

DS LAB

RECORD

Submitted By →

HKSHPAY MURALI

MCA BATCH 'A'

Roll No - 07

Submitted to →

MERIN MISS

PROGRAM - 1 ALGORITHM

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AIM → Program to perform merge operation in two sorted.

Step 1 → Start

Step 2 → Declare the Variables

Step 3 → Read the size of first array.

Step 4 → Read the 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 steps 8 and 9 while $i < m$ & $j < n$

Step 8 → Check if $a[i] \leq b[j]$ then $c[k++]$ = $b[j]$

Step 9 → Else $c[k++]$ = $a[i++]$

Step 10 → Repeat step 11 while $i < m$

Step 11 → $c[k++]$ = $a[i++]$

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

OUTPUT

Size of first array

2

Enter 2 value in sorted order

3

6

Size of Second array

4

Enter 4 value in sorted order

5

8

9

A list is : 1 3 5

3 5

B list is :

4 5 8 9 1 2 3 6 7

C list is :

3 4 5 6 8 9

PROGRAM - 2 ALGORITHM

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AIM → Program to perform operation in
Singly linked stack.

Step 1 → Start

Step 2 → Declare the node and the required
variables.

Step 3 → Declare the functions for push pop
display and search.

Step 4 → Read the choice from the user to
push pop display or search an element.

Step 5 → If the user choose to push an element
then read the element to be pushed and
call the function to push the element by
passing the value to the function.

Step 5.1 → Declare the new Node and allocate
memory for the new Node.

Step 5.2 → Set new Node → data = value

Step 5.3 → Check if top == null then set new
Node → next = null.

Step 5.4 → Else set new Node → next = top.

Step 5.5 → Set top = new Node and then print
insertion is successful.

Step 6 → If the user choose to pop an elem-
ent from the stack then call the function
to pop the element.

Step 6.1 → Check if top == NULL then print Stack
is empty.

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

- Step 6.3 → Print the element that being deleted
 Step 6.4 → Set temp = temp \rightarrow 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 print
 Stack is empty.
- Step 7.2 → Else declare a pointer variable
 temp & initialize it to top.
- Step 7.3 → Repeat steps below while temp \rightarrow
 next != null.
- Step 7.4 → Print temp \rightarrow data
- Step 7.5 → Set temp = temp \rightarrow next
- Step 8 → If the user choose to search
 an element from the stack then call the
 function to search an element
- Step 8.1 → Declare a pointer variable ptr and
 other necessary variable.
- Step 8.2 → Initialize ptr = top
- Step 8.3 → Check if ptr = null then print
 stack empty.
- Step 8.4 → Else read the element to be
 searched.
- Step 8.5 → Repeat step 8.6 to 8.8 while
 ptr != null
- Step 8.6 → Check if ptr \rightarrow data == item
 then print element founded and to be
 located and set flag = 1

Step 8.7 \rightarrow Else set flag = 0

Step 8.8 \rightarrow Increment i by 1 and set $\text{ptr} = \text{ptr} + 1$ next.

Step 8.9 \rightarrow Check if flag = 0 then print the element not found.

Step 9 \rightarrow End.

OUTPUT ->

Stack using linked list

Menu.

- 1. Push
- 2. Pop
- 3. Display
- 4. Search
- 5. Exit

Enter your choice : 1

Enter the value to be inserted : 2

Insertion is successful !!!

Menu

- 1. Push
- 2. Pop
- 3. Display
- 4. Search
- 5. Exit

Enter your choice : 1

Enter the value to be inserted : 34

Insertion is successful.

Menu

- 1. Push
- 2. Pop
- 3. Display
- 4. Search
- 5. Exit

Enter your choice : 1

Enter the value to be inserted : 45

Insertion is successful !!!

OUTPUT →

1. Push
2. Pop
3. Display
4. Search
5. Exit

Enter your choice : 2

Deleted element is : 45

Menu

1. Push
2. Pop
3. Display
4. Search
5. Exit

Enter your choice : 3

34 → 2 → Null

Menu

1. Push
2. Pop
3. Display
4. Search
5. Exit

Enter & your choice : 4

Enter item which is to be searched : 2

Item found at location 2

PROGRAM No - 3 ALGORITHM

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AIM → Program to perform operations
in 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 5.1 → Check if front == -1 & rear == -1
then set front = 0, rear = 0 & set queue [rear]
= element.

