

m = m // m /;

m = k;

frint ['' (n ()): / d'', m ();

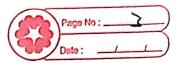
return 0;

} Hineludo (stolio. h) # include < stolio. h>
# include < stolib. h> zeturn linear (a, l + 1, r-1, Key); int loinary (int a (], int first, int

last, int key) {

if (last ?= first) {

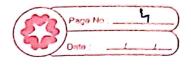
int m = first + (last - first) | ?;
} return m;}



if (a Com J > key) &.

seturn binary (a, first, m-1, key); return binary (a, m+1, last, ky); int main () & int a [2007, i, choice, Key, in , re prints (" Enter size of array "); scanf (" -/ d", d n); frints (" Enter waluss: "); for ( i = 0; i = n; i + +) & 3 scanf ("'-/-d", la(i3); for (;;) } prints(" Enter value to find in "); seary (" /d", & ky); frients (" 1. Timer 2 Rinary "); scarf (" / d" & elioine); switch ( Choice) { easel: res = linear (a, 0, m-1, Key); if (res! = -1) { - frenty (" / d is at 1. d", ky, res71); else & frients (" '/ d Not found," Key)

break;



ease 2: sees = lana ey (a, 0, m-1, ky);

if (res = =-1) {

frintf("Rhement Not found"); }

else {

printf("Edement found at had",

(res+1));

}

lreak;

default: enit (0);

return 0;