

/*Fibonacci search is one more popular searching technique. This searching technique is similar to the binary searching technique.

Similarities between fibonacci search and binary search :

1. The precondition is that the elements of the array should be sorted.
2. Both are divide and conquer techniques.
3. The time complexity of both the algorithms is $O(\log n)^*$

//Created By Ritwik Chandra Pandey on 8th Nov 2021

//Fibonacci Search

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

```
#include <conio.h>
```

```
/* Function to find the minimum of x and y */
```

```
int min(int x, int y) {
```

```
    if(x>=y){
```

```
        return y;
```

```
    }else{
```

```
        return x;
```

```
    }
```

```
}
```

```
/* If element x is not present in the arr[] of size n return -1 , else return the index */
```

```
int fibonaccianSearch(int arr[], int x, int n) {
```

```
    int m,m1,m2,offset;
```

```
    m2 = 0;
```

```
    m1 = 1;
```

```
    m = m1+m2;
```

```
    while(m<n){
```

```
        m2 = m1;
```

```
        m1 = m;
```

```
        m = m1+m2;
```

```
    }
```

```
    offset = -1;
```

```
    while(m>1){
```

```
        int i=min(offset+m2,n-1);
```

```
        if(arr[i]<x){
```

```
            m = m1;
```

```
            m1 = m2;
```

```

        m2 = m-m1;
        offset = i;
    }else if(arr[i]>x){
        m = m2;
        m1 = m1-m2;
        m2 = m-m1;
    }
    else
        return i;
}
if(m1!=0 && arr[offset+1]==x){
    return offset+1;
}
return -1;
}

int main() {
    int size;
    int *arr, i,x,result=-1;
    printf("Enter the size of an array: ");
    scanf("%d",&size);
    arr = (int*) malloc(size * sizeof(int));
    printf("Enter the %d array elements\n",size);
    for (i = 0; i < size; i++) {
        scanf("%d", &arr[i]);
    }
    printf("Enter the element to be searched: ");
    scanf("%d",&x);
    result = fibonacciSearch(arr,x,size+1);
    if (result != -1 )
        printf("Element found at index: %d.\n",result);
    else
        printf("Element not found.\n");
    return 0;
}

```