

Program - 1

Aim:- To merge two sorted arrays.

Algorithm:-

- Step 1 : Start
- Step 2 : Declare the variables.
- Step 3 : Read the size of first array.
- Step 4 : Read elements of first array in sorted order.
- Step 5 : Read the size of second array.
- Step 6 : Read the elements of second array in sorted order.
- Step 7 : Repeat step 8 and 9 while $i < m$ & $j < n$
- Step 8 : Check if $a[i] \geq b[j]$ then $c[k++] = b[j++]$
- Step 9 : else $c[k++] = a[j++]$
- Step 10 : Repeat step 11 while $i < m$
- Step 11 : $c[k++] = a[j++]$
- Step 12 : Repeat step 13 while $j < n$
- Step 13 : $c[k++] = b[j++]$
- Step 14 : Print the first array
- Step 15 : Print the second array
- Step 16 : Print the merged array
- Step 17 : Stop.

Output

Size of first array

2

Enter value in sorted order

5

17

Size of second array

2

Enter value in sorted order

9

10

Array A :

5

17

Array B :

9

10

Merged array

5

9

10

17

Program : 2

Aim: To perform stack operations.

Algorithm:

Step 1: Start

Step 2: Declare the node and the required variables

Step 3: Declare the functions for push, Pop, display and search an element

Step 4: Read the choice from the user.

Step 5: If the user choose to push an element then read the element to be pushed and call the function to push the element by passing the value to the function.

Step 5.1: declare the new node and allocate memory for the new node.

Step 5.2: Set new node \rightarrow data = Value

Step 5.3: check if $\text{top} == \text{null}$ then set $\text{newnode} \rightarrow \text{next} = \text{null}$

Step 5.4: Set new node $\rightarrow \text{next} = \text{top}$

Step 5.5: Set $\text{top} = \text{new node}$ and then print insertion is successful.

Step 6: If user choose to pop an element from the stack then call the function to pop the element.

Step 6.1 : Check if $top == \text{Null}$ then print stack is empty.

Step 6.2 : else declare a pointer variable temp and initialize it to top.

Step 6.3 : Print the element that being deleted.

Step 6.4 : set $temp = temp \rightarrow \text{next}$.

Step 6.5 : Free the temp

Step 7 : If the user choose the display then call the function to display the element in the stack

Step 7.1 : Check if $top == \text{Null}$ then print stack is empty.

Step 7.2 : else declare a pointer variable temp and initialize it to top.

Step 7.3 : Repeat steps below while $temp \rightarrow \text{next} != \text{null}$.

Step 7.4 : print $temp \rightarrow \text{data}$.

Step 7.5 : set $temp = temp \rightarrow \text{next}$.

Step 8 : If the user choose to search an element from the stack then call the function to search an element.

Step 8.1 : Declare a pointer variable ptr and other necessary variable.

Step 8.2 : Initialize $ptr = top$.

Step 8.3 : check if $ptr = null$ then print stack empty.

Step 8.4 : else read the element to be searched.

Step 8.5 : Repeat step 8.6 to 8.8 while $ptr \neq null$.

Step 8.6 : check if $ptr \rightarrow data == item$ then print element found and to be located and set $flag = 1$.

Step 8.8 = check if $flag = 0$ then print the element not found.

Step 9 : stop.

output

Menu

1. push
2. pop
3. display
4. search
5. Exit

Enter the choice : 1

Enter the element to be inserted : 2

Insertion is successful

Menu

1. push
2. pop
3. display
4. search
5. Exit

Enter the choice : 1

Enter the element to be inserted : 4

insertion is successful.

Menu

1. push
2. pop
3. display
4. search
5. Exit

Enter the choice : 1

Enter the element to be inserted : 10

Insertion is successful.

Menu

1. push
2. pop
3. display
4. Search
5. Exit

Enter the choice : 2

Element deleted : 10

Menu

1. push
2. pop
3. display
4. search
5. Exit

Enter the choice : 3

4 → 2 → null

Program: 3

Aim: To perform circular queue operations.

Algorithm:

Step 1: Start

Step 2: Declare the queue and the other variables.

Step 3: Declare the functions for enqueue, dequeue, search and display.

Step 4: Read the choice from the user.

Step 5: If the user choose the choice enqueue then Read the element to be inserted from the user and call the enqueue function by passing the value.

Step 5.1: Check if $\text{front} == -1$ and $\text{rear} == -1$ then set $\text{front} = 0$, $\text{rear} = 0$ and set $\text{queue}[\text{rear}] = \text{element}$.

Step 5.2: else if $\text{rear} + 1 \% \text{max} == \text{front}$ or $\text{front} = \text{rear} + 1$ then print queue is overflow.

Step 5.3: else set $\text{rear} = \text{rear} + 1 \% \text{max}$ and set $\text{queue}[\text{rear}] = \text{element}$.

Step 6: If the user choice is the option dequeue then call the function dequeue.

Step 6.1 : check if $\text{front} == -1$ and $\text{rear} == -1$
then print queue is underflow.

Step 6.2 : else check if $\text{front} == \text{rear}$ then print
The element is to be deleted then set
 $\text{front} = -1$ and $\text{rear} = -1$.

Step 6.3 : else print The element to be dequeued.
set $\text{front} = \text{front} + 1 \% \text{max}$.

Step 7 : If the user choice is to display the queue
then call the function display.

Step 7.1 : check if $\text{front} = -1$ and $\text{rear} = -1$ then
print queue is empty.

Step 7.2 : Else repeat the step 7.3 while $1 \leq \text{rear}$.

Step 7.3 : print $\text{queue}[i]$ and set $i = i \% \text{max}$

Step 8 : If the user choose the search then call
the function to search an element in the queue.

Step 8.1 : Read the element to be searched in the
queue.

Step 8.2 : check if $\text{item} == \text{queue}[i]$ then print
item found and its position and increment
by 1.

Step 8.3 : check if $c == 0$ then print item not
found.

Step 9 : stop.

output

menu

1. insert
2. Delete
3. display
4. search
5. Exit

Enter the choice : 1

Enter the number to insert : 10

Menu

1. Insert
2. Delete
3. display
4. search
5. Exit

Enter the choice : 1

Enter the number to insert : 20

Menu

1. Insert
2. Delete
3. display
4. search
5. Exit

Enter the choice : 1

Enter the number to insert : 30

Menu

1. insert
2. Delete

3. display

4. search

5. Exit

Enter the choice : 3

10, 20, 30

Menu

1. insert

2. Delete

3. display

4. search

5. Exit

Enter the choice : 4

Enter the element which is to be search : 30

Item found at location 3

Menu

1. insert

2. Delete

3. display

4. search

5. Exit

Enter the choice : 2

10 was deleted

Menu

1. insert

2. Delete

3. display

4. search

5. Exit

Enter the choice : 5

Program: 4

Aim : To perform doubly linked list operations.

Algorithm :

Step 1 : Start

Step 2 : Declare a structure and related variables.

Step 3 : Declare functions to create a node, insert a node in the beginning, at the end and given position, display the list and search an element in the list.

Step 4 : Define function to create a node, declare the required variables.

Step 4.1 : Set memory allocated to the node = temp
Then set temp \rightarrow prev = null and temp \rightarrow next = null.

Step 4.2 : Read the value to be inserted to the node.

Step 4.3 : Set temp \rightarrow n = data and increment count by 1.

Step 5 : Read the choice from the user to perform different operation on the list.

Step 6 : If the user choose to perform insertion operation at the beginning then call the function to perform the insertion.

Step 6.1 : Check if head == null then call the function to create a node, perform step 4 to

Step 6.2 : set $head = temp$ and $temp1 = head$.

Step 6.3 : Else call the function to create a node, perform step 4 to 4.3 then set $temp \rightarrow next = head$, set $head \rightarrow prev = temp$ and $head = temp$.

Step 7 : If the user choice is to perform insertion at the end of the list, then call the function to perform the insertion at the end.

Step 7.1 : Check if $head == null$ then call the function to create a new node then set $temp = head$ and then set $head = temp1$.

Step 7.2 : Else call the function to create a new node then set $temp1 \rightarrow next = temp$. $temp \rightarrow prev = temp1$ and $temp1 = temp$.

Step 8 : If the user choose to perform insertion in the list at any position then call the function to perform the insertion operation.

Step 8.1 : Declare the necessary variables.

Step 8.2 : Read the position where the node need to be inserted, set $temp2 = head$.

Step 8.3 : Check if $pos < 1$ or $pos > count + 1$ then print the position is out of range.

Step 8.4 : Check if $head == null$ and $pos = 1$ then print "empty list cannot insert other than first position".

