DS LAB

Cycle\_C02

Submitted by:

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MCA 134

Bitstring:

#include<stdio.h>

void main()

{

int j,x,y,z,a[30],b[30],c[30],d[30],e[30],f[30],g[30];

printf("enter the number of elements in u");

scanf("%d",&x);

printf("enter the number of elements in A");

scanf("%d",&y);

printf("enter the number of elements in B");

scanf("%d",&z);

printf("enter the elements in u");

for(int i=0;i<x;i++)

{

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

}

printf("enter the elements in A");

for(int i=0;i<y;i++)

{

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

}

printf("enter the elements in B");

for(int i=0;i<z;i++)

{

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

}

printf("\nthe bitstring of A is:");

for(int i=0;i<x;i++)

{

for(int j=0;j<y;j++)

{

if (a[i]==b[j])

{

d[i]=1;

break;

}

else

{

d[i]=0;

}

}

}

for(int i=0;i<x;i++)

{

printf("%d",d[i]);

}

printf("\n");

printf("\nthe bitstring of B is:");

for(int i=0;i<x;i++)

{

for(int j=0;j<y;j++)

{

if (a[i]==c[j])

{

e[i]=1;

break;

}

else

{

e[i]=0;

}

}

}

printf("\n");

for(int i=0;i<x;i++)

{

printf("%d",e[i]);

}

printf("\n");

printf("\n a union b is:");

for(int i=0;i<x;i++)

{

f[i]=d[i]|e[i];

}

for(int i=0;i<x;i++)

{

printf("%d",f[i]);

}

printf("\n");

printf("\n a intersection b is:");

for(int i=0;i<x;i++)

{

g[i]=d[i]&e[i];

}

for(int i=0;i<x;i++)

{

printf("%d",g[i]);

}

for(int i=0;i<x;i++)

{

if(c[i]==0)

{

c[i]=1;

}

else

{

c[i]=0;

}

}

printf("\n");

printf("\nb complement is:");

for(int i=0;i<x;i++)

{

printf("%d",c[i]);

}

printf("\n");

printf("\n a intersection b complement is\n");

for(int i=0;i<x;i++)

{

g[i]=d[i]&c[i];

}

for(int i=0;i<x;i++)

{

printf("%d",g[i]);

}

}

Output:

