

Insertion at beginning

1. Start
2. Declare array $A[n]$, and i and value
3. Read array
4. Set $i=n$, Repeat steps 5 and 6 until $i=0$
5. $A[i+1] = A[i]$
6. Decrement i by one
7. Increment array size by one
8. $A[0] = \text{value}$
9. Print new array
10. Stop

Insertion at Given position

1. Declare array $A[n]$, i and value, and pos.
2. Read array
3. Read pos
4. Increment array size by one
5. $i=n-1$ repeat the step 6 and 7 until $i=\text{pos}$
6. $A[i] = A[i-1]$

7. Decrement i by one
8. $A[pos] = \text{value}$
10. print new array

Delete from Beginning

1. Declare array $A[n]$ and i
2. set $i=0$, Repeat steps 3 and 4 until $i=n-1$
3. $A[i] = A[i+1]$
4. increment i by one
5. Decrement n by one
6. print new array
7. stop

Delete from Given Position

1. Declare array $A[n]$, i , pos
2. Read array, pos
3. Check $pos > n$
4. Set $i = pos - 1$, Repeat steps 5 and 6 until $i = (n-1)$ $i < (n-1)$

6. $A[i] = A[i+1]$
7. increment i by one
8. Decrement n by one
9. print new array
10. stop.

Circular linked list

Step 1 Start

Step 2 enter the value to be deleted

Step 3 check if head = Null ~~then~~ if it is print underflow or list empty

Step 4 Declare temp = head and previous

Step 5 if temp \rightarrow data = key

Step 6 link previous \rightarrow next with temp \rightarrow next if there are more than one node in temp \rightarrow next = Null otherwise assign prev \rightarrow next = Null

Step 7 set head = prev \rightarrow next if temp == head

Step 8 free temp

Step 9 set temp \rightarrow = prev \rightarrow next if temp \neq null otherwise assign Null

Step 10 if current node, does not contain key to delete, then simply update previous and current node. say prev = temp and set temp = temp \rightarrow next

Step 11 repeat ~~5~~ step 5 to 10

5. ~~for the temp~~

Circular queue

Step 1 start

2. declare the que and other variables
3. ~~Declare~~
Read the choice from the user
4. Read the element to be inserted from the user and call the enqueue function by passing the value
5. If $front == -1$ and $rear == -1$ then set $front = 0$, $rear = 0$ and set $queue[rear] = element$
6. else if $rear + 1 \% max == front$ or $front = rear + 1$ the print queue is overflow
7. else set $rear = rear + 1 \% max$ and set $queue[rear] = element$

Search

Step

1. Read the element to be searched in the que
2. check if $item == queue[i]$ the print item found and its position $i + 1$
3. If $c == 0$ Then print item not found.

Doubly linked list

Step 1. Start

Step 2. Create a new node

Step 3. If head == Null then

set new node \rightarrow prev = null

new node \rightarrow next = null

Step 4. set head = new node

Step 5. Define temp 1, temp 2

Step 6. set temp 1 = head

Step 7. If temp \rightarrow data = key & if temp \rightarrow next = null
then temp \rightarrow next = new node

new node \rightarrow prev = temp

new node \rightarrow next = Null

Step 8

else

while temp \rightarrow data \neq key || temp \rightarrow next!

= null

prev = temp

temp = temp \rightarrow next

if temp \rightarrow next == key

new node \rightarrow next = temp \rightarrow next

newnode \rightarrow next = temp \rightarrow next

temp2 = temp \rightarrow next

temp2 \rightarrow prev = newnode

temp \rightarrow next = newnode

If temp \rightarrow data \neq key || temp \rightarrow next = null

print: insertion cannot be done as the node not found

step 9: stop

Deletion

1. ~~Re~~ start
2. Read the element to be deleted
3. check if head == Null then print list is empty
4. Else set temp = head
5. while temp \rightarrow data \neq item & temp \rightarrow next \neq null
6. check if temp \rightarrow prev = null & temp \rightarrow next = null then set head = null and free (temp), exit
7. exit

7. else if $\text{temp} \rightarrow \text{prev} = \text{null}$, $\text{head} = \text{temp} \rightarrow \text{next}$
 $\text{head} \rightarrow \text{prev} = \text{null}$
 $\text{free}(\text{temp})$, exit

8. if $\text{temp} \rightarrow \text{next} = \text{null}$

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

$z \rightarrow \text{next} = \text{null}$, $\text{free}(\text{temp})$
exit

9. else $z = \text{temp} \rightarrow \text{prev}$

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

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

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

$\text{free}(\text{temp})$, exit

10. if $\text{temp} \rightarrow \text{data} \neq \text{item}$ and $\text{temp} \rightarrow \text{next} = \text{Null}$
print element not found.