- Step 8.5 : check if head == null and pos = 1
Then call the function to create new node then set temp = head and head = temp.
- Step 8.6 : while $1 < \text{pos}$ then set temp 2 = temp 2 \rightarrow next then increment i by 1.
- Step 8.7 : call the function to create a new node and then set temp \rightarrow prev = temp 2.
temp \rightarrow next = temp 2 \rightarrow next \rightarrow prev = temp. temp 2 \rightarrow next = temp.
- Step 9 : if the user choose to perform deletion operation in the list then call the function to perform the deletion operation.
- Step 9.1 : Declare the necessary variables.
- Step 9.2 : Read the position where node need to be deleted set temp 2 = head.
- Step 9.3 : check if head == null then print the list is empty.
- Step 9.4 : check if head == null then print the list is empty.
- Step 9.5 : while $i < \text{pos}$ then temp 2 = temp 2 \rightarrow next and increment i by 1.
- Step 9.6 : check if $i == 1$ then check if temp 2 \rightarrow next == null then print node deleted free (temp 2) set temp 2 \rightarrow head = null.

- Step 9.7 : Check if $\text{temp}_2 \rightarrow \text{next} == \text{null}$ then $\text{temp}_2 \rightarrow \text{prev} \rightarrow \text{next} = \text{null}$ then free (temp_2) then print node deleted.
- Step 9.8 : $\text{temp}_2 \rightarrow \text{next} \rightarrow \text{prev} = \text{temp}_2 \rightarrow \text{next}$ then check if $i \neq 1$ then $\text{temp}_2 \rightarrow \text{prev} \rightarrow \text{next} = \text{temp}_2 \rightarrow \text{next}$.
- Step 9.9 : Check if $i == 1$ then $\text{head} = \text{temp}_2 \rightarrow \text{next}$ then print node deleted then free temp_2 and decrement count by 1.
- Step 10 : If the user choose to perform the display operation then call the function to display the list.
- Step 10.1 : Set $\text{temp}_2 = \text{head}$
- Step 10.2 : Check if $\text{temp}_2 = \text{null}$ then print list is empty.
- Step 10.30 : while $\text{temp}_2 \rightarrow \text{next} \neq \text{null}$ then print $\text{temp}_2 \rightarrow \text{data}$ then $\text{temp}_2 = \text{temp}_2 \rightarrow \text{next}$
- Step 11 : If the user choose to perform the search operation then call the function to perform search operations.
- Step 11.1 : Declare the necessary variables.
- Step 11.2 : Set $\text{temp}_2 = \text{head}$
- Step 11.3 : Check if $\text{temp}_2 == \text{null}$ then print the list is empty
- Step 11.4 : Read the value to be searched.

Step 11.5 : while temp₁ ≠ null then check if
temp₂ → n == data then print element
found at position count + 1.

Step 11.6 : Else Set temp₂ = temp₂ → next and
increment count by 1.

Step 11.7 : print element not found in the list.

Step 12 : End.

Output

1. Insert at beginning
2. Insert at end
3. Insert at position
4. Delete
5. Display
6. Search
7. Exit

Enter choice: 1

Enter the value to node: 5

1. Insert at beginning
2. Insert at end
3. Insert at position
4. Delete
5. Display
6. Search
7. Exit

Enter choice: 1

Enter The value to node: 10

1. Insert at beginning
2. Insert at end
3. Insert at position
4. Delete
5. Display
6. Search
7. Exit

Enter choice: 2

Enter Value to node: 2

1. insert at beginning
2. insert at end
3. insert at position
4. Delete
5. display
6. Search
7. Exit

Enter choice : 3

Enter the position to be inserted : 2

Enter the value to node : 13.

1. insert at beginning
2. insert at end
3. insert at position
4. Delete
5. display
6. Search
7. Exit

Enter choice : 4

Enter the position to be deleted : 2

node deleted

1. insert at beginning
2. insert at end
3. insert at position
4. Delete
5. display
6. Search
7. Exit

Enter choice : 6

Enter value to search : 10

Element found in 1 position

1. Insert at beginning
2. Insert at end
3. Insert at position
4. Delete
5. Display
6. Search
7. Exit

Enter the choice : 7

Program '5'

Aim : To perform set operations.

Algorithm :

- Step 1 : Start
- Step 2 : Declare the necessary variable.
- Step 3 : Read the choice from the user to perform set operation.
- Step 4 : If the user choose to perform union
- Step 4.1 : Read the cardinality of 2 sets.
- Step 4.2 : Check if $m_1 = n$ then Print cannot perform union.
- Step 4.3 : Check else read the elements in both the sets.
- Step 4.4 : Repeat the step 4.5 to 4.7 until $i < m$.
- Step 4.5 : $C[i] = A[i] \cup B[i]$
- Step 4.6 : Print $C[i]$
- Step 4.7 : Increment i by 1
- Step 5 : Read the choice from the user to perform Intersection.
- Step 5.1 : Read the cardinality of 2 sets.
- Step 5.2 : Check if $m_1 = n$ then print cannot perform Intersection.
- Step 5.3 : Else read the element in both the sets.
- Step 5.4 : Repeat the step 5.5 to 5.7 until $i < m$.

