root == NULL)
 cout<<"\nDictionary is Empty. First add keywords then try again ";
 else
{
     cout<<"\nEnter Keyword which u want to search:";
 char k[20];
 cin>>k;
 if(d.search(d.root,k) == 1)
 cout<<"\nKeyword Found";</pre>
 else
 cout<<"\nKeyword Not Found";</pre>
 break;
case 4:
 if(d.root == NULL)
 cout<<"\nDictionary is Empty. First add keywords then try again ";
 else
 cout<<"\nEnter Keyword which meaning want to update:";
 char k[20];
 cin>>k;
 if(d.update(d.root,k) == 1)
 cout<<"\nMeaning Updated";</pre>
 else
 cout<<"\nMeaning Not Found";</pre>
 break;
case 5:
 if(d.root == NULL)
 cout<<"\nDictionary is Empty. First add keywords then try again ";
 }
 else
 {
 cout<<"\nEnter Keyword which u want to delete:";</pre>
 char k[20];
 cin>>k;
 if(d.root == NULL)
 cout << "\nNo any Keyword";
 else
```

```
{
    d.root = d.del(d.root,k);
    }
}
while(ch<=5);
return 0;
}</pre>
```

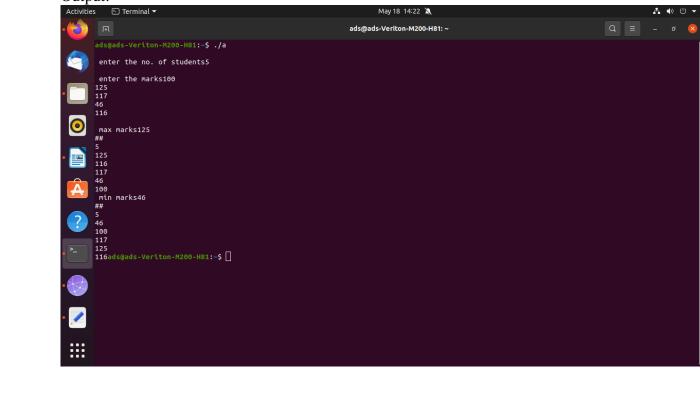




Read the marks obtained by students of second year in an online examination of particular subject. Find out maximum and minimum marks obtained in a that subject. Use heap data structure. Analyse the algorithm

```
#include<iostream>
using namespace std;
class hp
 int heap[20],heap1[20],x,n1,i;
  public:
  hp()
  { heap[0]=0; heap1[0]=0;
  void getdata();
  void insert1(int heap[],int);
  void upadjust1(int heap[],int);
  void insert2(int heap1[],int);
  void upadjust2(int heap1[],int);
  void minmax();
};
void hp::getdata()
  cout << "\n enter the no. of students";
  cin >> n1;
  cout << "\n enter the marks";
  for(i=0;i< n1;i++)
  \{ cin>>x;
    insert1(heap,x);
    insert2(heap1,x);
void hp::insert1(int heap[20],int x)
  int n;
  n=heap[0];
  heap[n+1]=x;
  heap[0]=n+1;
  upadjust1(heap,n+1);
void hp::upadjust1(int heap[20],int i)
  int temp;
  while(i>1&&heap[i]>heap[i/2])
    temp=heap[i];
    heap[i]=heap[i/2];
    heap[i/2]=temp;
    i=i/2;
```

