



# **Experiment 1**

**Student Name:**Rajiv Paul

**Branch:** CSE

**Semester:** 5th

Subject Name: DAA Lab

**UID:**20BCS1812

Section/Group: 702 A

**Date of Performance:** 4/8/2022

Subject Code: 20-CSP-312

#### 1. Aim/Overview of the practical:

Code and analyze to compute the greatest common divisor (GCD) of two numbers.

## 2. Task to be done/ Which logistics used:

To find the GCD of two numbers.

### 3. Algorithm/Flowchart (For programming based labs):





#### 4. Steps for experiment/practical/Code:

#### **Simple Method:**

```
package com.DAA;
import java.util.*;
public class DAA_exp1_1 {
  public static void main(String args) {
     Scanner S = new Scanner(System.in);
     int GCD=0;
     System.out.print("enter the value of x:");
    int x= S.nextInt();
     System.out.print("enter the value of y:");
    int y=S.nextInt();
     System.out.printf("The GCD of %d and %d is ",x,y);
     while(y!=0){
       if(x>y){
          x=x-y;
       else{
          y=y-x;
     GCD=x:
     System.out.printf("%d",GCD);
}
```





## **Euclidean Method:**

```
package com.DAA;

public class DAA_exp1_1_euclidean {
   public static void main(String[] args) {
      int a=4,b=2;
      int c=GCD(a,b);
      System.out.println("The GCD of "+a+" and "+b+" is "+c);
   }
   static int GCD(int x,int y){
      if(x==0){
        return y;
      }
      return GCD(y%x,x);
   }
}
```

## 5. Observations/Discussions/ Complexity Analysis:

Time complexity of finding GCD of two number using Euclidean method is O(log n).





## 6. Result/Output/Writing Summary:

### **Simple Method:**

```
enter the value of x:2
enter the value of y:8
The GCD of 2 and 8 is 2
```

#### **Euclidean Method:**

The GCD of 4 and 2 is 2





## Learning outcomes (What I have learnt):

- 1. Learnt how Euclidean algorithm works.
- 2. Learnt how to use recursion for solving problem.
- 3.
- 4.
- **5.**





## Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			