CHHATTISGARH SWAMI VIVEKANAND TECHNICAL UNIVERSITY, BHILAI

For Practical Examination Only

Session: Nov-Dec 2021 Examination

Name of Examination: B.tech, Regular	Semester: <u>3rd</u>
Subject Code: B022(022)Subject N	ame: DSA Laboratory
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Name of the Institution: SSIPMT, Raipur	Institute Code:033
Name of Experiment Allotted: Q1) Describe directe matrix. Q2.) Write a pragram in C/C++ to implement	

Signature of Student



Answer 1: Weighted Directed graph

A weighted directed graph (also known as directed graphs with weights assigned to their arrows, similarly to weighted graphs (which are also known as undirected networks).

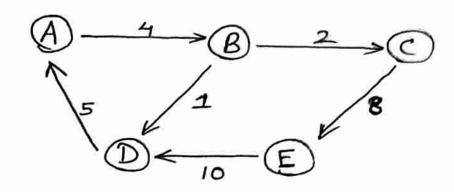
A weighted directed graph with the added feature of each edge having a value or a weight. This weight value allows for more complex problems to be expressed. through graphs.

Pg.No.-1

An Adjacency Matrix: It is a 2-D array of size V time V, where Vis the no. of vertices in a graph. For example, if wan array (M), M[i, j] = 1 indicates there is an edge from the Vertice i to vertex j. An adjacency matrix for an undirected graph is always symmetric. An adjacency matrix can also be used to represent weighted graphs. For example, if $M(i,i) = \omega$, then there is an edge from vertex i to vertex; with weight w.

Pg. No. → 2

Example:



Weighted Directeg Graph

The Adjacency matrix for the above graph is

Pg. No.→3

Answer 2: C program to implement
Binary Tree using linked list.

#include < Stdio.h >

#include < malloc.h >

Struct node {

struct node * left;

struct node {
 struct node * left;
 char data;
 Struct node * right;
 };

Struct node * construct Tree (int); void inorder (struct node *);

char array [] = { "'A', 'B', 'C', 'D', 'E', 'F', 'G', '\O', '\O', 'H'3;

Pg. No. -> 4

```
Void main () {
   struct node *root;
    root = construct Tree (0);
    printf ("In-order Traversal: \n");
   inorder, (root);
 struct node * constructTree (int index) }
    struct node * temp = Null;
   if (index != -1) {
         temp = (struct node *) malloc (size of
           (struct node));
          temp -> left = construct Tree (left court
          [index]);
         temp -> data = array [index];
         temp -> right = construct Tree (rightcount
          [index]);
         return temp;
 voide inorder (struct node * root) {
     if (root != NULL) [
         inorder (root \rightarrow left);
         printf ("%c/t", root -> data);
         inorder (root -> right);
                                      Pg. No.→5
```

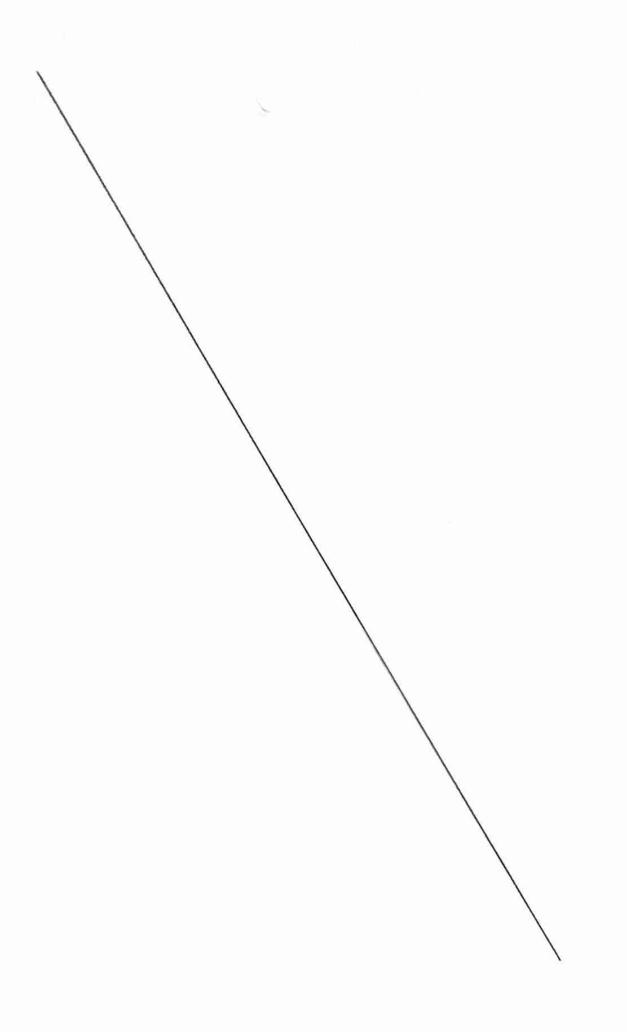
output:

In-order Traversal:

DBHEAFCG.

Pg. No.→6

Pg. No. -> 7



Pg. No.→ 8