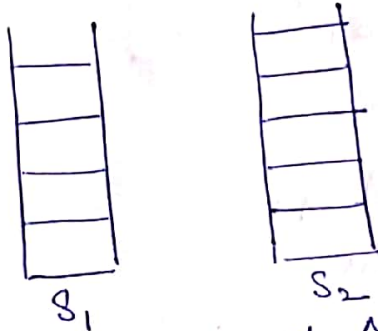


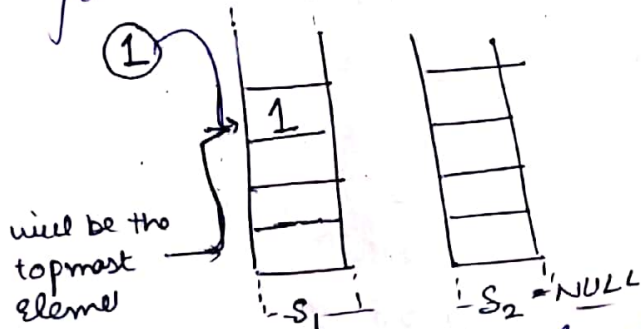
Name: Mohd. Zaid
 Enroll: GL3125
 Faculty No: 18COB103
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COC2060

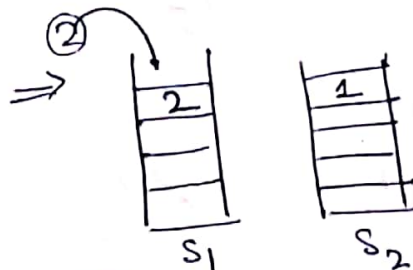
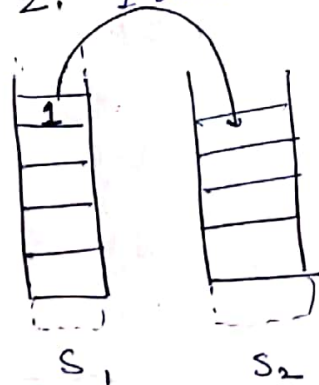
1. Implementation of queue using 2 stacks.
 let us consider 2 stacks, S_1 & S_2 as shown of very large sizes.



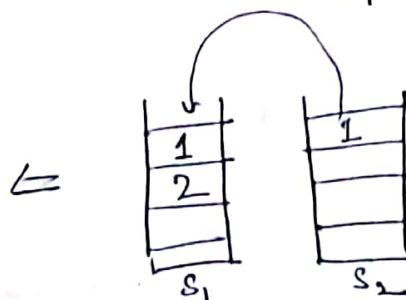
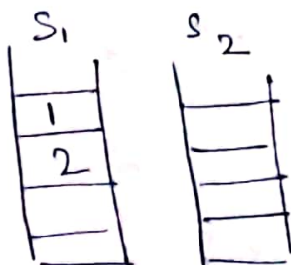
let us consider enqueue of No. (1, 2, 3)
 for 1: 1 will be the sole element in the stack.



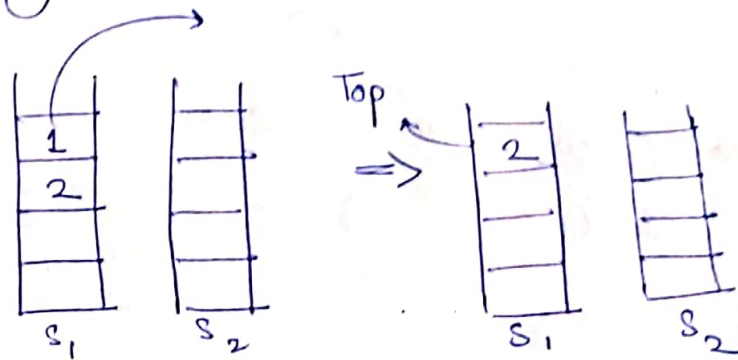
for adding 2: 1 will already be present. Now shift all the elements of S_1 to S_2 until S_2 is empty & then add 2 to S_1 (push)



Now popping 1 from the S_2 & pushing into S_1



Then inserting an element using 2 stack implementation is $O(n)$.
 for deleting an element takes constant time is $O(1)$
 simply popping the top element from stack.



