FIRST SEMESTER MCA(2020 SCHEME) PRACTICAL EXAMINATION

JUNE-JULY 2021

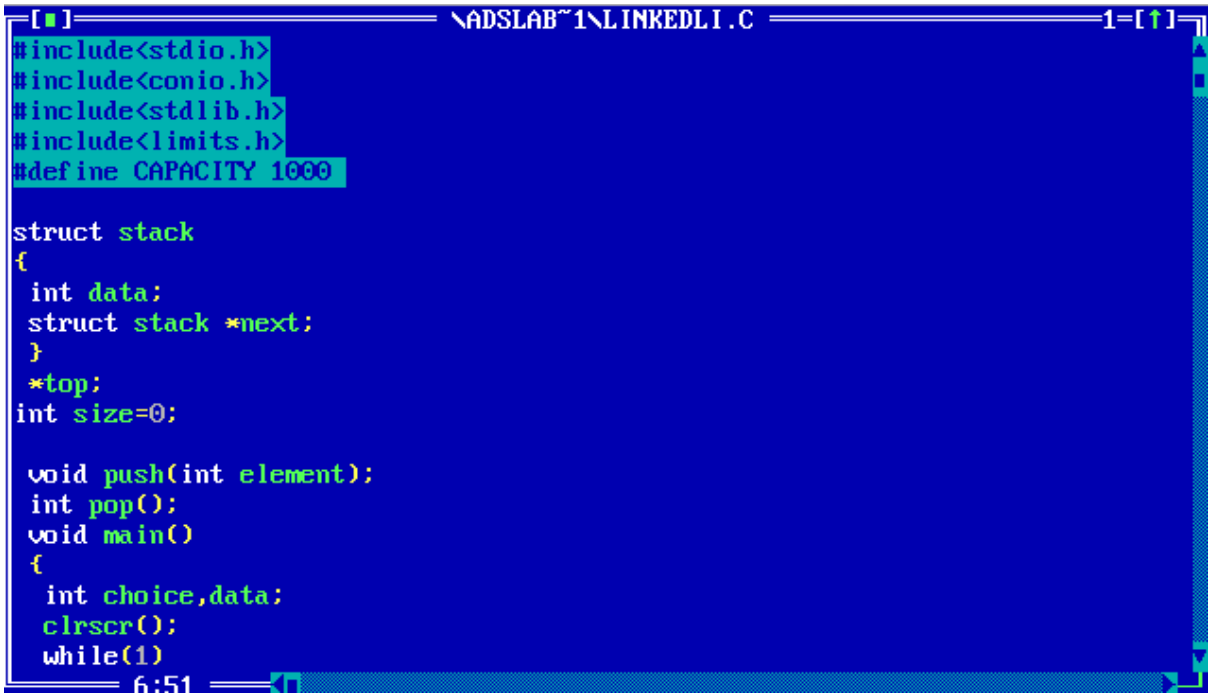
20MCA135 DATA STRUCTURE LAB

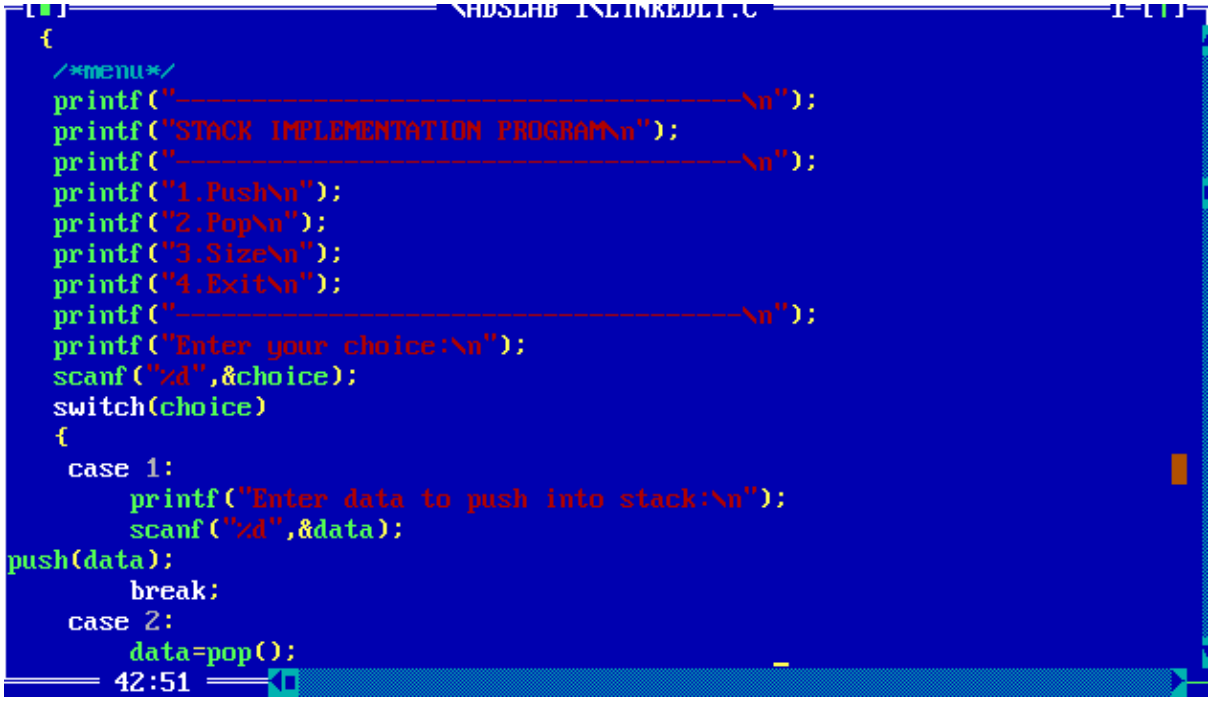
SHEHARA ASHRAF

ICE20MCA-2037