```
}
}
void hp::insert2(int heap1[20],int x)
  int n;
 n=heap1[0];
 heap1[n+1]=x;
 heap1[0]=n+1;
  upadjust2(heap1,n+1);
void hp::upadjust2(int heap1[20],int i)
  int temp1;
  while(i>1&&heap1[i]<heap1[i/2])
    temp1=heap1[i];
    heap1[i]=heap1[i/2];
    heap1[i/2]=temp1;
    i=i/2;
  }
void hp::minmax()
  cout<<"\n max marks"<<heap[1];</pre>
  cout<<"\n##";
  for(i=0;i<=n1;i++)
  { cout << "\n" << heap[i]; }
  cout<<"\n min marks"<<heap1[1];</pre>
  cout<<"\n##";
 for(i=0;i<=n1;i++)
  { cout<<"\n"<<heap1[i]; }
int main()
 hp h;
 h.getdata();
 h.minmax();
 return 0;
```



Department maintains a student information. The file contains roll number, name, division and address. Allow user to add, delete information of student. Display information of particular employee. If record of student does not exist an appropriate message is displayed. If it is, then the system displays the student details. Use sequential file to main the data.

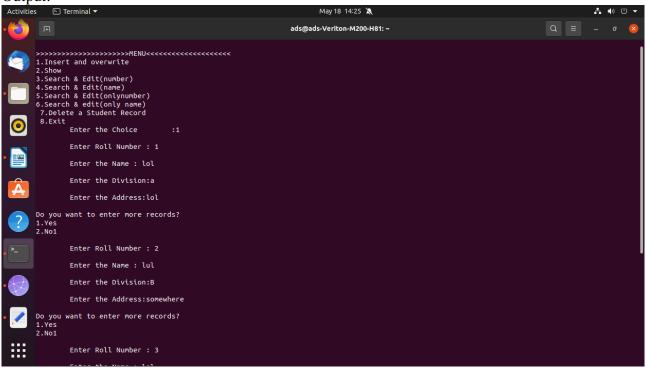
```
#include<iostream>
#include<fstream>
#include<cstring>
using namespace std;
class tel
   {
   public:
   int rollNo,roll1;
   char name[10];
   char div;
   char address[20];
   void accept()
     cout<<"\n\tEnter Roll Number : ";</pre>
     cin>>rollNo;
     cout<<"\n\tEnter the Name : ";</pre>
     cin>>name;
     cout << "\n\tEnter the Division:";
     cin>>div;
     cout<<"\n\tEnter the Address:";</pre>
     cin>>address;
   }
                     void accept2()
                                       cout<<"\n\tEnter the Roll No. to modify: ";
                                       cin>>rollNo;
                     void accept3()
                                    cout<<"\n\tEnter the name to modify : ";</pre>
                                    cin>>name;
                    int getRollNo()
                       return rollNo;
     void show()
     cout << "\hlu << roll No << "\lu << roll << roll << roll << roll << rul << roll << rul << 
 };
int main()
```

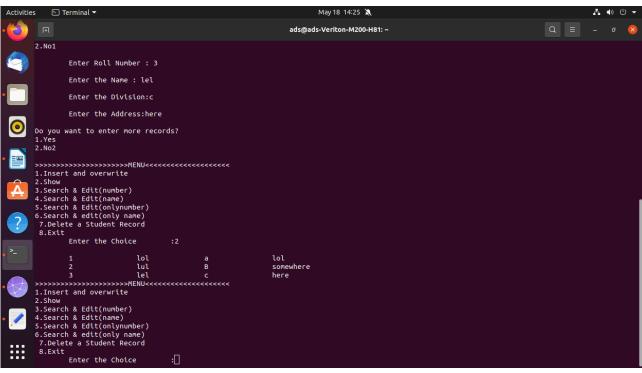
```
int i,n,ch,ch1,rec,start,count,add,n1,add2,start2,n2,y,a,b,on,oname,add3,start3,n3,y1,add4,start4,n4;
char name[20],name2[20];
tel t1;
count=0;
fstream g,f;
do
{
 cout<<"\n>>>>>>>>>MENU<<<<<";
 cout<<"\n1.Insert and overwrite\n2.Show\n3.Search & Edit(number)\n4.Search &
Edit(name)\n5.Search & Edit(onlynumber)\n6.Search & edit(only name)\n7.Delete a Student
Record\n 8.Exit\n\tEnter the Choice\t:";
 cin>>ch;
 switch(ch)
 {
 case 1:
 f.open("StuRecord.txt",ios::out);
 x:t1.accept();
 f.write((char*) &t1,(sizeof(t1)));
 cout<<"\nDo you want to enter more records?\n1.Yes\n2.No";
 cin>>ch1;
  if(ch1==1)
   goto x;
  else
   f.close();
   break;
 case 2:
 f.open("StuRecord.txt",ios::in);
 f.read((char*) &t1,(sizeof(t1)));
 //cout<<"\n\tRoll No.\t\tName \t\t Division \t\t Address";
 while(f)
 {
  t1.show();
  f.read((char*) &t1,(sizeof(t1)));
 f.close();
 break;
 case 3:
 cout<<"\nEnter the roll number you want to find";</pre>
 cin>>rec;
 f.open("StuRecord.txt",ios::in|ios::out);
 f.read((char*)&t1,(sizeof(t1)));
 while(f)
  if(rec==t1.rollNo)
   cout<<"\nRecord found";</pre>
   add=f.tellg();
   f.seekg(0,ios::beg);
      start=f.tellg();
```

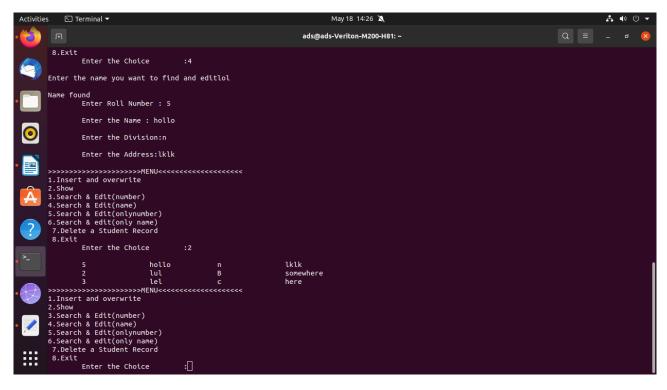
```
n1=(add-start)/(sizeof(t1));
 f.seekp((n1-1)*sizeof(t1),ios::beg);
 t1.accept();
 f.write((char*) &t1,(sizeof(t1)));
 f.close();
 count++;
 break;
 f.read((char*)&t1,(sizeof(t1)));
if(count==0)
     cout<<"\nRecord not found";</pre>
f.close();
break;
case 4:
 cout<<"\nEnter the name you want to find and edit";</pre>
 cin>>name;
f.open("StuRecord.txt",ios::in|ios::out);
f.read((char*)&t1,(sizeof(t1)));
while(f)
 y=(strcmp(name,t1.name));
 if(y==0)
 cout<<"\nName found";</pre>
 add2=f.tellg();
 f.seekg(0,ios::beg);
 start2=f.tellg();
 n2=(add2-start2)/(sizeof(t1));
 f.seekp((n2-1)*sizeof(t1),ios::beg);
 t1.accept();
 f.write((char*) &t1,(sizeof(t1)));
 f.close();
 break;
 }
     f.read((char*)&t1,(sizeof(t1)));
break;
  case 5:
      cout<<"\n\tEnter the roll number you want to modify";
      cin>>on;
      f.open("StuRecord.txt",ios::in|ios::out);
      f.read((char*) &t1,(sizeof(t1)));
      while(f)
       if(on==t1.rollNo)
         cout<<"\n\tNumber found";</pre>
         add3=f.tellg();
         f.seekg(0,ios::beg);
         start3=f.tellg();
```

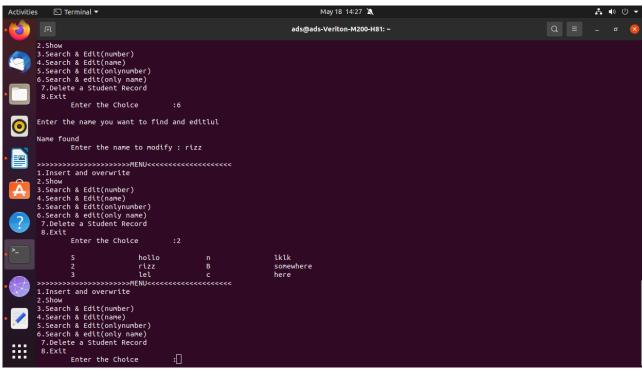
```
n3=(add3-start3)/(sizeof(t1));
        f.seekp((n3-1)*(sizeof(t1)),ios::beg);
        t1.accept2();
        f.write((char*)&t1,(sizeof(t1)));
        f.close();
        break;
      f.read((char*)&t1,(sizeof(t1)));
    break;
 case 6:
     cout<<"\nEnter the name you want to find and edit";
cin>>name2;
f.open("StuRecord.txt",ios::in|ios::out);
f.read((char*)&t1,(sizeof(t1)));
while(f)
y1=(strcmp(name2,t1.name));
if(y1==0)
 cout<<"\nName found";</pre>
 add4=f.tellg();
 f.seekg(0,ios::beg);
 start4=f.tellg();
 n4=(add4-start4)/(sizeof(t1));
 f.seekp((n4-1)*sizeof(t1),ios::beg);
 t1.accept3();
 f.write((char*) &t1,(sizeof(t1)));
 f.close();
 break;
}
    f.read((char*)&t1,(sizeof(t1)));
break;
case 7:
 int roll;
 cout<<"Please Enter the Roll No. of Student Whose Info You Want to Delete: ";
 cin>>roll;
 f.open("StuRecord.txt",ios::in);
 g.open("temp.txt",ios::out);
 f.read((char *)&t1,sizeof(t1));
 while(!f.eof())
   if (t1.getRollNo() != roll)
    g.write((char *)&t1,sizeof(t1));
   f.read((char *)&t1,sizeof(t1));
cout << "The record with the roll no. " << roll << " has been deleted " << endl;
 f.close();
 g.close();
 remove("StuRecord.txt");
 rename("temp.txt","StuRecord.txt");
```

