

PROGRAM - I

AIM - Merge two sorted arrays and store in a third array

- 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 $a[i] >= b[j]$ then $c[k++] = b[j++]$
- Step 9 Else $c[k++] = a[i++]$
- Step 10 Repeat step 11 while $i < m$
- Step 11 $c[k++] = b[j++]$
- 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 End

PROGRAM - 2

AIM - Singly linked Stack - Push, pop, linear search

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 &
Call the function to push the element
by passing the value to the func'tn

Step 5.1 : Declare the newNode & allocate memory
for the newNode

Step 5.2 - Set newNode \rightarrow data = value

Step 5.3 - check if top == null then Set newNode
 $+next=null$

Step 5.4 - Set newNode \rightarrow next = top

Step 5.5 - Set top = newNode & then point Insertion
is successful

Step 6 : If user choose to pop an element from
the stack then call the func'tn to
pop the element -

Step 6.1 - check if top == Null then point stack
is empty

Step 6.2 - Else declare a pointer variable temp
and initialize it to top

Step 6.3 - Point the element that being deleted

Step 6.4 - Set temp = temp → next

Step 6.5 - free the temp

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

Step 7.1 - check if top == Null then point stack is
empty

Step 7.2 - Else declare a pointer variable temp
Initialize it to top

Step 7.3 - Point temp → data

Step 7.4 - Set temp = temp → next

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

Step 9 - End.

PROGRAM - 3

AIM - Circular Queue.

Step 1 : Start

Step 2 : Declare the queue and 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 6 : If the user choice is the option dequeue
then call the function dequeue

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

Step 8 : If the user choice the search the
call the function to search an element
in the queue

Step 9 : End

PROGRAM - 4

AIM - Doubly linked list

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 functions to create a node, declare the required variables

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

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

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 8 : If the user choose to perform Insertion
In the list at any position then call the
function to perform the insertion operation
- Step 9 : If the user choose to perform deletion
operation is the list then call the function
to perform the deletion operation
- Step 10 : If the user choose to perform the
search operation then call the function
to perform search operations
- Step 11 : End

PROGRAM-5

AIM - Set Data Structure and set operations

Step 1 - Start

Step 2 - Declase the necessary Variable.

Step 3 - Read the choice from the user to perform
Set operations

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 point cannot perform
union

Step 4.3 : else read the elements in both the sets

Step 4.4 - Repeat the Step 4.5 to 4.7 until $i \leq m$

Step 4.5 - $C[i] = A[i]B[i]$

Step 4.6 - Point $C[i]$

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 point cannot
perform Intersection

Step 5.3 - Else read the elements in both the sets

Step 5.4 - Repeat the Step 5.5 to 5.7 until $i \leq m$

Step 5.5 - $C[i] = A[i] \cap B[i]$

Step 5.6 - Point $C[i]$

- 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 2 sets
- Step 6.2 - check if $m_1 = n$ then point 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 $i \leq m$
- Step 6.5 - check if $A[i] == 0$ then $C[i] = 0$
- Step 6.6 - Else $C[i] = 1$
- Step 6.7 - Increment i by 1
- Step 7 ÷ Repeat the step 7.1 and 7.2 until $i \leq m$
- Step 7.1 - point $C[i]$
- Step 7.2 - Increment i by 1
- Step 8 - End

PROGRAM - 6

AIM — Binary Search Tree .

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
operations 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 allocate memory and return root.

Step 5.4 - check if $\text{root} \rightarrow \text{info} > n$ then call the insert pointer to insert to left of the root.

Step 5.5 - check if $\text{root} \rightarrow \text{info} < n$ then call the insert pointer to insert to the left 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

Step 6.1 - check if not ptr then point node not found

Step 6.2 - Else if $\text{ptr} \rightarrow \text{info} < n$ then call delete pointer by passing the right pointer and the item

Step 6.3 - else if $\text{ptr} \rightarrow \text{info} > n$ then call delete pointer by passing the left pointer and the item

Step 6.4 - check if $\text{ptr} \rightarrow \text{info} == \text{item}$ then check if $\text{ptr} \rightarrow \text{left} == \text{ptr} \rightarrow \text{right}$

then free ptx and return null

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

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

Step 9 : End

PROGRAM-7

AIM - Disjoint set operations

Step 1 - Start

Step 2 - Declare the structure and related variable

Step 3 - Declare function makeset()

Step 4 - Declare function display set.

Step 5 - Declare a function find and pass α to the function.

Step 6 - Declare a function union & Pass 2 variable x and y

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 12 - else point not Connected Component

Step 13 - the user choose to perform display operation then call the display set function

Step 14 - End .

Programs - 8

AIM - Graph Traversal techniques DFS
(using stack)

CODE

Step 1 - Start

Step 2 - Create a stack of nodes and visited array

Step 3 - Insert the root in the stack

Step 4 - Run a loop till the stack is not empty

Step 5 - Pop the element from the stack is not empty

Step 6 - For every adjacent and unvisited node of current node, mark the node and insert it in the stack

Step 7 - End