

```

Print ("Linear Search")
a = []
n = int(input("Enter a number"))
for s in range (0,n):
    S = int(input("Enter a number"))
    a.append(s)

```

Step 1 : Create an empty list and assign it to variable

Step 2 : Accept the total no. of elements to be inserted into the list from the user : say 'n'.

Step 3 : Use for loop adding n elements into list

Step 4 : Print the new list

Step 5 : Accept an element from the user that has to be sorted in the list

Step 6 : Use for loop in a range from '0' to the total no. of elements to search the elements from the list

Step 7 : Use if loop that the elements in the list is equal to the element accepted from user

Step 8 : If the element is found then print the statement that the element is found along with the elements position

Output :-

```

linear search
Enter a range :
Enter a number :1
[1]
Enter a number :3
[1, 3]
Enter a number :2
[1, 2]
Enter a number :4
[1, 2, 3]
Enter a number to be searched :

```

```

    a.sort()
    print(a)

```

```

C = int(input("Enter a number to be searched"))
for i in range (0,n):
    if (0 < i <= s):
        print("found at position", i)
        break
    else:
        print("not found")

```

Step 9: Use another for loop to print that the element is not found if the element which is accepted from user is not their in the list.

Step 10: Draw the output of given algorithm

2] Sorted Linear Search :

Sorting means to arrange the element in increasing or decreasing order

Algorithm:

Step 1: Create empty list and assign it to a variable

Step 2: Accept total no. of element to be inserted into the list from user, say 'n'.

Step 3: Use for loop for using append() method to add the element in the list

Step 4: Use sort() method to sort the accepted element and assign in increasing order the list then print the list.

Step 5: Use if statement to give the range in which element element is not found in given range then display "Element not found"

Step 6: When user enters character of element it is not found
 in memory when search by the given word found

Step 7: Use for loop to search from O to the last character's to be searched during using loop of while

Step 8: Use if loop that the elements in the list to enter if the element is different from others

Step 9: If the element is found then print the list of elements that the element is found along with the element position.

Step 10: Use Condition if loop to print that the element is found if the element is not found then print that the element is not found

Step 11: After the input and output of above algorithm

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Aim : Implement Binary Search to find an searched no in the list

Theory :

Binary Search

Binary search is also known as half-interval search, logarithmic search or binary position of a target value within a sorted array. If you are looking for the number which is at the end of the list then you need to search entire list in linear search, which is time consuming. This can be avoided by using Binary search.

Algorithm :

Step 1: Bubble sort algorithm start by comparing the first two elements of an array and swapping if necessary

Step 2: If we want to sort the elements of array in ascending order then first element is greater than second then we need to swap the element.

Step 3: Use for loop, add elements in list using append() method

Step 5: Use T loop to print the rows in which element e found in given rows, after sorting.

Step 6: Then use else statement, if statement is not found in target then satisfy the below condition.

Step 7: Accept an argument & key of the element that needs to be searched.

Step 8: Initialize first to 0 and last to last element of A .

Step 9: Use for loop & assign the given rows.

Step 10: If statement in left and right elements to be searched is \neq then le search to not found then find the middle element (m)

Step 11: Else if the item to be searched is \neq then move the middle item.

Initialize last (b) = mid (m) - 1
 Else

Initialize first (a) = mid (m) - 1

Step 12: Repeat till you find the element stick the
 input & output of above algorithm.

Output
 1. If the element is found then print the element and
 2. If the element is not found then print the message
 "Element not found".

Step 13: Print the array after sorting it.

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 1. If the element is found then print the element and
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EE Practical - 3

Bubble Sort

- Aim: Implementation of Bubble sort program on given list

- Theory: Bubble sort is based on the idea of repeatedly comparing pairs of adjacent elements and then swapping their position if they exist in the wrong order. This is the simplest form of sorting available. In this, we sort the given element in ascending or descending order by comparing two adjacent elements at a time.

Algorithm:

Step1: Bubble sort algorithm starts by comparing the first two elements of an array and swapping if necessary.

Step2: If we want to sort the elements of array in ascending order then first element is greater than second then we need to swap the element.

Step3: If the first element is smaller than second then we do not swap the element.

