

1. Merging of 2 Sorted Arrays.

Algorithm.

1. Start
2. Declare the size of the array
3. Declare the array.
4. While initializing ~~copy~~ the first and second array
copy the elements of the array to merged array
5. Sort the merged array
6. Display the resulting array
7. Stop.

Default ip and op :-

Enter the size of 1st array - 3

Enter the sorted elements of 1st array - 1, 2, 3

Enter the size of 2nd array - 2

Enter the sorted elements of 2nd array - 4, 5

After Merging

1
2
3
4
5

Program :

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int arr1[50], arr2[50], arr3[100], m, n, i, j, k = 0;
```

```
clrscr();
```

```
printf("In Enter the size of the 1st Array:");
```

```
scanf("%d", &m);
```

```
printf("In Enter the sorted elements of 1st array:");
```

```
for(i=0; i<m; i++)
```

```
{
```

```
scanf("%d", array &arr1[i]);
```

```
}
```

```
printf("In Enter the size of the and 1st Array:");
```

```
scanf("%d", &n);
```

```
printf("In Enter the sorted elements of 2nd array:");
```

```
for(i=0; i<n; i++)
```

```
{
```

```
scanf("%d", &arr2[i]);
```

```
}
```

```
i=0;
```

```
j=0;
```

```
while(i<m && j<n)
```

```
{
```

```
if arr1[i] < arr2[j]
```

```
{
```

```
arr3[k] = arr1[i];
```

```
i++;
```

```
}
```

```
else
```

```
{
```

```

arr3[k] = arr2[j];
j++;
}
k++;
}
if (i >= m)
{
while (j < n)
{
arr3[k] = arr2[j];
j++;
k++;
}
}
if (j >= n)
{
while (i < m)
{
arr3 arr3[k] = arr1[i];
i++;
k++;
}
}
printf("\n After merging \n");
for (i = 0; i < m + n; i++)
{
printf("\n %d", arr3[i]);
}
getch();
}

```

Output -

Enter the size of the 1st array - 3

Enter the sorted elements of 1st array - 1 2 3

Enter the size of the 2nd array - 3

Enter the sorted elements of 2nd array - 5 6 7

After Merging :

1

2

3

5

6

7

2. Implement circular queue.

Algorithm for insertion

Step 1 : If $(\text{rear} + 1) \% \text{MAX} = \text{front}$ -

Write "Overflow"

Go to step 4.

Step 2: If $\text{front} = -1$ and $\text{rear} = -1$

Set $\text{front} = \text{rear} = 0$

else if $\text{rear} = \text{MAX} - 1$ and $\text{front} \neq 0$

Set $\text{rear} = 0$

else

Set $\text{rear} = (\text{rear} + 1) \% \text{max}$

Step 3: Set $\text{queue}[\text{rear}] = \text{val}$

Step 4: Exit.

Algorithm for deletion

1. If front = -1
Write "underflow"
Go to step 4
2. Set val = queue[front]
3. If front = rear
Set front = rear = -1
else
If front = MAX - 1
Set front = 0
else
Set front = front + 1
4. Exit -

Program

```
#include <stdio.h>
#include <conio.h>
#define MAX 5
int queue_arr[MAX];
int front = -1;
int rear = -1;

void insert (int item)
{
    if ((front == 0 & rear == MAX - 1) || (front == rear + 1))
    {
        printf("Queue overflow\n");
        return ;
    }
    if (front == -1)
```

```

front = 0;
rear = 0;
}
else
{
if (rear == MAX-1)
rear = 0;
else
rear = rear + 1;
}
queue_arr[rear] = item;
}

```

```

void deletion ()

```

```

{
if (front == -1)
{
printf("Queue Underflow");
return;
}

```

```

printf("Element deleted from queue is: %d\n", queue
queue_arr[front]);

```

```

if (front == rear)

```

```

{
front = -1;

```

```

rear = -1;

```

```

}

```

```

else

```

```

{

```

```

if (front == MAX-1)

```

```

front = 0;

```

```

else

```

```
front = front + 1;
```

```
}
```

```
}
```

```
void display ()
```

```
{
```

```
int front_pos = front, rear_pos = rear;
```

```
if (front == -1)
```

```
{
```

```
printf("Queue is Empty\n");
```

```
return;
```

```
}
```

```
printf("Queue elements:");
```

```
if (front_pos <= rear_pos)
```

```
while (front_pos <= rear_pos)
```

```
{
```

```
printf("%d\t", queue_arr[front_pos]);
```

```
front_pos++;
```

```
}
```

```
else
```

```
{
```

```
while (front_pos <= MAX - 1)
```

```
{
```

```
printf("%d", queue_arr[front_pos]);
```

```
front_pos++;
```

```
}
```

```
front_pos = 0;
```

```
while (front_pos <= rear_pos)
```

```
{
```

```
printf("%d", queue_arr[front_pos]);
```

```
front_pos++;
```

```
}
```

```
}
```

```

printf("\n");
}
void main ()
{
    int choice, item;
    clrscr();
    do
    {
        printf("\n _ Circular an Queue _ \n");
        printf("\n 1. Insert \n");
        printf("\n 2. Delete \n");
        printf("\n 3. Display \n");
        printf("\n 4. Quit \n");
        printf("\n Enter your choice :");
        scanf ("%d", &choice);
        switch (choice)
        {
            case 1:
                printf("\n Insert the element:");
                scanf ("%d", &item);
                insert (item);
                break;
            case 2:
                deletion ();
                break;
            case 3:
                display ();
                break;
            case 4:
                exit exit ();
                break;
            default:

```



```
printf("Wrong choice ");  
}  
}  
while (choice != 4);  
getch();  
}
```

Output.

1. Insert
2. Delete
3. Display
4. Quit

Enter your choice : 1

Insert the element : 10

1. insert
2. Delete
3. Display
4. Quit

Enter your choice : 1

Insert the element : 20

1. insert
2. Delete
3. Display
4. Quit

Enter your choice : 2

Element deleted from queue is : 10

1. insert
2. Delete
3. Display
4. Quit

Enter your choice : 3

Queue elements : 20