Step 5.5 : $C[i] = A[i] \& B[i]$

Step 5.6 : Print $C[i]$

Step 5.7 : Increment i by 1.

Step 6 : If the user choose to perform set difference operation

Step 6.1 : Read the cardinality of a set.

Step 6.2 : Check if $m = n$ then print cannot perform set difference operation.

Step 6.3 : Else read the element in both sets.

Step 6.4 : Repeat the step 6.5 to 6.8 until $i < n$.

Step 6.5 : Check if $A[i] == 0$ then $C[i] = 0$.

Step 6.6 : Else if $B[i] == 1$ then $C[i] = 0$.

Step 6.7 : Else $C[i] = 1$.

Step 6.8 : Increment i by 1.

Step 7 : Repeat Step 7.1 and 7.2 until $i < m$.

Step 7.1 : Print $C[i]$

Step 7.2 : Increment i by 1.

Output

Press 1 for union
Press 2 for intersection
Press 3 for subtraction
Press 4 for exit.

Enter choice 1

Enter the size of set 1

3

Enter the element of set 1

1

2

3

Enter the size of set 2

2

enter the element of set 2

2

3

Union: 1 2 3

Press 1 for union

Press 2 for intersection

Press 3 for subtraction

Press 4 for exit

Enter choice 2

Enter size of set 1

3

Enter the element of set 1

1

2

3

Enter the size of set 2

2

Enter the element of set 2

3

4

Intersection: 3

Press 1 for union

press 2 for Intersection

press 3 for subtraction

press 4 for exit

Enter your choice

Enter the size of set 1

3

Enter the element of set 1

1

2

3

Enter the size of set 2

2

Enter the element of set 2

3

2

difference: 1

press 1 for union

press 2 for Intersection

press 3 for subtraction

press 4 for exit

Enter choice: 4

Program: 6

Aim: To perform Binary search tree operations

Algorithm:

Step 1: Start

Step 2: Declare a structure and structure pointers for insertion, deletion and search operations and also declare a function for inorder traversal.

Step 3: Declare a pointer as root and also the required variable.

Step 4: Read the choice from the user to perform insertion, deletion, searching and inorder traversal.

Step 5: If the user choose to perform insertion operation then read the value which is to be inserted to the tree from the user.

Step 5.1: Pass the value to the insert pointer and also the root pointer.

Step 5.2: Check if root then allocate memory for the root

Step 5.3: Set the value to the info part of the root and then set left and right part of the root to null and return root.

Step 5.4: Check if root \rightarrow info $>$ x then call the insert pointer to insert to left of the root.

Step 5.5: Check if root \rightarrow info $>$ x then call the

insert pointer to insert to the right of the root.

Step 5.6 : Return the root.

Step 6 : If the user choose to perform deletion operation then read the element to be deleted from the tree the root pointer and the item to the delete pointer.

Step 6.1 : Check if not ptr then print node not found.

Step 6.2 : Check if not ptr then print no else if $ptr \rightarrow info < x$ then call delete pointer by passing the right pointer and the item.

Step 6.3 : Else if $ptr \rightarrow info > x$ then call delete pointer by passing the left pointer and the item.

Step 6.4 : Check if $ptr \rightarrow info == item$ then check if $ptr \rightarrow left == ptr \rightarrow right$ then tree has and return null.

Step 6.5 : Else if $ptr \rightarrow left == null$ then set $P_1 = ptr \rightarrow right$ and free ptr, return P_1 .

Step 6.6 : Else if $ptr \rightarrow right == null$ then set $P_1 = ptr \rightarrow left$ and free ptr, return P_1 .

Step 6.7 : Else Set $P_1 = \text{ptr} \rightarrow \text{right}$ and
 $P_2 = \text{ptr} \rightarrow \text{right}$.

Step 6.8 : while $P_1 \rightarrow \text{left}$ not equal to null,
Set $P_1 \rightarrow \text{left}$ $\text{ptr} \rightarrow \text{left}$ and free ptr ,
return P_2 .

Step 6.9 : return ptr .

Step 7 : If the user choose to perform search
operation then call the pointer to perform
search operation.

Step 7.1 : Declare the necessary pointers and
variables.

Step 7.2 : Read the element to be searched

Step 7.3 : while $\text{ptr} \rightarrow \text{data} > \text{info}$
then $\text{ptr} = \text{ptr} \rightarrow \text{right}$.