Print ("Bubble sort")

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a = []

n = int(input("Enter number of elements"))

for s in range(0, n):

s = int(input("Enter element!"))

a.append(s)

print(a)

n = len(a)

for i in range(0, n):

for j in range(0, n-1):

if a[i] < a[j]:

tmp = a[i]

a[i] = a[j]

a[j] = tmp

print("Element after sorting:", a)

Output:

Bubble sort

Enter the number of elements: 3

element element: 7

[7]

element element: 3

[7, 3]

enter element: 1

[7, 3, 1]

enter element: 8

[7, 3, 1, 8]

element after sorting [1, 3, 7, 8]

Step 4 : Again second and third element are compared and swapped if it is necessary and this process go on until last and second last element is compared and swapped.

Step 5 : There are $n - 1$ elements to be sorted now. The process mentioned above should be repeated $n - 1$ times to get the required result.

Step 6 : Pick the output and input of above algorithm of bubble sort step wise.

Practical ~ 4

Quick sort

Aim: Implement quick sort to sort the given list.

Theory: The quick sort is a Recursive algorithm based on the divide and conquer technique.

Algorithm:

Step 1: Quick sort first selects a value, which is called pivot value, first element serves as our first pivot value. Since we know that first will eventually end up as last in that list.

Step 2: The partition process will happen next. It will find the split point and at the same time move other items to the appropriate side of the list, either less than or greater than pivot value.

Step 3: Partitioning begins by locating two position markers - let's call them leftmark & rightmark at the beginning and end of remaining items in the list. The goal of the partition process is to move items that are on wrong side with respect to pivot value.

Code:-

```
def quicksort (alist)
    help (alist, 0, len(alist)-1)

def help (alist, first, last):
    if first < last:
        split = part (alist, first, last)
        help (alist, first, split -1)
        help (alist, split +1, last)

def part (alist, first, last):
    pivot = alist [first]
    l = first +1
    r = last
    done = False
    while not done:
        while l <= r and alist [l] <= pivot:
            l = l +1
        while r >= l and alist [r] >= pivot:
            r = r -1
        if r < l:
            done = True
        else:
            temp = alist [l]
            alist [l] = alist [r]
            alist [r] = temp
    temp = alist [first]
    alist [first] = alist [r]
    alist [r] = temp
    return r
```

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SP
 $x = \text{int}(\text{input}("Enter a range of list"))$

$\text{alist} []$

$\text{for } b \text{ in range}(0, x):$

$G = \text{int}(\text{input}("Enter element"))$

$\text{alist.append}(G)$

$n = \text{len}(\text{alist})$

Output:

Enter range for the list : 5

Enter the element : 6

Enter the element : 8

Enter the element : 4

Enter the element : 9

$[4, 6, 8, 9]$

② we begin by incrementing leftmark until the located value which is greater than the pivot we then decrement rightmark until the we find value that is lesser than the pivot values. At this point we have descended to eventual split point

⑤ At the point where rightmark becomes less than leftmark we stop. The position of rightmark is the split point

⑥ The pivot value can be exchanged with the content of split point and pivot is now in place

⑦ In addition, all the items to left of split are less than PV all the items to the right of split point are greater than PV. The list can now be divided at split point

⑧ The quicksort function invokes a recursion function, quicksort

⑨ Quicksort help begins with some base case as the merge sort

⑩ If it is greater of the list is less than or equal to one, it is called, it is already sorted

Practical ~ 5

Aim - Implementation of stack using Python List

Theory - A stack is a linear data structure that can be represented in the real world in the form of a physical stack or a pile. The elements in the stack are added or removed only from one position, i.e., the topmost position. Thus, the stack works on the LIFO (Last In First Out) principle as the element that was inserted last will be removed first. A stack can be implemented using array, as well. LinkList stack has three basic operations: push, pop, peek. The generation of adding and removing the elements is known as Push & Pop.

Algorithm:

- Step 1: Create a class stack with instance variable items.
- Step 2: Define the init method with self argument and initialize the initial value and then initialize to an empty list.
- Step 3: Define methods push and pop under the class stack.
- Step 4: Use if statement to give the condition that if length of given list is greater than the range of list then print stack is full.

```

## stack ##
print ("Rugved Pendekar")
class stack:
    global tos
    def __init__(self):
        self.l = [0, 0, 0, 0]
        self.tos = -1
    def push(self, data):
        n = len(self.l)
        if self.tos == n-1:
            print("stack is full")
        else:
            self.tos = self.tos + 1
            self.l[self.tos] = data
    def pop(self):
        if self.tos < 0:
            print("stack empty")
        else:
            k = self.l[self.tos]
            print("data", k)
            self.l[self.tos] = 0
            self.tos = self.tos - 1
    def peek(self):
        if self.tos < 0:
            print("stack empty")
        else:
            p = self.l[self.tos]
            print("Top Element =", p)
S = stack()

```

Output

Rugved Pednekar

```
>>> s.push(10)
>>> s.push(20)
>>> s.push()
[10, 20, 0, 0, 0]
>>> s.peek()
Top Element = 20
>>> s.pop()
??
>>>
```

10
20
0
0
0

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Step 5: OR else print statement as insert the element into the stack and initialize the value.