Q2 Transform.

a) $(A+B)^* (C-D)^{\wedge} E^* F$

b) $(A+B)^* (C^{\wedge} (D-E) + F) - G$

to infix and Post fin

a) $(A+B)^* (C-D)^{\wedge} E^* F$

Scanned

Stack

Post fin

((A
(A	(A
(A+	(+	AB
(A+B	(+	AB+
(A+B)	(AB+
(A+B)*	*	AB+
(A+B)* (* (AB+
(A+B)* (C	+ (AB+C
(A+B)* (C-	+ (-	AB+C
(A+B)* (C-D	* (-	AB+CD
(A+B)* (C-D)	* (AB+CD-
(A+B)* (C-D)^	* ^	AB+CD-
(A+B)* (C-D)^ E	* ^	AB+CD-E
(A+B)* (C-D)^ E*	* *	AB+CD-E^
(A+B)* (C-D)^ E^* F	*	AB+CD-E^*F

$\therefore \text{Post fin} = \boxed{AB+CD-E^*F^*}$

b) $(A+B)^*(C^*(D-E)+F)-G$

Scanned

Stack

Post fix

((A
(A	(A
(A+	(+	AB
(A+B	(+	AB+
(A+B)	(AB+
(A+B)*	*	AB+
(A+B)* (* (AB+
(A+B)* (C	* C	AB+C
(A+B)* (C^	* (^	AB+C
(A+B)* (C^ (* (^ (AB+C
(A+B)* (C^ (D	* (^ (AB+CD
(A+B)* (C^ (D-	* (^ (-	AB+CD
(A+B)* (C^ (D-E	* (^ (-	AB+CDE
(A+B)* (C^ (D-E)	* (^ (-	AB+CDE-
(A+B)* (C^ (D-E) +	* (^ (+	AB+CDE-^
(A+B)* (C^ (D-E) + F	* (^ (+	AB+CDE-^F
(A+B)* (C^ (D-E) + F)	* (^ (+	AB+CDE-^F
(A+B)* (C^ (D-E) + F) -	* (^ (-	AB+CDE-^F+
(A+B)* (C^ (D-E) + F) - G	* (^ (-	AB+CDE-^F+*G-

Ans $\boxed{AB+CDE-^F+*G-}$

b) $(A+B)^* C^*(D+E)+F) - G$

Reverse $G \rightarrow F \rightarrow E \rightarrow D \rightarrow C \rightarrow B \rightarrow A$

[illegible]

$$r_{mixed} = GFED - C + \wedge BA + \wedge -$$

$$\therefore \Delta u = | + * - AB^n + C - DEFG |$$

Here are your random numbers:

17	62	3	61	55
58	4	84	8	81
80	28			

Timestamp: 2020-11-30 14:39:40 UTC

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Q2

generate 12 random No from <https://...>

1. Sort using.

- a) Radix Sort
- b) Quick Sort
- c) Merge Sort

No generated are:

17, 62, 03, 61, 55, 58, 04, 84, 08, 81, 80, 28

a)

Radix Sort

① Considering the one's place:

Input array:

17 62 03 61 55 58 04 84 08 81 80 28

Arranging No accn to one's place:-

80, 61, 81, 62, 03, 04, 84, 55, 17, 58, 08, 28
0 1 2 3 4 5 6 7 8

since 61 comes before 81 similarly as 58 comes 08 in the input array

② Considering the 10's place of the No's after step 1;

80 61 81 62 03 04 84 55 17 58 08 28

Arranging No's accn to the 10's place:

03 04 08 17 28 55 58 61 62 80 81 84

Completed Sorted array

03 04 08 17 28 55 58 61 62 80 81 84

Quick Sort:

b) 17 62 3 61 55 58 4 84 8 81 80 28
 0 1 2 3 4 5 6 7 8 9 10 11
 ↑

Selecting Pivot

Move pivot to end

17 62 3 61 55 28 4 84 8 81 80 58

Partitioning array

Move from Left to right until get value equal to pivot.