Step 5.2 → Else if rear + 1 % max == front
or front == rear + 1 then print Queue is overflow

Step 5.3 → Else set rear = rear + 1 %
max and set queue [rear] = element

Step 6 → If the user choice is these option
dequeue then call the function dequeue.

Step 6.1 → Check if front == -1 and rear == -1
then print queue is underflow.

Step 6.2 → Else Check if front == rear
the print the element is to be deleted

then set front = -1 and rear = -1.

Step 6.3 → Else print the element to be
dequeued Set front = front + 1 % max.

Step 7 → If the user choice is to display the Queue then call the function display.

Step 7.1 → Check if front = -1 and rear = -1 then print Queue is empty.

Step 7.2 → Else repeat the Step 7.3 while $i = \text{rear}$.

Step 7.3 → Print queue[i] & set $i = i + 1$ % max

Step 8 → If the user choice is the search then call the function to search an element in the queue

Step 8.1 → Read the element to be searched in the queue.

Step 8.2 → Check if item == queue[i] then print item found & its position and increment c by 1.

Step 8.3 → Check if c == 0 then print item not found.

Step 9 → End.

OUTPUT →

- Press 1 → Insert an element.
- Press 2 → Delete an element
- Press 3 → Display the element
- Press 4 → Search the element.

Enter your Choice 1

Enter the element which is to be inserted

- Press 1 → Insert an element
- Press 2 → Delete an element
- Press 3 → Display the element
- Press 4 → Search the element

Enter your Choice 1

Enter the element which is to be inserted

- Press 1 → Insert an element
- Press 2 → Delete an element
- Press 3 → Display the element

~~4~~

- Press 4 → Search the element

Enter your Choice 1

Enter the element which is to

be inserted 3.

- Press 1 : Insert an element
- Press 2 : Delete an element
- Press 3 : Display the element
- Press 4 : Search the element

Enter your Choice 1

Enter the element which is to be
inserted 4,

OUTPUT →

Press 1 : Insert an element

Press 2 : Delete an elem

Press 3 : Display the element

Press 4 : Search the element

Enter your Choice 2

The required element is 1.

Press 1 : Insert an element

Press 2 : Delete an element

Press 3 : Display the element

Press 4 : Search the element

Enter your Choice 3

Elements in a queue are : 2, 3, 4.

Press 1 : Insert an element

Press 2 : Delete an element

Press 3 : Display the element

Press 4 : Search the element.

Enter your Choice 4

Enter the element which is to be searched 4,

Item found at location 3.

PROGRAM No - 4 ALGORITHM

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AIM → Program to performs operation
in Doubly linked list.

Step 1 → Start

Step 2 → Declare a Structure & 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 &
Search an element in the list.

Step 4 → Define function to create a node,
declare the required variable

Step 4.1 → Set memory allocated to the node
 $= \text{temp}$ then set $\text{temp} \rightarrow \text{prev} = \text{null}$ and
 $\text{temp} \rightarrow \text{next} = \text{null}$.

Step 4.2 → Read the value to be inserted
to the node.

Step 4.3 → Set $\text{temp} \rightarrow \text{n} = \text{data}$ and increment count by 1

Step 5 → Read the choice from the user
to perform different operation on list.

Step 6 → If the user choose to perform
insertion operation at beginning then call
the function to perform the insertion.

Step 6.1 → Set $\text{head} = \text{temp} \wedge \text{temp} \rightarrow \text{head}$

Step 6.2 → Set $\text{head} = \text{temp} \wedge \text{temp} \rightarrow \text{head}$.

Step 6.3 → Else call the function to
create a node perform Step 4 to 4.3
then set $\text{temp} \rightarrow \text{next} = \text{head}$, set $\text{head} \rightarrow$
 $\text{prev} = \text{temp} \wedge \text{temp} \rightarrow \text{head} = \text{temp}$.

