

Lab 1:

Objectives

- To perform basic operations in a one dimensional array such as insertion, deletion, update, traversal & merging.

An array is a data structure that stores elements of same type ~~& is~~ in contiguous memory locations, allowing efficient access to individual elements using an index. Arrays provide a straightforward way to store & manipulate collections of data, but their size fixed at the time of declaration. Hence, dynamic operations like insertion, deletion & updating require careful manipulation of the array's elements.

Algorithms of different operations

a) Insertion

- 1). Input the total number of elements n & the array elements.
- 2). Input the elements to be inserted & the index i where insertion is to occur.
- 3). If $i < 0$ or $i > 0$, output "invalid index" & terminate.
- 4). Shift all elements from index i to the right by one position.
- 5). Insert the new element at index i .
- 6). Increment n by 1.
- 7). Display the updated array.

b) Deletion

- 1) Input the total number of elements n & the array elements
- 2) Input the index i of the element to be deleted
- 3) If $i < 0$ or $i \geq n$, output "invalid index" & terminate.
- 4) Shift all elements from index $i+1$ to the left.
- 5) Decrease n by 1.
- 6) Display the updated array.

c) Update

- 1) Input the total number of elements n & the array elements.
- 2) Input the index i of the element to update.
- 3) If $i < 0$ or $i \geq n$, output "invalid index" & terminate
- 4) Input the new value.
- 5) Replace the value at index i with the new value.
- 6) Display the updated array.

d) Traverse

- 1) Input the total number of elements n & the array elements.
- 2) Iterate through the array from index 0 to index $n-1$.
- 3) Output each element.

e) Merge

- a) Input the total number of elements in the first array, n_1 &

Merge

- 1) Input the total number of elements in the first array, n_1 , & its elements.
- 2) Input the total number of elements in the second array, n_2 , & its elements.
- 3) Initialize a new array merged of size $n_1 + n_2$.
- 4) Copy elements of the first array to merged starting from index 0.
 - For each i from 0 to $n_1 - 1$, assign $\text{merged}[i] = \text{arr1}[i]$
- 5) Append elements of the second array to merged
 - For each j from 0 to $n_2 - 1$, assign $\text{merged}[n_1 + j] = \text{arr2}[j]$
- 6) Output the elements of merged by traversing it from index 0 to index $[n_1 + n_2 - 1]$

These operations illustrate how many arrays can be manipulated to accommodate varying program requirements emphasizing the importance of memory management & efficient indexing. While arrays are simple & versatile, dynamic memory allocation (using functions `malloc` & `realloc`) can enhance the flexibility.

This lab also plays a foundation for understanding more complex data structures such as stacks, queues & linked list which build upon these basic operations.

C program to perform a) insert, b) Delete c) Update d) Traverse

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

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

```
a) void insert (int **ptr, int size) {  
    *ptr = (int *) malloc (size * sizeof(int));  
    if (*ptr == NULL) {  
        printf("Memory Allocation Failed!");  
        exit(1);  
    }  
    printf("Enter the elements of array: \n");  
    for (int i = 0; i < size; ++i) {  
        scanf("%d", (*ptr) + i);  
    }  
}
```

```
int indexCheck (int i, int size) {  
    if (i >= size || i < 0) {  
        printf("The given index doesn't exist. \n");  
        return 1;  
    }  
    return 0;  
}
```

```
void delete (int **ptr, int *size) {  
    int i;  
    printf("Enter the index that you want to delete: \n");  
    scanf("%d", &i);  
    if (indexCheck(i, *size))  
        return;  
    while (i < *size - 1) {  
        (*ptr)[i] = (*ptr)[i+1];  
        ++i;  
    }  
    int *temp = realloc (*ptr, (*size - 1) * sizeof(int));
```



```
if (temp == NULL && *size > 1) {  
    printf("Memory Allocation failed! \n");  
    return;  
}
```

```
}
```

```
*ptr = temp;  
(*size)--;
```

```
}
```

```
void update(int *ptr, int size) {
```

```
    int i;
```

```
    printf("Enter the index that you want to update: \n");
```

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

```
    if (indexCheck(i, size))
```

```
        return;
```

```
    printf("Enter the new value: \n");
```

```
    scanf("%d", (ptr+i));
```

```
}
```

```
void traverse(int *ptr, int size) {
```

```
    printf("The elements of array: \n");
```

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

```
        printf("%d", *(ptr+i));
```

```
    }
```

```
}
```

```
int main() {
```

```
    int *ptr = NULL, size;
```

```
    printf("Enter the number of elements: \n");
```

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

```
    insert(&ptr, size);
```

```
    delete(&ptr, &size);
```

```
    update(ptr, size);
```

```
    traverse(ptr, size);
```

```
    free(ptr);
```

```
    return 0;
```

```
}
```


Merge

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

```
int main () {
```

```
    int n1, n2;
```

```
    printf("Enter the total no. of elements in 1st array: \n");
```

```
    scanf ("%d", &n1);
```

```
    printf("Enter the total no. of elements in 2nd array: \n");
```

```
    scanf ("%d", &n2);
```

```
    int arr1[n1], arr2[n2];
```

```
    printf("Enter the elements of the 1st array: \n");
```

```
    for (int i = 0; i < n1; ++i) {
```

```
        scanf ("%d", &arr1[i]);
```

```
    }
```

```
    printf("Enter the elements of the 2nd array: \n");
```

```
    for (int j = 0; j < n2; ++j) {
```

```
        scanf ("%d", &arr2[j]);
```

```
    }
```

```
    int merged[n1 + n2];
```

```
    for (int i = 0; i < n1; ++i) {
```

```
        merged[i] = arr1[i];
```

```
    }
```

```
    for (int j = 0; j < n2; ++j) {
```

```
        merged[j + n1] = arr2[j];
```

```
    }
```

```
    printf("Merged array: ");
```

```
    for (int k = 0; k < n1 + n2; ++k) {
```

```
        printf ("%d", merged[k]);
```

```
    }
```

```
    printf ("\n");
```

```
    return 0;
```

```
}
```


Conclusion

In this lab, fundamental operations on arrays, including insertion, deletion, updating, & traversal, were performed & analyzed. By implementing these operations using both static & dynamic arrays, the importance of efficient memory management & error handling in C programming was emphasized. The use of pointers & dynamic allocation (via `malloc` & `realloc`) highlighted how arrays can be adapted for varying program requirements. This lab serves as a stepping stone to more advanced data structures, enhancing understanding of essential programming concepts.