Move right hand until it crosses the left hand or find value less than pivot

17 8 3 61 55 28 4 84 62 81 80 58
 ↑ ↑ ↑
 interchange

17 8 3 4 55 28 61 84 62 81 80 58
 ↑ → ←

when pivot crosses:

17 8 3 4 55 28 58 84 62 81 80 61

Calling quick Sort Now on left list

17 8 28 4 55 3 58
 ↑ → ← ↑

3 8 28 4 55 17 58
 ↑ pivot

3 8 28 17 55 4

3 4 28 17 55 8

3 4 28 8 55 17

3 4 8 28 55 17

3 4 8 17 55 28

3 4 8 17 28 55 58 84 62 81 80 61
 ↑ ↑

3 4 8 17 28 55 | 58 | 84 62 61 80 | 81 |
 Sorting in right sublist

- - - - - [58] | 80 62 61 84 | 81
 ↑ - - ↑

- - - - - [58] | 80 62 61 [81] | 84
 ↑ ↑

[58] | 80 61 62 [81] | 84
 ↑ ↑ ↑

[58] | [61] [80] [62] [81] | 84
 ↑ ↑

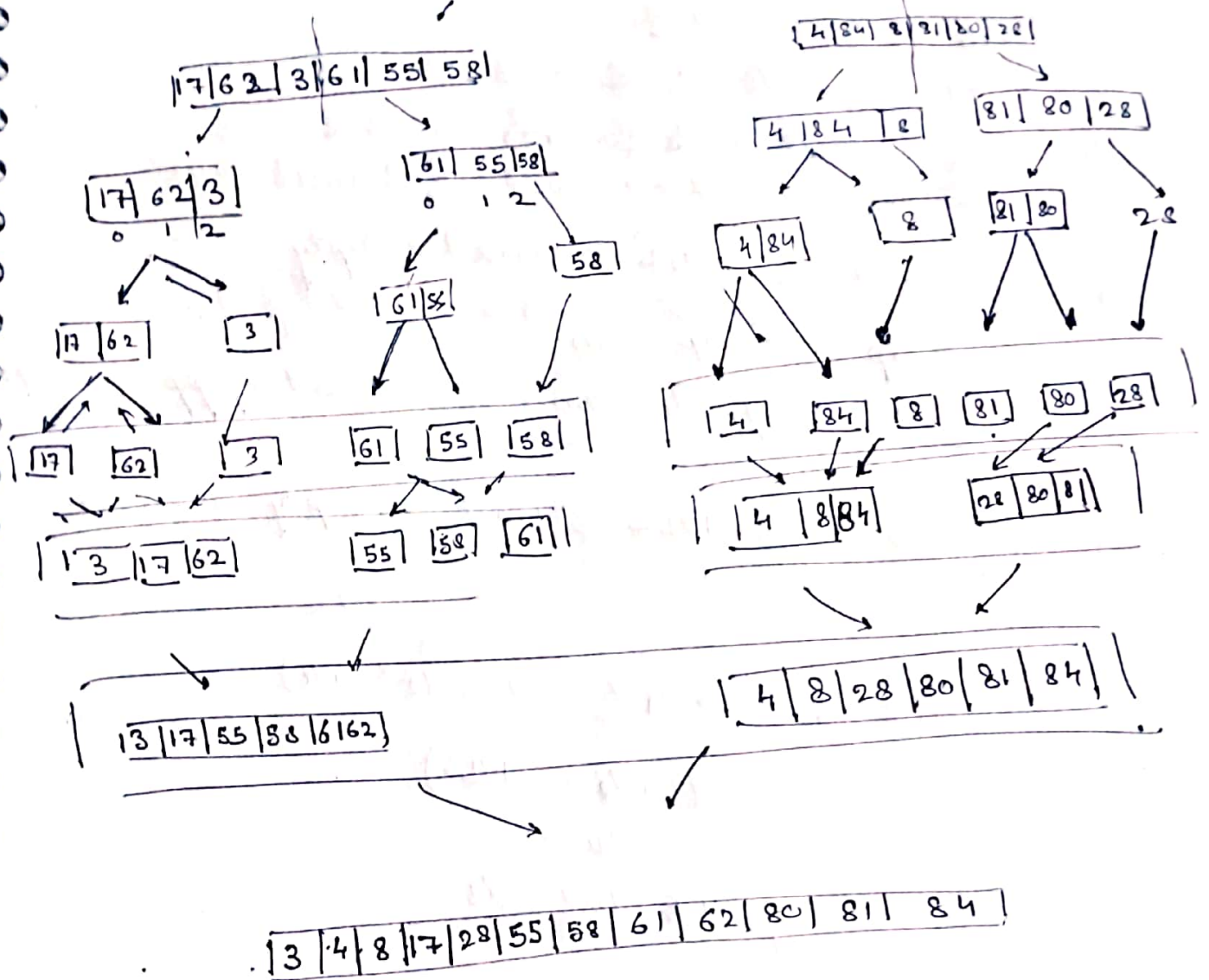
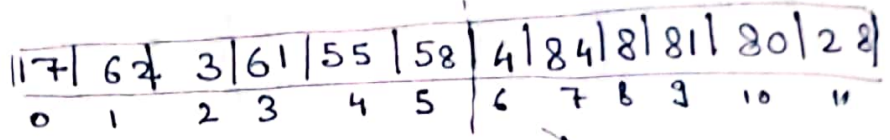
[58] | [61] [80] [81] [84]