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 7.1 → Check if head == null then call the function to create a newnode then set temp = head and then set head = temp.

Step 7.2 → Else call the function to create a newnode then set temp → next = temp, temp → prev = temp and temp = temp.

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 8.1 → Declare the necessary variable.

Step 8.2 → Read the position where the node need to be inserted, set temp2 = head.

Step 8.3 → Check if pos < 1 or pos > = count + 1 then print the position is out of range.

Step 8.4 → Check if head == null and pos = 1 then print "Empty list cannot insert other than 1st position."

Step 8.5 → Check if head == null and pos = 1 then call the function to create newnode.

then set temp = head and head = temp1

Step 8.6 → while i < pos then ~~set~~ increment i by 1.

Step 8.7 → Call the function to create a new node & then set temp → prev = temp2. temp → next = temp2 → next

$\text{temp} \rightarrow \text{next} \rightarrow \text{prev} = \text{temp}$

$\text{temp} \rightarrow \text{next} = \text{temp}$

Step 9 → If the user chooses to perform deletion operation in the list then call the function to perform the deletion operation.

Step 9.1 → Declare the num any variables.

Step 9.2 → Read the position where node need to be deleted set $\text{temp} = \text{head}$.

Step 9.3 → Check if $\text{pos} < 1$ or $\text{pos} > \text{count} + 1$ from print position out of range.

Step 9.4 → Check if $\text{head} == \text{null}$ then print the list is empty.

Step 9.5 → while $i < \text{pos}$ then $\text{temp} \rightarrow \text{temp} \rightarrow \text{next}$ and increment i by 1

Step 9.6 → Check if $i == 1$ then check if $\text{temp} \rightarrow \text{next} == \text{null}$ then print node deleted. $\text{free}(\text{temp})$. Set $\text{temp} = \text{head} = \text{null}$.

Step 9.7 → Check if $\text{temp} \rightarrow \text{next} == \text{null}$ then $\text{temp} \rightarrow \text{prev} \rightarrow \text{next} = \text{null}$ then free (temp). then print node deleted.

Step 9.8 → $\text{temp} \rightarrow \text{next} \rightarrow \text{prev} = \text{temp} \rightarrow \text{prev}$, then Check if $i == 1$ then $\text{temp} \rightarrow \text{prev} \rightarrow \text{next} = \text{temp} \rightarrow \text{next}$.

Step 9.9 → Check if $i == 1$ then $\text{head} = \text{temp} \rightarrow \text{next}$ then print node deleted then free temp and decrement count by 1

Step 10 → If the user choose to perform the display operation then call the function to display the list.

Step 10.1 → Set temp 2 = h

Step 10.2 → Check if temp 2 = null then print list is empty.

Step 10.3 → While temp 2 → next != null then print temp 2 → n then temp 2 = temp 2 → next.

Step 11 → If the user choose to perform the search operation then call function to perform search operation.

Step 11.1 → Declare necessary variables.

Step 11.2 → Step temp 2 = head.

Step 11.3 → Check if temp 2 == null then print the list is empty.

Step 11.4 → Read the value to be searched.

Step 11.5 → While temp 2 != null the check if temp 2 → n == data then print element found at position Count + 1.

Step 11.6 → Else, Set temp 2 = temp 2 → next and increment Count by 1.

Step 11.7 → Print element not found in the list.

OUTPUT →

1. Insert at beginning
2. Insert at end.
3. Insert at position i.
4. Delete at i.
5. Display from beginning.
6. Search for element.
7. Exit

Enter choice :

Enter value to node : 1

Enter choice : 1

Enter value to node 2

Enter choice : 1

Enter value to node 3

Enter choice : 2

Enter value to node : 7

Enter choice : 5

Linked list elements from beginning
: 3 2 1 7

PROGRAM No - 5

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AIM → Program to perform set operation.

Step 1 → Start

Step 2 → Declare the necessary variable

Step 3 → Read the Choice from the user to perform set operation.

Step 4, If the user choose to perform union.

Step 4.1 → Read the Cardinality of 2 sets.