Step 6: Push method used to insert the element but pop method used to delete the element from the stack.

Step 7: If in pop method, value is less than 1 then return the stack is empty or else delete the element from stack at topmost position.

Step 8: first condition checks whether the no. of elements are zero while the record case whether top is assigned only value. If top is not assigned any value. Then can be sure that stack is empty.

Step 9: Assign the element values in push method to add and print the given value is popped

Step 10: Attach the input and output of above algorithm.

10
20
0
0
0

Practical ~ 6

Ques - Implementing a queue using Python list

Theory : Queue is a linear data structure which has 2 references front and rear. Implementing a queue using Python list is the simplest as the Python list provides its built functions to perform the specified operations of the queue. It is based on the principle that a new element is inserted after rear and element of queue is deleted. Which is at front. In simple terms, a queue can be described as a data structure based on first in First out FIFO principle.

- Queue () : Creates a new empty queue
- Enqueue () : Insert an element at the rear of the queue . And similar to that of insertion of linked list using tail .
- Dequeue () : Returns the element which was at the front . The front is moved to the successive element . A Dequeue operation cannot remove element . if the queue is empty .

Algorithm:

Step 1: Define a class Queue and assign global and able then define init() method with self argument in init(), assign or initialize the initial value with the help of self argument

Step 2: Define a empty list and define enqueue() method with 2 argument assign the length of empty list

Step 3: Use if statement that length is equal to zero then Queue is full or else insert the element in empty list or display that Queue element added successfully and increment by 1.

Step 4: Define, deQueue() with self argument under this, use if statement that front is equal to length of list then display Queue is Empty or else, give that front is at zero and using that delete the element from front side and increment it by 1.

Step 5: Now call the Queue() function and give the element that has to be added in the empty list by using enqueue() and print the list after adding and same for deleting.

Practical ~ 7

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Evaluation of a Postfix Expression

Aim : Program on Evaluation of given string by using stack in Python Environment i.e. Postfix.

Theory :

The postfix expression is free of any parenthesis. Further we take care of the priority of the operators in the program. A given to postfix expression can easily be evaluated using stacks. Reading the expression is always from left to right in postfix.

Algorithm

- D Define evaluate as function then create a empty stack in python
- Convert the string to a list by using the string method split
- Calculate the length of string and print it
- Use for loop to assign the range of strings to
- Scan the tokens list from left to right. If token is an operand, convert it from a string

code :

```
def evaluate(s):
    K = s.split()
    n = len(K)
    stack = []
    for i in range(n):
        if K[i].isdigit():
            stack.append(int(K[i]))
        elif K[i] == "+":
            a = stack.pop()
            b = stack.pop()
            stack.append(int(b) + int(a))
        elif K[i] == "-":
            a = stack.pop()
            b = stack.pop()
            stack.append(int(b) - int(a))
        elif K[i] == "*":
            a = stack.pop()
            b = stack.pop()
            stack.append(int(b) * int(a))
```

else:

```
a = stack.pop()
b = stack.pop()
stack.append(int(b) / int(a))
return stack.pop()
```

s = "8 6 9 + +"

```
r = evaluate(s)
print("The evaluated value is", r)
print("0 T")
```

Aim: Implementation of single linked list by adding the nodes from last position

Theory: A linked list is a linear data structure which stores the elements in a node in a linear fashion but not necessarily contiguous. The individual element of the linked list is called node. Node comprises of 2 parts → Data is Next. Data stores all the information with respect to the element. for eg: roll no, name, address etc. whereas next refers to the next node. In case of longer list if we add / remove any element from the list, all the elements of list has to adjust it self every time we do it is a very tedious task so linked list is used to solve this type of problems.

Algorithm:

Step 1: Traversing of a linked list means visiting all the nodes in the linked list in order to perform some operation on them.

Step 2: The entire linked list can be accessed with the first node of the linked list. The first node of the linked list in turn is referred by the Head pointer of the linked list.

Step 3: Thus, the entire linked list can be traversed using the node which is referred by the head pointer of linked list.