∴ Sorting finished as right sublist have only one element.

Sorted array:

[03 | 04 | 8 | 17 | 28 | 55 | 58 | 61 | 62 | 80 | 81 | 84]

c. Merge Sort



Inorder Traversal:

Algo:

- ① Create an Empty stack.
- ② Initialize current node as the root.
- ③ Push current node contents to stack and set the current \rightarrow current \rightarrow left until NULL.
- ④ If current is NULL & stack \neq Empty
 - a) Pop the top item.
 - b) Print popped item & set current \rightarrow popped \rightarrow right.Repeat ③.
- ⑤ If current is NULL & stack is Empty we are done.

void inorder (struct tnode * root)

Post order using stack :

- ① Push root to first stack
- ② while first != Empty
push node from first to second.
push left node &
push right node children
and pop node to first stack.
- ③ Print contents.

Code:

```
// used stack st1 struct
void printPostorder(tnode* node)
{
    if (node == NULL)
        return;
    Stack < tnode* > stack; ^current = node;
    while (current != NULL // stack.empty() == false)
    {
```

```

while (current != NULL)
{
    if (current->right) // if it exist
    {
        stack.push(current->right);
    }
    Stack.push(current);
    current = current->left;
}

```

```

node* current = stack.pop();
if (current->right & & stack.top() == current->right)
{
    stack.pop();
    Stack.push();
    current = current->right;
}
{
    cout << current->data;
    current = NULL;
}
}
}

```

Inorder Code

```
void printInorder (node * node)
```

```
{  
    if (node == NULL)  
        return;
```

```
    Stack < node * > stack;
```

```
    node * current = root;
```

```
    while (current != NULL // stack.empty() == false)
```

```
    {  
        while (current != NULL)
```

```
        {  
            stack.push(current);  
            current = current->left();
```

```
        }
```

```
        current = stack.top();
```

```
        stack.pop();
```

```
        cout << current->data;
```

```
        current = current->right;
```

```
    }
```

Preorder

```
void printPreorder (node * node)
```

```
{  
    if (node == NULL)  
        return;
```

```
    Stack < node * > stack;
```

```
    stack.push(node);
```

```
    while (stack.empty() == false)
```

```
    {
```


node *node1 = stack.top();

cout << node1->data;

if (node1->right != NULL)

stack.push(node1->right);

if (node1->left != NULL)

stack.push(node1->left);