Step 4.2 → Check if $m = n$ then print 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 $i < m$:

Step 4.5 → $c[i] = A[i]/B[i]$

Step 4.6 → print $c[i]$

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 $m = n$ then print 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 $i < m$

Step 5.5 → $c[i] = A[i] \cap B[i]$

Step 5.6 → print $c[i]$

Step 5.7 \rightarrow Increment i by 1

Step 6 \rightarrow If the user choose to perform set difference operation.

Step 6.1 \rightarrow Read the Cardinality of 2 sets.

Step 6.2 \rightarrow Check if $m_1 = n$ then print

Cannot perform set difference operation.

~~else read the elements in both sets.~~

Step 6.3 \rightarrow Else read the elements in both sets.

Step 6.4 \rightarrow Repeat the 6.5 to 6.8 until $i < n$.

Step 6.5 \rightarrow Check if $A[i] == 0$ then $C[i] = 0$

Step 6.6 \rightarrow Else if $B[i] == 1$ then $C[i] = 0$

Step 6.7 \rightarrow Else $C[i] = 1$

Step 6.8 \rightarrow Increment i by 1

~~Step 7 \rightarrow Repeat the 6.5 to 6.8 until $i < m$.~~

Step 7.1 \rightarrow Print $C[i]$

Step 7.2 \rightarrow Increment i by 1.

OUTPUT \rightarrow

Input Choice to perform:

1. Union
2. Intersection
3. Difference
4. Sort

Enter the Cardinality of first set: 3

Enter the Cardinality of 2nd set: 3

Enter the element to first set: (0/1)

0

1

Enter the element of 2nd set (0/1)

0

1

Element of set 1 union set 2: 111

PROGRAM No - 6

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AIM → Program to perform tree operations.

Step 1 → Start

Step 2 → Declare a structure and structure pointers for insertion deletion and search operation and also declare a function for in order traversal.

Step 3 → Declare a pointer as root and also the required variables.

Step 4 → Read the choice from the user to perform insertion deletion searching and in order traversal.

Step 5 → If the user choose to perform insertion operation then read the value which is to be inserted to the tree from the user.

Step 5.1 → Pass the value by the insert pointer and 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 set left and right part of the root to null and return root.

Step 5.4 → Check if root → info > x then call the insert pointer to insert to left of the root.

Step 5.5 → Check if root → info < x then call the insert pointer to insert to the right of the root.

Step 6.6 → Return the root.

Step 6 → If the user choose to perform deletion operation then read the element to be deleted from the tree. Pass the root pointer and the item to the delete pointer.

Step 6.1 → Check if not ptr then print node not found.

Step 6.2 → Else if ptr → info < n then call delete pointer by passing the right pointers & the item.

Step 6.3 → Else if ptr → info > n then call delete pointer by passing the left pointers & the item.

Step 6.4 → Check if ptr → info == item then check if ptr → left == ptr → right then free ptr & return null.

Step 6.5 → Else if ptr → left == null then set P1 = ptr → right and free ptr, return P1.

Step 6.6 → Else if ptr → right == null then set P1 = ptr → left and free ptr, return P1.

Step 6.7 → Else set P1 = ptr → right and P2 = ptr → right.

Step 6.8 → while P1 → left not equal to null, set P1 → left = ptr → left & free ptr, return P2.

Step 6.9 → Return ptr.

Step 7 → If the user choose to perform search operation then call the pointer to perform search operation.

Step 7.1 → Declare the necessary pointers and variables.

Step 7.2 → Read the element to be searched.

Step 7.3 → While $\text{ptr} \neq \text{NULL}$ & $\text{item} > \text{ptr} \rightarrow \text{info}$ then $\text{ptr} = \text{ptr} \rightarrow \text{right}$.

Step 7.4 → Else if $\text{item} < \text{ptr} \rightarrow \text{info}$ then $\text{ptr} = \text{ptr} \rightarrow \text{left}$.

Step 7.5 → Else break.

Step 7.6 → ~~Check~~ Check if $\text{ptr} \neq \text{NULL}$ print that the element is found.

Step 7.7 → Else print element not found in tree and return root.

