```
# include <st dio.h>
 int main()
  inti, low, high, mid, n, key, aver [100], tmp, i, one, two, sum
    product;
 Print f (" Enter the number of ellements in avoy");
 Scanf ("1.d",&n);
  Print f (" Enter 1.d integers "n);
    for ( i=0; i<n; i++);
    Scanf ("1.d,"& ovo [i]);
    for (i=0) i < n; i++).
      4 (j=i+1)j<n;j++)
      if (over [i] < over [i])
          if (tmp=avr[j]);
           avor [i] = avor [j];
           our [j] = at try;
```

```
Print f ("In elements of avoidy is stored in descending order: \n").
 for (i=o; i<n; i++)
   Print f ("/.d", avor [i]);
Peint f (" Enter Value to find");
 Scanf (" 1. d", & Key);
   low = 0
   high = n-1;
  mid = (low + high)/2;
  while (low < high) {
      If ( avor [mid] > Key)
    low = mid + 1;
  else if (over [mid] = = Key) {
  Peunt f ("1.d found at location "1.d", key, mid+1);
 high = mid - 1
 mid = (low + high) /2;
                           The state of the state of
 if (low > high)
Printf ("Not found! "/. disn't present in list. " Key);
```

```
Perint f ("In");
  Print of ("enter itioo locations to find sumand product of elements")
 scanf (" 1.d," & one);
 sconf ("/.d", & two);
 Sum = (avoi (one] + avoi [two]);
  Product = [avor [one] *avor (two]);
 Print f ("The sum of elements = 1.d", sum);
 Pount f (" The product of elements = 1:d", product);
 section 0;
# include < stdio.h>
# include < conio.h>
# define MAX - SiZE 5
Void merge-sort (int, int);
Void merge - averay (int, int, int, int);
 int own - sort [MAX-SIZE);
Int main() {
 ind i, k, Pro =1;
Print f (" Sample Merge sort example functions and strong in");
Print f (" In Enter 1. d elements for sorting (n", MAX-STZE);
for ( i=0 ; KMAX-SIZE; i++)
Sanf ("Y.d, & avor - sort[i]);
```

```
Printf("In your Data:");
 for (i=0; ix MAX-SIZE; i++) {
   Print f (" It 1.d" are - sort [i]);
  Merge-sort (0, MAX-SIZE-1);
  Print f ("In In Sorted Data:");
  for (i=o; i< HAX-SIZE; i++){
      Printf ("It 1.d", aver- Nort [i]);
Phint f (" Find the product of the Kth elements from forst and
    last where KIn");
36anf (" 1d", 2 k);
 Pro = cun-sort [K] aur-sort [MAX-SIZE-K-1];
 Printf ("Produce = 1.d", Pro);
 getch ();
 Void Merge - Sort (inti, inti) &
 int M;
if (i/j) }
 Merge Sort (i, M);
 Merge bolt (m+1,j);
11 Morging the arrays Merge - arrays (i, M, H+1, j);
```

```
Noid Merge-array (inta, intb, intc, into) {
  int t (50);
  int i = a, j = c, K = 0;
  while (ix b & & j <= d){
  if (avor-sort [i] < avor-sort [i])
   t[K++] = avor-sort[i++];
   {[x++]= avor-sort [j++];
Il collect remaining elements
  while (iz=b)
 t[k++] = 0001 - sort[j++];
 for ( i=a, j=a, i<=d, i++, j++)
and sort [i] = t[i]
```

3) Insertion sort:

Insertion sort works by inserting the set of Values in the existing sorted file. It constructs the sorted avoidy by inserting a single element at a time. This Process continues until whole avoidy is sorted in same order. The Primary concept behind insertion sort is to insert each time into its appreciate place in final dist.

- effective amount of memory. The invection sort method saves on Working of Insection Soft:
- * It wer two sorts of avoidy's where one stores the sorted data and other on unsorted data.
- * The sorting algorithm works until there are elements in the unstitled set.
- * Lets assume there are in numbers in the array . Initially The element with index 0 (LB=0) exists in the sorted set runaining elements are in the unsorted partition of list.
- * The first element of the unsorted portion has averay index
- * After each iteration, it schooses the first element of insorted partition and inserts it into the peropeer place in sorted set. advantages of Insertion sort:
- * Easily implemented and very Afficient when used with small sets of data.
- * The additional memory space requorement of insertion sort is
- It is considered to live sorting techniques as the list can be sorted as the new elements are received.
- * It is faster than other sorting algorithmy.