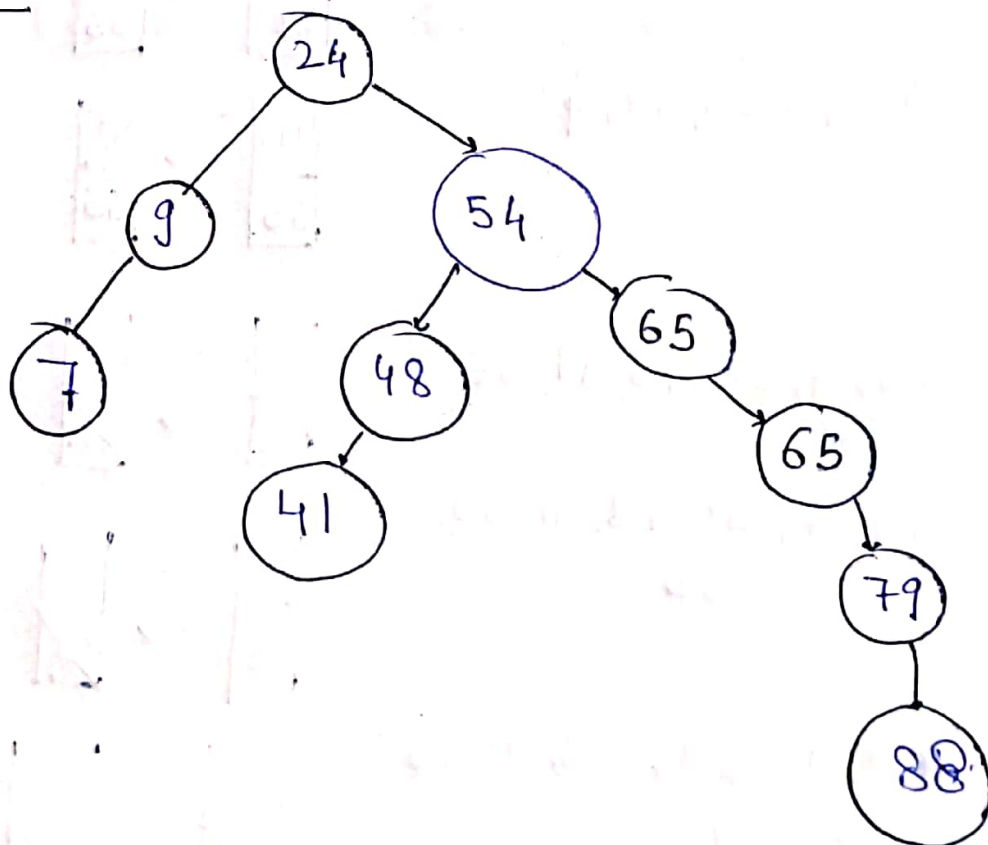
3. 3

Random no generated

24 54 65 48 9

85 79 7 88 41

Binary Tree Generated

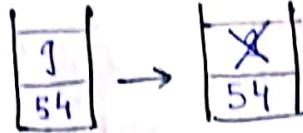


Reorden:

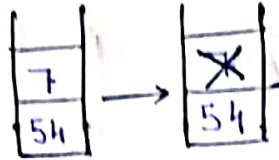
24



24, 9



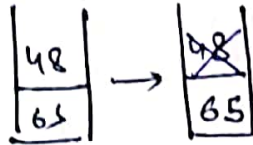
24, 9, 7



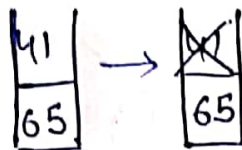
24, 9, 7, 54, ~~48~~



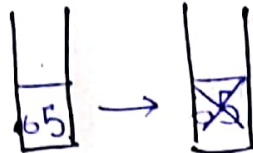
24, 9, 7, 54, 48



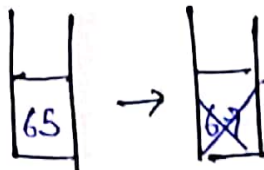
24, 9, 7, 54, 48, ~~61~~



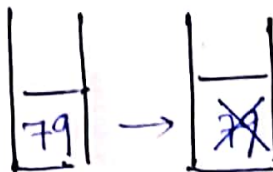
24, 9, 7, 54, 48, 41, 65



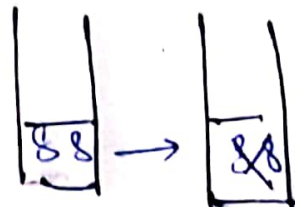
24, 9, 7, 54, 48, 41, 65,
65



24, 9, 7, 54, 48, 41, 65,
65, 79



24, 9, 7, 54, 48, 41, 65,
65, ~~79~~, 79, 88



Inorder:

7

7 9

7 9 24

7 9 24 41

7 9 24 41 48

7 9 24 41 48

54

7 9 24 41 48 54

65

7 9 24 41 48 54

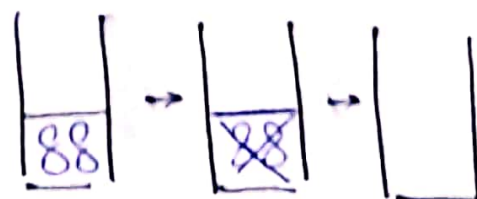
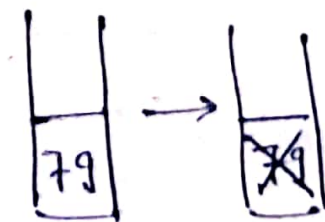
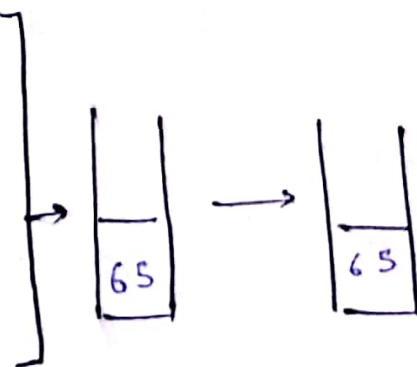
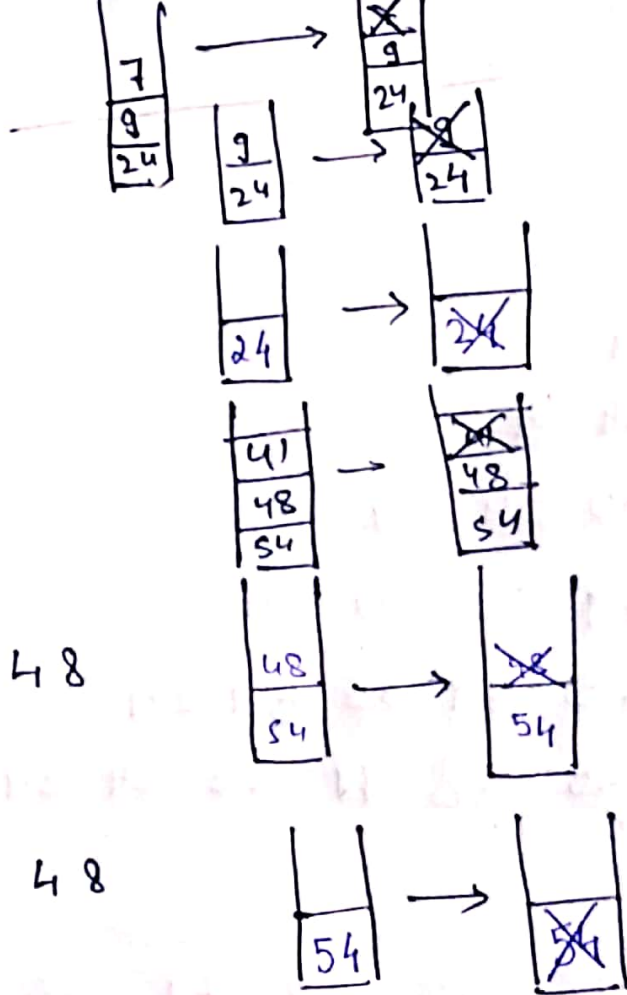
65 65

7 9 24 41 48 54

65, 65, 79, ~~88~~

7 9 24 41 48 54

65 65 79 88



Postorder:

24

54 24

65 54 24

48 65 54 24

9 48 65 54 24

9 48 65 65 54 24

9 48 65 79 65 54 24

7 9 48 65 79 65 54 24

7 9 48 65 88 79 65 54 24.

Postorder

| 7 9 48 65 88 79 65 54 24 |

Here are your random numbers:

24	54	65	48	9
65	79	7	88	41

Timestamp: 2020-11-30 16:58:14 UTC

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