Step 4: Now, that we know we can traverse the entire linked list using the head pointer, we should only use it to refer the first node of list only.

Step 5: We should not use the head pointer to traverse the entire linked list because the head pointer is our only reference to the 1st node in the linked list. Modifying the reference of the head pointer can lead to change which we cannot revert back.

Step 6: We may lose the reference to the 1st node in our linked list. So, in order to avoid making some unwanted changes to the list node, we will use a temporary node to traverse the entire linked list.

Step 7: We will use this temporary node as a copy of the node we are currently traversing. Since we are making temporary node a copy of current node, the datatype of the temporary node should also be node.

Step 8: Now that current is referring to the first node, if we want to accept and node of list, we can refer it as the next node of the list node.

Step 9: But the 1st node is referred by cursor1. So we can transverse to 2nd nodes as $h = h_{\text{next}}$

Step 10: Similarly, we can transverse rest of nodes in the linked list using some method by while loop

Step 11: Our concern now is to find terminating condition for the while loop

Step 12: The last node in the linked list is referred by the tail of linked list. Since the last of nodes of linked list does not have any next node, the value in the next field of the last node is none.

Step 13: So we can return the last node of linked list
as $\text{self}.s = \text{None}$

Step 14: We now have to see how to start transversing the linked list and how to identify whether we have reached the last node of linked list or not.

Step 15: Attach the coding input and output of the above algorithm.

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Aim: Implementation of merge sort

Theory: Like Quicksort, merge sort is a divide and conquer algorithm. It divides array into two halves & then merges the two sorted halves. The merge() function is used for merging two halves.

Algorithm:

- 1) Define the sort
- 2) Stores the starting position of both parts in temporary variable
- 3) ~~Check~~ if first part comes to an end or not
- 4) Check if second part comes to an end or not
- 5) Check which parts has smaller element
- 6) Now the real array has element in sorted manner, including both parts.

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P = J + T

- 1) Defines the correct array in 2 parts:
- 2) Sort the 1st part of array
- 3) Sort the 2nd part of array
- 4) Merge both parts by comparing elements of both the parts.

Def sort [arr, l, m, r]

$$n_1 = m - l + 1$$

$$n_2 = r - m$$

$$l = [0] * [n_1]$$

for i in range (0, n_1):

$$L[i] = arr[l + i]$$

for i in range (0, n_2):

$$R[i] = arr[m + i]$$

$$c = 0$$

$$j = 0$$

$$k = l$$

while i < n_1 & j < n_2

$$\{ L[i] \leq R[j]$$

$$arr[k] = L[i]$$

$$i += 1$$

else :

$$arr[k] = R[j]$$

$$j += 1$$

$$K += 1$$

while l < n_1 :

$$arr[k] = L[i]$$

$$i += 1$$

$$K += 1$$

while j < n_2 :

$$arr[k] = R[j]$$

$$j += 1$$

$$K += 1$$

def mergeSort (arr, l, r):

```
if (l > r):
    m = int ((l + r)) / 2
    mergeSort (arr, l, m)
    mergeSort (arr, m + 1, r)
    sort (arr, l, m, r)
print (arr)
```

```
n = len (arr)
mergeSort (arr, 0, n - 1)
print (arr)
```

Output :-

```
[12 11 13 5, [6 7]]
```

```
[5 6 7 11 12 13]
```

Practical ~ 10

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~~Topic~~

```

Print("Rugged Peddler")
set 1 = set()
set 2 = set()
for i in range(8,15):
    set 1.add(i)
for i in range(1,12):
    set 2.add(i)
print("Set 1:", set 1)
print("Set 2:", set 2)
set 3 = set 1 & set 2
print("Union of Set 1 and Set 2: set 3", set 3)
set 4 = set 1 | set 2
print("Intersection of set 1 and set 2 : sets", sets)
print("\n")
if set 3 > set 4:
    print("Set 3 is subset of set 4")
elif set 3 < set 4:
    print("Set 3 is superset of set 4")
else:
    print("Set 3 is same as set 4")
if set 4 < set 3:
    print("Set 4 is subset of set 3")
print("\n")
print("Set 4 is superset of set 3")
set 5 = set 3 - set 4
print("Element in set 3 and not in set 4: set 5: ", set 5)
print("\n")
if set 4.isdisjoint(set 5):

```

Aim: Implementation of Set in Python

Algorithm:

~~Step 1~~: Define two empty set as set1 and set2 now use for statement providing the range of above 2 sets.