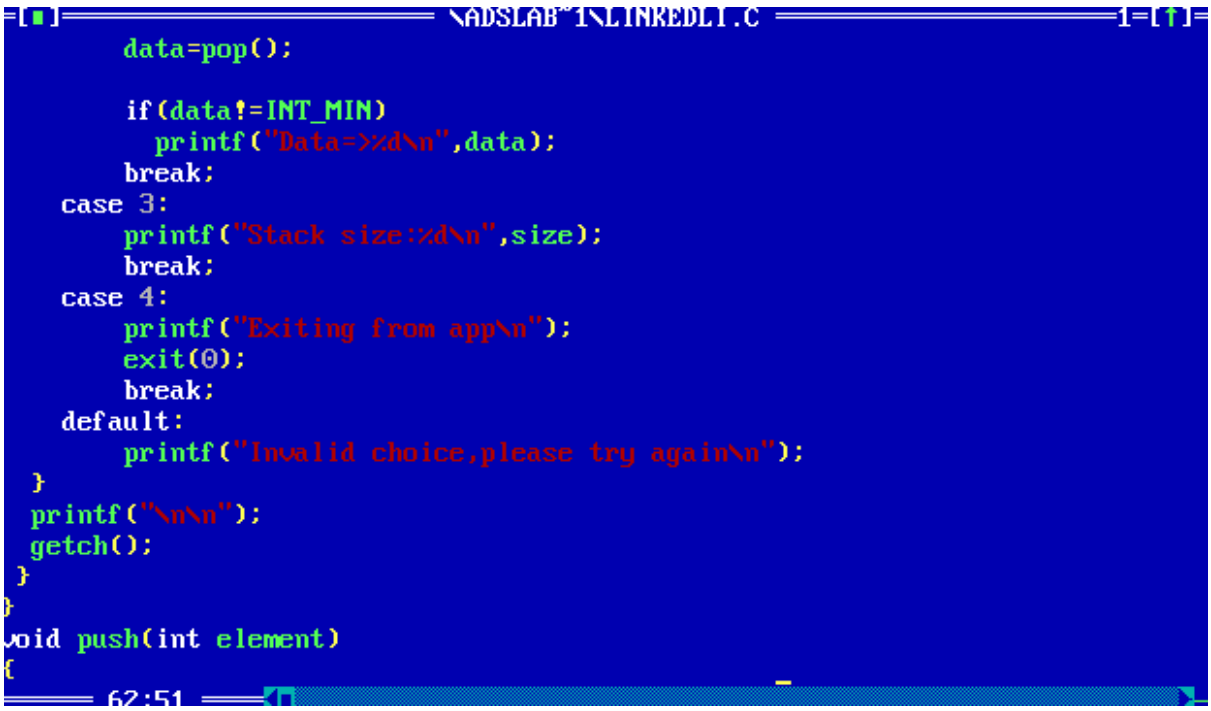
1. **Implement linked list?**

PROGRAM

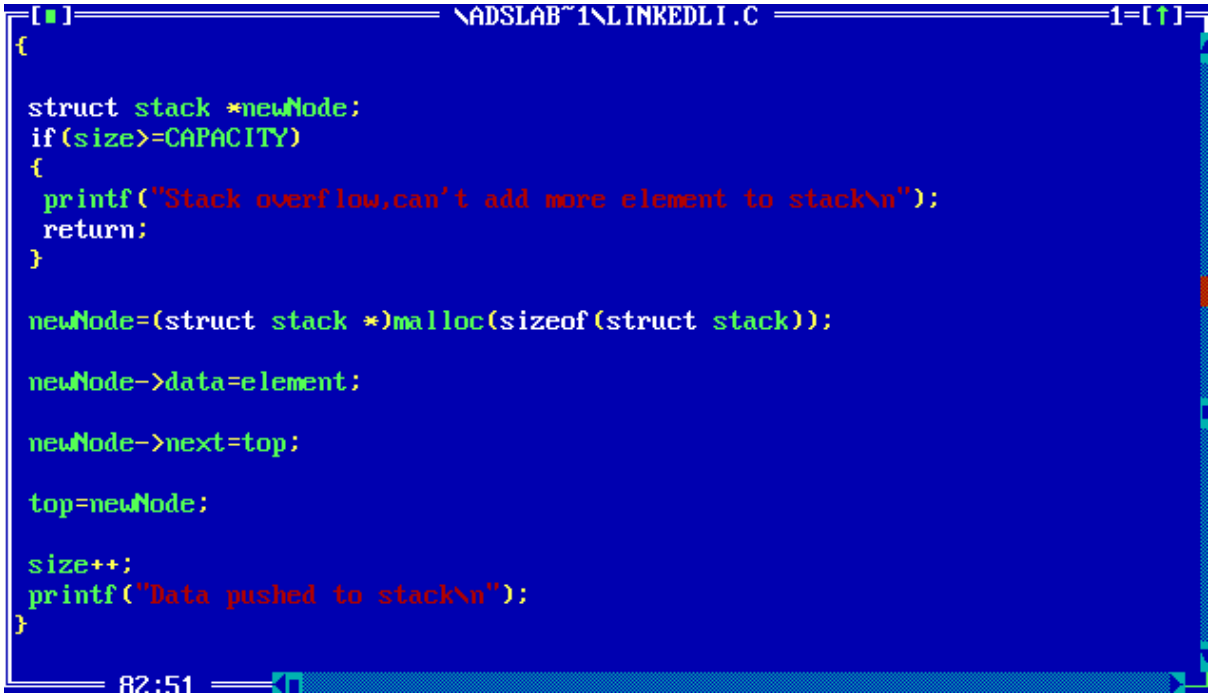




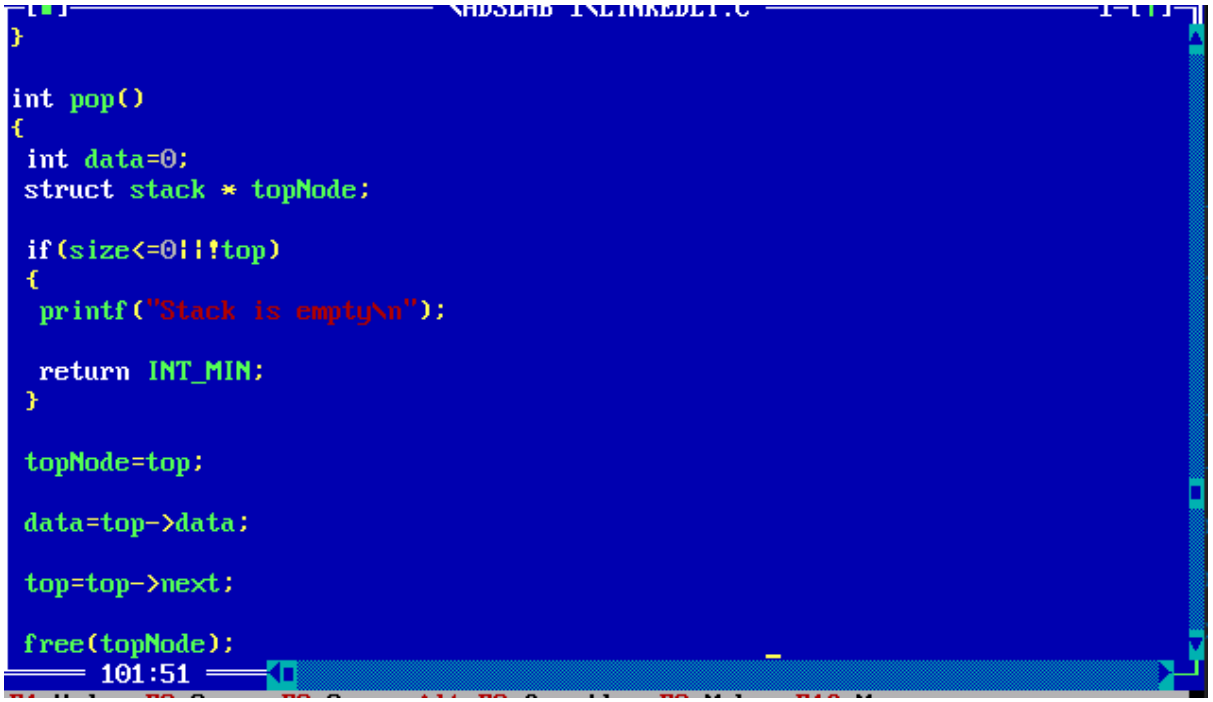
```
 {
  /*menu*/
  printf("-----------------------------------\n");
  printf("STACK IMPLEMENTATION PROGRAM\n");
  printf("-----------------------------------\n");
  printf("1.Push\n");
  printf("2.Pop\n");
  printf("3.Size\n");
  printf("4.Exit\n");
  printf("-----------------------------------\n");
  printf("Enter your choice:\n");
  scanf("%d",&choice);
  switch(choice)
  {
   case 1:
       printf("Enter data to push into stack:\n");
       scanf("%d",&data);
push(data);
       break;
   case 2:
       data=pop();
```