Step 8 → If the user choose to perform traversal then call the traversal function & pass the root pointer.

Step 8.1 → If the root not equal to null recursively call tree function by passing $\text{root} \rightarrow \text{left}$.

Step 8.2 → Print $\text{root} \rightarrow \text{info}$.

Step 8.3 → Call the traversal function recursively by passing $\text{root} \rightarrow \text{right}$.

OUTPUT →

1. Insert in Binary tree
2. Delete from Binary tree
3. Inorder traversal of Binary tree
4. Search
5. Exit.

Enter Choice : 1

Enter new element : 50

root is 50.

Inorder traversal of binary tree is :

1. Insert in Binary tree
2. Delete from Binary tree
3. Inorder traversal of Binary tree
4. Search
5. Exit.

Enter Choice : 1

Enter new element : 25

root → 50

Inorder traversal of binary tree is :

PROGRAM No - 7

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AIM → Program to perform operation on disjointed set.

Step 1 → Start

Step 2 → Declare the Structure & related structure variable.

Step 3 → Declare a function makeSet()

Step 3.1 → Repeat Step 3.2 to 3.4 until $i \leq n$

Step 3.2 → dis.parent[i] is set to i

Step 3.3 → Set dis.rank[i] is equal to 0.

Step 3.4 → Increment i by 1

Step 4 → Declare a function display set.

Step 4.1 → Repeat Step 4.2 & 4.3 until $i \leq n$

Step 4.2 → Print dis.parent[i]

Step 4.3 → Increment i by 1

Step 4.4 → Repeat Step 4.5 & 4.6 until $i \leq n$

Step 4.5 → Print dis.rank[i]

Step 4.6 → Increment i by 1.

Step 5 → Declare a function find & pass x to the function.

Step 5.1 → Check if dis.parent[n] != n then
Set the return value to dis.parent[x]

Step 5.2 → return dis.parent[n]

Step 6 → Declare a function Union & pass two variables x & y.

Step 6.1 → Set x set to find(x)

Step 6.2 → Set y set to find(y).

Step 6.3 → Check "if x set == y Set then
return .

- Step 6.4 \rightarrow Check if $\text{dis_rank}[x\text{set}] < \text{dis_rank}[y\text{set}]$ then
 Step 6.5 \rightarrow Set $y\text{set} = \text{dis_parent}[y\text{set}]$
 Step 6.6 \rightarrow Set -1 to $\text{dis_rank}[x\text{set}]$
 Step 6.7 \rightarrow Else if check $\text{dis_rank}[x\text{set}] > \text{dis_rank}[y\text{set}]$,
 Step 6.8 \rightarrow Set $x\text{set}$ to $\text{dis_parent}[y\text{set}]$
 Step 6.9 \rightarrow Set -1 to $\text{dis_rank}[y\text{set}]$,
 Step 6.10 \rightarrow Else $\text{dis_parent}[y\text{set}] = x\text{set}$,
 Step 6.11 \rightarrow set $\text{dis_rank}[x\text{set}] + 1$ to $\text{dis_rank}[x\text{set}]$,
 Step 6.12 \rightarrow Set -1 to $\text{dis_rank}[y\text{set}]$
 Step 7 \rightarrow Read the number of elements,
 Step 8 \rightarrow Call the function make set,
 Step 9 \rightarrow Read the choice from user to
 perform union Find & display oper-
 ation.
 Step 10 \rightarrow If the user choose to perform
 union operation read the element to perform
 union then call the function to perform
 union operation.
 Step 11 \rightarrow If the user choose to perform
 find operation read the element to check
 if connected,
 Step 11.1 \rightarrow Check if $\text{find}(x) == \text{find}(y)$ then
 Print Connected Component.
 Step 11.2 \rightarrow Else print not Connected Component.
 Step 12 \rightarrow If the user choose to perform display
 operation call the function display set.
 Step 13 \rightarrow End.

OUT PUT →

How many element : 4

Menu

1. Union
2. Find
3. Display

Enter Choice

1.

Enter the element to perform union

3

4

Do you want to Continue (1, /0)

1.