~~Step 2~~: Now add() method used for adding the element according to given range then print the sets after adding.

~~Step 3~~: Find the union and intersection of above 2 sets by using & (and), | (or) method. print the set after adding and intersection as set 3 & set 4

~~Step 4~~: If ~~statement~~ to find out the sub set and superset of set 3 and set 4. display the above set

~~Step 5~~: Display that element in set 3 is not in set 4 using mathematical operation.

~~Step 6~~: Use isdisjoint() to check the anything is common element is present or not. If not then display that it is mutually Excluding event.

```

Print("Rugged Peddler")
set 1 = set()
set 2 = set()
for i in range(8,15):
    set 1.add(i)
for i in range(1,12):
    set 2.add(i)
print("Set 1:", set 1)
print("Set 2:", set 2)
set 3 = set 1 & set 2
print("Union of Set 1 and Set 2: set 3", set 3)
set 4 = set 1 | set 2
print("Intersection of set 1 and set 2 : sets", sets)
print("\n")
if set 3 > set 4:
    print("Set 3 is subset of set 4")
elif set 3 < set 4:
    print("Set 3 is superset of set 4")
else:
    print("Set 3 is same as set 4")
if set 4 < set 3:
    print("Set 4 is subset of set 3")
print("\n")
print("Set 4 is superset of set 3")
set 5 = set 3 - set 4
print("Element in set 3 and not in set 4: set 5: ", set 5)
print("\n")
if set 4.isdisjoint(set 5):

```

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Q1 - Sets

Step 7: Use `clear()` to remove or delete the elements present in the set.

print ("set 4 and set 5 are Mutually Exclusive \n")

set 5.clear()

print (After applying clear , set 5 is empty set.)

print ("set 5 = ", set 5)

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Output :-

set 1 : {8, 9, 10, 11, 12, 13, 14}

set 2 : {1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11}

Union of set 1 and set 2 : set {1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14}

Intersection of set 1 and set 2 : set {8, 9, 10, 11}

set 3 is superset of set 4

set 4 is subset of set 3

Element in set 3 and not in set 4 : set 5 {1, 2, 3, 4, 6, 7, 12, 13, 14}

set 5 and set 6 are mutually exclusive

After applying clear , set 5 is empty set

set 5. set()

```

#code
class Node:
    global v
    global l
    global data
    def __init__(self):
        self.l = None
        self.data = l
        self.v = None
class Tree:
    global root
    def __init__(self):
        self.root = None
    def add(self, val):
        if self.root == None:
            self.root = Node(val)
        else:
            newnode = Node(val)
            n = self.root
            while True:
                if newnode.data < n.data:
                    if n.l == None:
                        n.l = newnode
                        print(newnode.data, "added on left", n.data)
                        break
                    else:
                        if n.l != None:
                            n = n.l
                else:
                    n.r = newnode
                    print(newnode.data, "added on right of", n.data)
                    break

```

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Aim: Program based on Binary Search Tree by implementing Inorder, Preorder & Postorder, Transversal

Theory: Binary Tree = is a tree which supports maximum of 2 children for any node within the tree. Thus any particular node can have either 0 or 1 or 2 children. Here it is for any binary tree that it is ordered such that one child is identified as left child and other as right child.

Inorder : (i) Transverse the left subtree, the left subtree in turn might have left and right subtrees.
(ii) Visit the root node
(iii) Transverse the right subtree and repeat it.

Preorder :

(i) Visit the root node
(ii) Transverse the left subtree. The left subtree in turn might have left and right subtrees.
(iii) Transverse the right subtree - repeat it

Postorder :

(i) Transverse the left subtree. The left subtree in turn might have left and right subtrees
(ii) Transverse the right subtree
(iii) Visit the root node.

~~def preorder (self, start):~~
~~if start != None:~~
~~print (start.data)~~
~~self.preorder (self.left, start)~~

Algorithm:

Step 1: Define class node and define init() method with 2 arguments. Initialize the value in this method.

Step 2: Again, Define a class BST that is Binary Search tree. with init() method with self argument and assign the root is None.

Step 3: Define add() method for adding the node. Define a variable p that p = node (value)

Step 4: Use if statement for checking the condition that root is none then use else statement for if node is less than the main node then put or change that in left side.

Step 5: Use while loop for checking the node. if less than or greater than the main node and break the loop if it is not gets found.

Step 6: Use if statement within that else statement for checking that node is greater than main root then put it in left side.