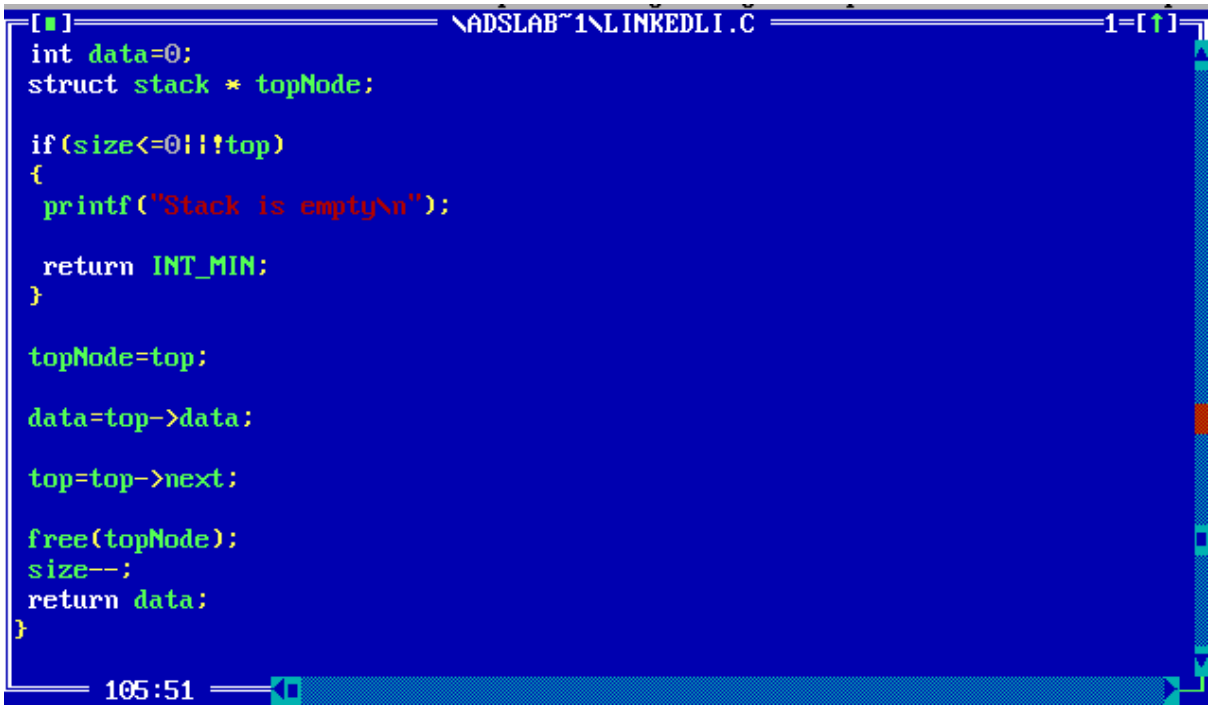
```
       data=pop();

       if(data!=INT_MIN)
         printf("Data=>%d\n",data);
       break;
   case 3:
       printf("Stack size:%d\n",size);
       break;
   case 4:
       printf("Exiting from app\n");
       exit(0);
       break;
   default:
       printf("Invalid choice,please try again\n");
 }
 printf("\n\n");
 getch();
}
void push(int element)
{
```



```
[■]═══ \ADSLAB~1\LINKEDLI.C ═══1=[↑]
{

 struct stack *newNode;
 if(size>=CAPACITY)
 {
  printf("Stack overflow,can't add more element to stack\n");
  return;
 }

 newNode=(struct stack *)malloc(sizeof(struct stack));

 newNode->data=element;

 newNode->next=top;

 top=newNode;

 size++;
 printf("Data pushed to stack\n");
}
═══ 82:51 ═══
```



```
[■]═══ \ADSLAB~1\LINKEDLI.C ═══1=[↑]
}

int pop()
{
 int data=0;
 struct stack * topNode;

 if(size<=0||!top)
 {
  printf("Stack is empty\n");

  return INT_MIN;
 }

 topNode=top;

 data=top->data;

 top=top->next;

 free(topNode);
═══ 101:51 ═══
```


\ADSLAB~1\LINKEDLI.C
1=[↑]
int data=0;
struct stack * topNode;
if(size<=0||!top)
{
printf("Stack is empty\n");
return INT_MIN;
}
topNode=top;
data=top->data;
top=top->next;
free(topNode);
size--;
return data;
}
105:51

OUTPUT

```
STACK IMPLEMENTATION PROGRAM
-----------------------------------
1.Push
2.Pop
3.Size
4.Exit
-----------------------------------
Enter your choice:
1
Enter data to push into stack:
20
Data pushed to stack


-----------------------------------
STACK IMPLEMENTATION PROGRAM
-----------------------------------
1.Push
2.Pop
3.Size
4.Exit
-----------------------------------
Enter your choice:
```

```
4.Exit
-----------------------------------
Enter your choice:
1
Enter data to push into stack:
30
Data pushed to stack


-----------------------------------
STACK IMPLEMENTATION PROGRAM
-----------------------------------
1.Push
2.Pop
3.Size
4.Exit
-----------------------------------
Enter your choice:
1
Enter data to push into stack:
40
Data pushed to stack


_
```

```
1.Push
2.Pop
3.Size
4.Exit
-------------------------------------
Enter your choice:
3
Stack size:3


-------------------------------------
STACK IMPLEMENTATION PROGRAM
-------------------------------------
1.Push
2.Pop
3.Size
4.Exit
-------------------------------------
Enter your choice:
2
Data=>40
```

```


-------------------------------------
STACK IMPLEMENTATION PROGRAM
-------------------------------------
1.Push
2.Pop
3.Size
4.Exit
-------------------------------------
Enter your choice:
3
Stack size:2


-------------------------------------
STACK IMPLEMENTATION PROGRAM
-------------------------------------
1.Push
2.Pop
3.Size
4.Exit
-------------------------------------
Enter your choice:
_
```