11. stop.

Merging

Step 1: Start

Step 2: Declare the variables

Step 3: Read the size of 1st array

Step 4: Read elements of first array in sorted order

Step 5: Read the size of 2nd array

Step 6: Read the elements of 2nd array in sorted order

Step 7: Repeat step 8 and 9 while $i < m$ & $j < n$

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

Step 9: Else $c[k++] = b[j++]$

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 1st array

Step 15: print 2nd array

Step 16: print sorted array

Step 17: End

Stack operations

step

1. Start
2. Declare the node and required variables
3. Declare the functions for Push, Pop, display and Search an element
4. Read the choice from the user
- ~~5. If the user Push~~
- 5.1 Declare the new node & allocate memory for the new node
2. Set newnode \rightarrow data = Value
3. Check if top == null then set newnode \rightarrow next = null
4. Set new \rightarrow next = top
5. Set top = newnode & then print insertion is successful

~~step~~

Pop

1. Check if top == Null the print stack is empty
2. else declare a pointer variable temp and initialize it to top
3. Print the element that being deleted
4. Set temp = temp \rightarrow next

5. free the temp

6.

display

1. check if $top == \text{Null}$ then print stack is empty
2. else declare temp and $temp = top$
3. Repeat steps below while $temp \rightarrow \text{next} \neq \text{Null}$
4. print $temp \rightarrow \text{data}$
5. $temp = temp \rightarrow \text{next}$

Search

1. Declare ~~to~~ ptr and initialize $ptr = top$
2. ~~to~~ check if $ptr = \text{Null}$ then stack is empty
3. else read the element to search
4. Repeat 3 to 8 while $ptr \neq \text{Null}$
5. check if $ptr \rightarrow \text{data} == \text{item}$ then print element found and set $flag = 1$
6. else set $flag = 0$
7. $ptr = ptr \rightarrow \text{next}$
8. if $flag == 0$ then element not found

5. ~~for the temp~~

Circular queue

step 1 start

2. declare the que and other variables
3. ~~Declare~~
Read the choice from the user
4. Read the element to be inserted from the user and call the enqueue function by passing the value
5. If $front == -1$ and $rear == -1$ then set $front = 0$, $rear = 0$ and set $queue[rear] = element$
6. else if $rear + 1 \% max == front$ or $front = rear + 1$ the print queue is overflow
7. else set $rear = rear + 1 \% max$ and set $queue[rear] = element$

Search

step

1. Read the element to be searched in the que
2. check if $item == queue[i]$ the print item found and its position $i+1$
3. If $c == 0$ Then print item not found.

Set operations

union

step₁

1. Read the cardinality of 2 sets
2. check if $m \neq n$ then cannot perform union
3. else read the elements in both the sets
4. Repeat step 5 to 7 while $i < m$
5. $C[i] = A[i] \cup B[i]$
6. print $C[i]$
7. $i = i + 1$

Intersection

1. Read the cardinality of 2 sets
2. If $m \neq n$ ^{Print} cannot perform intersection
3. else read the elements in both the sets
4. Repeat 5 to 7 until $i < m$
5. $C[i] = A[i] \cap B[i]$
6. print $C[i]$
7. $i = i + 1$

difference

1. If $m_j = n$ print cannot do difference
2. Read element in both sets
3. Repeat 4 - 6 until $i < m$
4. ^{check} If $A[i] = 0$ then $C[i] = 0$
5. Else if $B[i] = 1$ then $C[i] = 0$
6. ~~else~~ $C[i] = 1$
7. $i = i + 1$
8. Repeat 9 - 10 until $i < m$
9. print $C[i]$
10. $i = i + 1$