Step 7: After this, left subtree and right subtree, repeat this process to arrange the node according to Binary Search Tree

```

def preorder (self, start):
    if start != None:
        print (start.data)
        self.preorder (self.left, start)

def inorder (self, start):
    if start != None:
        self.inorder (self.left)
        print (start.data)
        self.inorder (self.right)

def postorder (self, start):
    if start != None:
        self.inorder (start)
        print (start.data)
        self.inorder (start)
        self.postorder (self.right)

def add (self, data):
    if self.root == None:
        self.root = Node(data)
    else:
        p = self.root
        while True:
            if data < p.data:
                if p.left == None:
                    p.left = Node(data)
                    break
                else:
                    p = p.left
            else:
                if p.right == None:
                    p.right = Node(data)
                    break
                else:
                    p = p.right

```

(^{Right})

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Output:

80 added on left of 100
 70 added on left of 80
 85 added on left of 80
 10 added on left of 70
 78 added on left of 70
 60 added on left of 10
 88 added on left of 85
 15 added on left of 65
 12 added on left of 15
 Preorder

100

80

70

10

60

15

12

78

85

88

Inorder

10

12

15

60

70

80

85

88

100

Postorder

10

12

15

60

70

78

80

85

100

root

left

right

child

parent

ancestor

descendant

leaf

internal node

non-leaf node

node

branch

edge

link

connection

path

route

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Step 8: Define Inorder(), Preorder() and Postorder() with root argument and use it statement that root is none and return that in all.

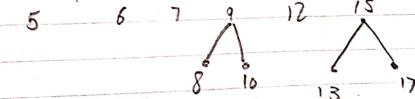
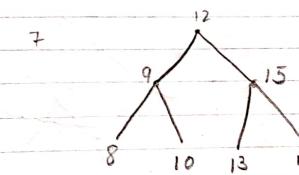
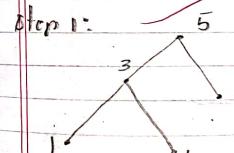
Step 9: In Inorder, use statement used for giving that condition first left, root and then right node

Step 10: for Preorder, We have to give condition in else that first root, left and then right node.

Step 11: For Postorder, In else part, assign last right and then go for root node

Step 12: Display the output and input.

• Inorder : (LVR)

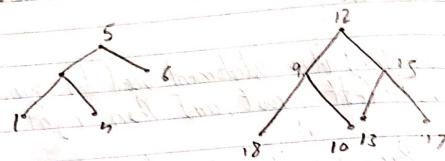


Step 3: 1 3 4 5 6 7 8 9 10 12 13 15 17

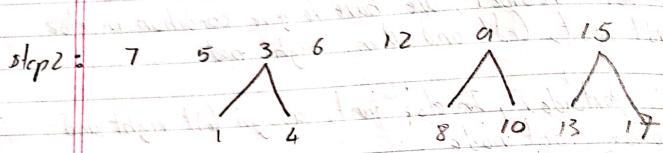
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- Preorder : (VLR)

step 1:



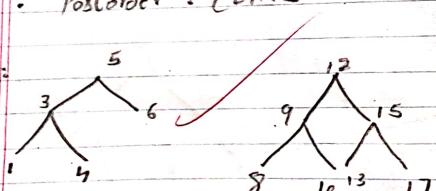
step 2:



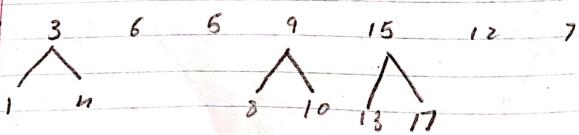
step 3: 7 5 3 1 4 6 12 9 8 10 13 15 17

- Postorder : (LRV)

step 1:



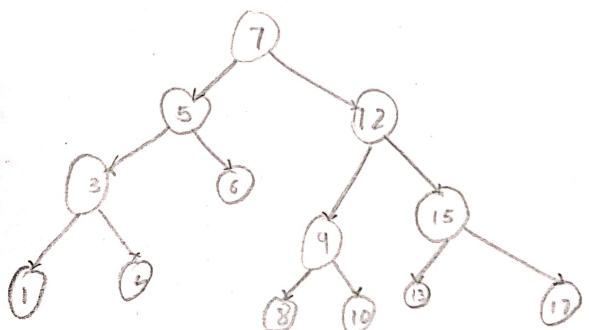
step 2:



step 3: 1 4 3 6 5 8 10 9 13 17 15 12 7

* Binary Search Tree

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10/02/2022