2. Implement Kruskal's Algorithm?

PROGRAM

```
\ADSLAB 1\KRUSKAL.C
#include<stdio.h>
#include<conio.h>
#define MAX 30
typedef struct edge
{
int u,v,w;
}edge;
typedef struct edge_list
{
edge data[MAX];
int n;
}edge_list;
edge_list elist;
int Graph[MAX][MAX],n;
edge_list spanlist;
void kruskalAlgo();
int find(int belongs[],int vertexno);
void applyUnion(int belongs[],int c1,int c2);
void sort();
void print();
6:60
```

```
\ADSLAB 1\KRUSKAL.C
void kruskalAlgo()
{
int belongs[MAX],i,j,cno1,cno2;
elist.n=0;
printf("elements of graph are\n");
for(i=1;i<n;i++)
for(j=0;j<i;j++)
{
if(Graph[i][j]!=0)
{
elist.data[elist.n].u=i;
elist.data[elist.n].v=j;
elist.data[elist.n].w=Graph[i][j];
elist.n++;
}
}
sort();
for(i=0;i<n;i++)
belongs[i]=i;
spanlist.n=0;
40:60
```

```
for(i=0;i<elist.n;i++)
{
cno1=find(belongs,elist.data[i].u);
cno2=find(belongs,elist.data[i].v);
if(cno1!=cno2)
{
spanlist.data[spanlist.n]=elist.data[i];
spanlist.n=spanlist.n+1;
applyUnion(belongs,cno1,cno2);
}
}
}
int find(int belongs[],int vertexno)
{
return(belongs[vertexno]);
}
void applyUnion(int belongs[],int c1,int c2)
{
int i;
for(i=0;i<n;i++)
```

60:60


```
for(i=0;i<n;i++)
if(belongs[i]==c2)
belongs[i]=c1;
}
void sort()
{
int i,j;
edge temp;
for(i=1;i<elist.n;i++)
for(j=0;j<elist.n-1;j++)
if(elist.data[j].w > elist.data[j+1].w)
{
temp=elist.data[j];
elist.data[j]=elist.data[j+1];
elist.data[j+1]=temp;
}
}
void print()
{
int i,cost=0;
```

79:60

```
for(i=0;i<spanlist.n;i++)
{
printf("\n%d %d %d",spanlist.data[i].u,spanlist.data[i].v,spanlist.data[i].w)
cost=cost+spanlist.data[i].w;
}
printf("\nspanning tree cost %d",cost);
}
void main()
{
int i,j,total_cost;
n=6;
Graph[0][0]=0;
Graph[0][1]=4;
Graph[0][2]=4;
Graph[0][3]=0;
Graph[0][4]=0;
Graph[0][5]=0;
Graph[0][6]=0;
Graph[1][0]=4;
Graph[1][1]=0;
```

99:60

```
Graph[1][2]=2;
Graph[1][3]=0;
Graph[1][4]=0;
Graph[1][5]=0;
Graph[1][6]=0;
Graph[2][0]=4;
Graph[2][1]=2;
Graph[2][2]=0;
Graph[2][3]=3;
Graph[2][4]=4;
Graph[2][5]=0;
Graph[2][6]=0;
Graph[3][0]=0;
Graph[3][1]=0;
Graph[3][2]=3;
Graph[3][3]=0;
Graph[3][4]=3;
Graph[3][5]=0;
Graph[3][6]=0;
Graph[4][0]=0;
```

100:60

```
Graph[3][5]=0;
Graph[3][6]=0;
Graph[4][0]=0;
Graph[4][1]=0;
Graph[4][2]=4;
Graph[4][3]=3;
Graph[4][4]=0;
Graph[4][5]=0;
Graph[4][6]=0;
Graph[5][0]=0;
Graph[5][1]=0;
Graph[5][2]=2;
Graph[5][3]=0;
Graph[5][4]=3;
Graph[5][5]=0;
Graph[5][6]=0;
kruskalAlgo();
print();
getch();
}
```

OUTPUT

```
C:\TURBOC3\BIN>TC
elements of graph are

2 1 2
5 2 2
3 2 3
4 3 3
1 0 4
spanning tree cost 14elements of graph are

2 1 2
5 2 2
3 2 3
4 3 3
1 0 4
spanning tree cost 14_
```