

FIRST SEMESTER MCA (2020 SCHEME)
PRACTICAL EXAMINATION JUNE-JULY
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Batch - II

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Program 1 - Merging of two arrays.

Algorithm

Step 1 - Start

Step 2 - ~~Def~~ Declare 3 arrays,
array 1, array 2 and array 3.

Step 2 - Read the values of arrays.

Step 3 - Compare array 1 and array 2 using
while.

Step 4 - Merge the elements of two
Sorted array.

Step 5 - Display the array after Merging.

Step 6 - Stop.

Default input and output

Enter the size of first array : 2

Enter the sorted elements of first array

1

2

Enter the size of second array: 3

Enter the sorted elements of second array:

3

7

8

after merging :

1

2

3

7

8

Program

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

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

```
void main ()
```

```
{
```

```
int array1[50], array2[50], array3[100], m, n,  
    i, j, k=0;
```

```
clrscr();
```

```
printf("\n Enter the size of first array :");
```

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

```
printf("\n Enter the sorted elements of first  
array\n");
```

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

```
{  
    scanf ("%d", &array1[i]);
```

```
}
```

```
printf ("\n Enter the size of Second array ");
```

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

```
printf ("\n Enter sorted elements of Second  
array \n");
```

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

```
{
```

```
    scanf ("%d", &array2[i]);
```

```
}
```

```
    i=0;
```

```
    j=0;
```

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

```
    {
```

```
        if (array1[i] < array2[j])
```

```
        {
```

```
            array3[k] = array1[i];
```

```
            i++;
```

```
        }
```

```
    else
```

```
    {
```

```
        array3[k] = array2[j];
```

```
        j++;
```

}

k++;

}

if ($i \geq m$)

{

while ($j < n$)

{

array3[k] = array2[j];

j++;

k++;

}

}

if ($j \geq n$)

{

while ($i < m$)

{

array3[k] = array1[i];

i++;

k++;

}

printf("\n after merging : \n");

for ($i = 0$; $i < m + n$; $i++$)

{

printf("%d", array3[i]);

}

getch(); }

Program 2 - Implement Circular Queue.

Algorithm

Step 1 - Start

Step 2 - Declare Circular Queue and front and rear.

Step 2 - check the Queue is overflow.
then give the value of front and rear.

Step 3 - ~~Two~~³ function are ~~declared~~, here,
that is deletion ~~and~~, display, and
main.

Step 4 - In the deletion function
performed element deleted from
Queue.

Step 5 - And the display function
performed check the Queue is
empty and display the
Queue elements.

Step 6 - The main function performe
the operations Insert, delete,
display, Quit ... In the Switch
Statement using. ~~And~~

Step 7 - Stop.

Output

Enter the size

Default input and output

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

Enter your choice : 1

Insert the element for insertion in Queue: 10

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

Enter your choice : 1

Insert the element for insertion in Queue-12

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

Enter your choice - ~~1~~ 3 ~~2~~

Queue elements : 10 12

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 : 4

Program

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

```
{
```

```
if (rear == MAX - 1)
```

```
    rear = 0;
```

```
    else
```

```
    {  
        rear = rear + 1;
```

```
        queue_arr[rear] = item;
```

```
    }
```

```
void deletion()
```

```
{
```

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

```
    {  
        printf("Queue is underflowing");  
        return;
```

```
    }
```

```
    printf("Element deleted from queue is:
```

```
    %d\n", 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 :");

```

```

front_pos = 0;
while (front_pos <= rear_pos)
{
    printf("%d", queue_arr[front_pos]);
    front_pos++;
}

```

```

}
printf("\n");

```

```

}
void main()

```

```

{
    int choice, item;
    do
    {
        printf("1. Insert\n");
        printf("2. Delete\n");
        printf("3. Display\n");
        printf("4. Quit\n");
        printf("Enter your choice : ");
        scanf("%d", &choice);
        switch (choice)
        {

```

case 1:

```
printf("Input the element for insertion  
in Queue : ");
```

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

```
insert(item);
```

```
break;
```

case 2:

```
deletion();
```

```
break;
```

case 3:

```
display();
```

```
break;
```

case 4:

```
break;
```

```
default;
```

```
printf("Wrong choice\n");
```

```
}
```

```
}
```

```
while (choice != 4);
```

```
getch();
```

```
}
```