```
break;
case 8:
   cout<<"\n\tThank you";
   break;
}
while(ch!=8);</pre>
```









Implement the Heap/Shell sort algorithm implemented in Java demonstrating heap/shell data structure with modularity of programming language.

```
import java.util.*;
public class dsa13 {
private static int N;
  public static void sort(int arr[]){
 heapMethod(arr);
     for (int i = N; i > 0; i--)
        swap(arr,0, i);
       N = N-1;
       heap(arr, 0);
     }
  public static void heapMethod(int arr[]){
     N = arr.length-1;
     for (int i = N/2; i >= 0; i--)
       heap(arr, i);
  public static void heap(int arr[], int i){
     int left = 2*i;
     int right = 2*i + 1;
     int max = i;
     if (left \leq N && arr[left] > arr[i])
        max = left;
 if (right <= N && arr[right] > arr[max])
       max = right;
     if (max != i){
        swap(arr, i, max);
       heap(arr, max);
     }
  public static void swap(int arr[], int i, int j){
     int tmp = arr[i];
     arr[i] = arr[i];
     arr[j] = tmp;
  public static void main(String[] args) {
     Scanner in = new Scanner( System.in );
     System.out.println("Enter the number of elements to be sorted:");
     n = in.nextInt();
     int arr[] = new int[n];
     System.out.println("Enter "+ n +" integer elements");
     for (int i = 0; i < n; i++)
        arr[i] = in.nextInt();
     sort(arr);
     System.out.println("After sorting ");
     for (int i = 0; i < n; i++)
```

```
System.out.println(arr[i]+" ");
System.out.println();
}
```

