

① HEAP SORT

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <time.h>
```

```
void bottom_heapify (int n, int a[]);
```

```
void heapsort (int n, int a[]);
```

```
void printArray (int a[], int n);
```

```
int main()
```

```
{
```

```
    int a[15000], n, i, j, ch, temp;
```

```
    clock_t start, end;
```

```
    while(1) {
```

```
        printf("\n1: Manual Entry ");
```

```
        printf("\n2: To display time taken for sorting  
              number of elements ~ from 500 to  
              14500");
```

```
        printf("\n3: To exit");
```

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

```
        printf("\nEnter ");
```

```
        switch (ch)
```

```
        {
```

```
            case 1: printf("Enter no. of elements: ");
```

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

```
                    printf("Enter array elements: ");
```

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

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

```
                    }
```

```
                    start = clock();
```

~~20/6/24~~

```

    heapsort (n, a);
    end = clock();
    printf (" \n sorted array : ");
    printf (a, n);
    printf (" \n time taken to sort
    %d numbers is %d sec", n,
    ((double) (end - start)) / CLOCKS_PER_SEC);
    break;

```

case 2:

```

    n = 500;
    while (n <= 14500)
    {
        for (i = 0; i < n; i++)
        {
            a[i] = n - i;
        }
        start = clock();
        heapsort (n, a);
        for (j = 0; j < 5000000; j++)
        {
            temp = 33 / 600;
        }
        end = clock();
        printf (" \n Time taken ");
        n = n + 1000;
    }
    break;

```

```
case 3: wait(0);  
break;
```

```
default: printf("Invalid choice! Try again.");
```

```
getchar();
```

```
return 0;
```

```
}
```

```
void bottom_heapify (int n, int a[])
```

```
{
```

```
int p, item, c;
```

```
for (p = (n-1)/2; p >= 0; p--)
```

```
{
```

```
item = a[p];
```

```
c = 2 * p + 1;
```

```
while (c < n-1 && a[c] < a[c+1])
```

```
{
```

```
c++;
```

```
}
```

```
if (item < a[c])
```

```
{
```

```
a[p] = a[c];
```

```
p = c;
```

```
}
```

```
do
```

```
break;
```

```
c = 2 * p + 1;
```

```
}
```

```
a[p] = item;
```

```
}
```



```
void heapsort (int n, int a[])  
{
```

```
    bottom_heapify (n, a),
```

```
    for (int i = n-1; i > 0; i--)  
    {
```

```
        int temp = a[i];
```

```
        a[i] = a[0];
```

```
        a[0] = temp;
```

```
        bottom_heapify (i, a),
```

```
    }
```

```
}
```

```
void printArray (int a[], int n)
```

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

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

```
    }
```

```
}
```

→ output

1: for manual entry

2: random generator

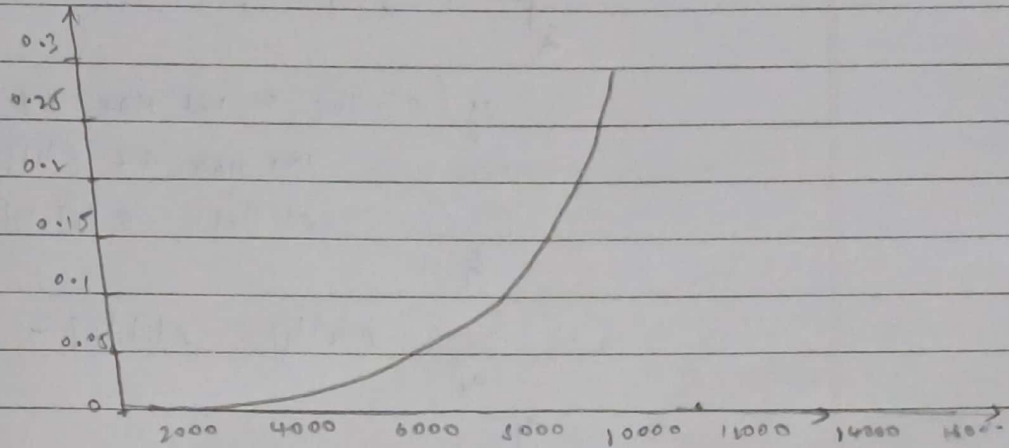
3: to exit

Enter choice: 1

Enter no. of elements: 4

Enter array elements: 4, 3, 1, 6, 2

Sorted Array: 1 2 3 4 6



②

→ Floyd's

#include <stdio.h>

#include <limits.h>

void floyd (int n, int wst [][n], int d [][n])

{

int i, j, k;

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

{

for (j=0; j < n; j++)

{

d[i][j] = wst[i][j];

}

}


```

for (k=0; k<n; k++)
{

```

```

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

```

```

        for (j=0; j<n; j++)
        {

```

```

            if (dp[i][k] != INT_MAX || dp[k][j] !=
                INT_MAX || dp[i][j] >
                dp[i][k] + dp[k][j])
            {

```

```

                {

```

```

                    dp[i][j] = dp[i][k] + dp[k][j];
                }
            }
        }
    }
}

```

```

void multShortestPath (int n, int dp[n][n])
{

```

```

    printf ("Shortest path\n");

```

```

    for (int i=0; i<n; i++)
    {

```

```

        for (int j=0; j<n; j++)
        {

```

```

            if (dp[i][j] == INT_MAX)
            {

```

```

                printf ("INF\n");
            }

```

```

        }
    }

```

```

    printf ("%d\n", dp[i][j]);
}

```

```

}

```

```
int main()
{
```

```
    int n;
    printf("Enter no. of vertices ");
    scanf("%d", &n);
```

```
    int cost[n][n]
```

```
    printf("Enter the cost adjacency matrix\n");
    for (int i=0; i<n; i++)
    {
```

```
        for (int j=0; j<n; j++)
        {
```

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

```
            if (cost[i][j] == -1)
```

```
            {
```

```
                cost[i][j] = -1;
```

```
            }
```

```
            cost[i][j] = INT_MAX;
```

```
        }
```

```
    }
```

```
}
```

```
int D[n][n];
```

```
floyd(n, cost, D);
```

```
printShortestPath(n, D);
```

```
return 0;
```

```
}
```