BST

insertion

1. pass the value to insert pointer and also root pointer
2. check if !root then allocate memory for the root
3. set the value to the info part of the root and then set left and right part of the root
4. check if $root \rightarrow info > x$ then call the insert pointer to insert to left of the root
5. check if $root \rightarrow info < x$ then call the insert pointer to insert to the right of the root
6. Return the root

deletion

1. $root \text{ ptr} = root$
2. if (!ptr) then print node not found
3. if $ptr \rightarrow info < x$ then call delete pointer by passing the right pointer and then
4. if else if $ptr \rightarrow info = x$ then call the delete pointer by passing the left

pointer and item

5. check if $\text{ptr} \rightarrow \text{info} == \text{item}$ then check
if $\text{ptr} \rightarrow \text{left} == \text{ptr} \rightarrow \text{right}$ then free
ptr and return null
6. else if $\text{ptr} \rightarrow \text{left} == \text{NULL}$ then set
 $\text{ptr} \rightarrow \text{right}$ and free ptr, return p₁
7. while $\text{p}_1 \rightarrow \text{left}$ not equal to null, set
 $\text{p}_1 \rightarrow \text{left} = \text{ptr} \rightarrow \text{left}$ and free ptr, return
p₂
9. Return ptr

Search

1. Read the element to be searched
2. while ptr check if $\text{item} > \text{ptr} \rightarrow \text{info}$ then
 $\text{ptr} = \text{ptr} \rightarrow \text{right}$
3. Else if $\text{item} < \text{ptr} \rightarrow \text{info}$ then $\text{ptr} = \text{ptr} \rightarrow \text{left}$
4. Else break

5. check if ptr then print that the element is found
6. else print element not found in tree and return root
7. if the user choose to perform traversal call the traversal function and pass the root pointer
8. if root not equal to null recursively traverse left by passing root \rightarrow left
9. print root \rightarrow right
10. call the traversal function recursively by passing root \rightarrow right

Disjoint set

Step

1 start

2. Declare the structure and related structure variables

3. Declare a function makeset()

3.1 Repeat step 3.2 to 3.4 until $i < n$

3.2. dis.parent[i] is set to 1

3.3 set dis.rank[i] = 0

3.4 increment i by 1

4. Declare a function display set

4.1 Repeat step 4.2 and 4.3 until $i < n$

4.2 print dis.parent[i]

4.3 $i = i + 1$

4.4 Repeat step 4.5 and 4.6 until $i < n$

4.5 print dis.rank[i]

4.6 $i = i + 1$

5. declare functions find and pass x to the functions

5.1 check if $\text{dis_parent}[x] \neq z$ then set the return value to $\text{dis_parent}[x]$

5.2 return $\text{dis_parent}[x]$

6 Declare a function union and pass two variables x and y .

6.1 set x set to $\text{find}(x)$

6.2 set y set to $\text{find}(y)$

6.3 check if $x \text{ set} == y \text{ set}$ then return return

6.4 check if $\text{dis_rank}[x \text{ set}] < \text{dis_rank}[y \text{ set}]$ then

6.5 set $y \text{ set} = \text{dis_parent}[y \text{ set}]$

6.6 set -1 to $\text{dis_rank}[x \text{ set}]$

6.7 else if check $\text{dis_rank}[x \text{ set}] > \text{dis_rank}[y \text{ set}]$

6.8 set x set to $\text{dis_parent}[y \text{ set}]$

6.9. set -1 to $\text{dis_rank}[y \text{ set}]$

6.10 else $\text{dis_parent}[y \text{ set}] = x \text{ set}$

- 6.11 set $\text{dis.rank}[x \text{ set}] + 1$ to $\text{dis.rank}[x \text{ set}]$
- 6.12 set -1 to $\text{dis.rank}[y \text{ set}]$
- 7 Read the number of elements
- 8 call the function `makeSet`
9. Read the choice from user to perform union
Find and display operation
10. If the user choose to perform union operation,
read the element to perform union. then
call the function to perform union operation
11. If the user choose to perform Find operation
read the element to check if connected
- 11.1 check if $\text{find}(x) == \text{find}(y)$ then print
connected component
- 11.2 Else print Not connected component
- 12 If the user choose to perform display
operations call the function `display`
set
- 13 End