Complexity of insertion sort:

The best case complexity of insertion sort is O(n) times, i.e. when the away is peureously sorted. In the same way, when the array is sorted in the reverse order, the first element in the unsorted array is to be compared with each element in the sorted set. So, in the worst case, sunning time of inscrition sort is quadratic, i.e o(n2). In average are also it has to make the minimum [K-1]/2 comparisions. Hence, The average care also has quadratic running time D(n2).

Example:

selection sort:

The relaction sort perform by searching for the minimum value number and placing it into the forst or last position according to the order

The perocess of searching the minimum key and placing it in the proper position is continued all elements are placed at eight position.

working of selection sort :-

* Suppose an avoiay ARR with Nelements in memory * In the first Pair, the smallest key is searched along with its Position, Then ARR [POS] is swapped with ARR (D), Therefore ARR [O] is solled

- * In the second pass, again the position of smallest value is determined in subaroway of (N-1) elements inter change The ARREPOID with ARREIJ.
- * In the Pass N-1, the same perocess is so performed to soit The number of elements.

Advantages of selection sort :

- * The main advantage of selection sort is that it performs well on a small list.
- * Further more, because it is an in place sorting algorithm, no additional temporary storage is enquired deyond what is needed to hold the original list-

complexity of selection sort.

As the working of selection, sort closes not depend on the original order of the elements in away, so there is not much difference between best are and worst care complexity of selection sort. The selection sort selectly the minimum value element, in the selection Process. All The 'n' number of elements are scanned; Therefore n-1 comparisions are made in frist Pars. Then, The elements are inter changed similarly in the soland Pars also to find the second smallest element we require scanning of rest n-1 elements and the process is Continued till whole array sorted.

Scanned with CamScanner

```
Thus, running time complexity of selection sort is 0102).
   = (n-1)+(n-2)+...+2+1=n(n-1)/2=0(n^2)
# include Lst dio.h)
# include < conio-h)
int main ()
  int aver[5a], i, i, n, temp, Sum=0, product=1;
  Print f (" Enter total number of elements to store: ");
  Scan f ("1. d", & n);
   Pount f ("Enter 1. d elements: "n);
   for (i=o; izn, i+t)
   Sanf ("1.d", & avor [1]);
   Print & (" In sorting avoing using bubble soft technique in')
   for (i= 0 j < i < (n-1); i++)
   for (j=0; j<(n-1-1); j++)
    if an [j] > and [j+1])
    temp = arr [i];
   avor [i] = ash [i+1];
   our [s+1] = temp;
```

```
Print of l" Alavoray relements noted successfully in").
Print f ("Array elements in ascending order: \n\n);
       (i=0) i<n; i++) {
       Printf ("1.d \n", asor [i]);
    Print f ("array elements in atternate order ("");
    for ( i=0 j i x=n j i = i+2) {
          Prints ("1-d In", wor (i));
     to (i=1; /<=n; i= i+2) {
         Soum = Sum + Qua [i];
    Prints ("The sum of odd Position elementare = 1.d \n", seen);
     for (i=oji <= n; i= i+2).
        Product * = avoi [i];
     Posint & ("The posaduct of even position elements are = 1. 1/n"
      ruturno;
```

```
# include (Stdio.h)
# include < stdlib.h)
 Void binary search (intarac), int num, int first, int lost) {
  int mid;
     if (first > last) {
       Printf ("Number is not found");
   I else &
 /* Calculate mid element */
  mid = fjorst + last) /2;
 if mid is equal to number we are searching.
    if (aron [mid] = = num] {
        Printf ("Element is found at index 1.d", mid);
        exit (0);
     Else of Good [mid] I num) {
           Binary search (avor, num, frist mid -1);
     Gelse {
        Binary search (avor, num, mid +1, Last).
```

```
Void main () }
     int ava [100], bug, mid, end, i, n, num;
  · Prints ("Enter The size of an avoray");
   sanf (" 1.d", 2n);
    Point of ("Enter the values on sorted sequence \n")
    for ( i=0; i < n; i++)
    sanf ("/d", d alor [i]);
   beg= 0
   end = n-1;
   Print f ("Enter a Value to be search: ");
   sanf ("1. d', d num);
   Binary March (avor, num, leg, end);
```