Step 7.4 : else if $\text{ptr} \rightarrow \text{data} < \text{info}$ then
 $\text{ptr} = \text{ptr} \rightarrow \text{left}$.

Step 7.5 : Else break.

Step 7.6 : check if ptr then print that the element
is found.

Step 7.7 : Else print element not found in tree
and return root.

Step 8 : If the user choose to perform traversal
then call the traversal function and
pass the root pointers.

Step 3-1 : if root not equal to null recursively
call the function by passing root \rightarrow left.

Step 3-2 : print root \rightarrow info

Step 3-3 : call the recursive function recursively
by passing root \rightarrow right.

Step 4 : end

Output

1. Insert in Binary tree
2. Delete From binary tree
3. Inorder traversal of Binary tree
4. Search
5. Exit

Enter choice : 1

Enter new element : 20

Root is 20

Inorder traversal of binary tree is : 20

1. Insert in Binary tree
2. Delete From Binary tree
3. Inorder traversal of Binary tree
4. Search
5. Exit

Enter choice : 1

Enter new element : 25

Inorder traversal of binary tree is : 20 25

1. Insert in Binary tree
2. Delete From Binary tree
3. Inorder traversal of Binary tree
4. Search
5. Exit

Enter choice : 4

Search operation in binary tree

Enter the element to be searched : 25

Element 85 which was searched is found.

1. Insert in Binary tree

2. Delete from Binary tree

3. Inorder traversal of Binary tree

4. Search

5. Exit

Enter choice : 5

End of the program.

Program 7

Aim: To perform Disjoint set operations.

Algorithm

Step 1: Start

Step 2: Declare the structure and related variable.

Step 3: Declare function makeset()

Step 3.1: Repeat step 3.2 to 3.4 until $i < n$.

Step 3.2: disjoint[i] is set to 1.

Step 3.3: Set distrank[i] is equal to 0.

Step 3.4: increment by 1.

Step 4: Declare a function display set.

Step 4.1: Repeat step 4.2 to 4.3 until $i < n$.

Step 4.2: print disjoint[i]

Step 4.3: increment i by 1.

Step 4.4: Repeat step 4.5 and 4.6 until $i < n$.

Step 4.5: print distrank[i]

Step 4.6: increment i by 1.

Step 5: Declare a function find and pass x to the function.

Step 5.1: check if disjoint[n] = x then set the return value to disjoint[x]

Step 5.2: return disjoint[x]

- Step 6 : Declare a function union and pass to variables x and y .
- Step 6.1 : Set x set to Find(x).
- Step 6.2 : Set y set to Find(y).
- Step 6.3 : Check if y set == x set then return
- Step 6.4 : Check if $\text{disrank}[x\text{ set}] < \text{disrank}[y\text{ set}]$ then
- Step 6.5 : Set $y\text{ set} = \text{disparent}[y\text{ set}]$
- Step 6.6 : Set -1 to $\text{disrank}[x\text{ set}]$
- Step 6.7 : Else if check $\text{disrank}[x\text{ set}] > \text{disparent}[y\text{ set}]$
- Step 6.8 : Set $x\text{ set}$ to $\text{disrank}[y\text{ set}]$
- Step 6.9 : Set -1 to $\text{disrank}[y\text{ set}]$
- Step 6.10 : Else $\text{disparent}[y\text{ set}] = x\text{ set}$.
- Step 6.11 : Set $\text{disparent}[x\text{ set}] + 1$ to $\text{disrank}[x\text{ set}]$
- Step 6.12 : Set 1 to $\text{disrank}[y\text{ set}]$
- Step 7 : Read the number of elements.
- Step 8 : Call the function makeSet.
- Step 9 : Read the choice from user to perform union find and display operation.
- Step 10 : If the user choose to perform union operation, read the element to perform union and then call the function to perform union operation.

Step 11 : if the user choose to perform Find operation read the element to check if connected.

Step 11.1 : Check if $\text{find}(x) == \text{find}(y)$ then print connected component.

Step 11.2 : Else print not connected component.

Step 12 : if the user choose to perform display operation then call the display set function.

Step 13 : End.

Output

How many elements : 4

Menu

1. union

2. Find

3. Display

Enter choice : 1

Enter elements to perform union:

3

4

Do you wish to continue : (Y/N)

Y

Menu

1. union

2. Find

3. Display

Enter choice : 1

Enter element to perform union:

5

6

Do you wish to continue (Y/N)

Y

Menu

1. Undo

2. Find

3. Display

Enter choice : 3

Print Array

2 1 2 3

Rev Array

-1 0 0 1

Do you wish to continue? (Y/N)

0