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Header Flies:

1] Header file including the declaration of searching functions:

```
#ifndef SEARCHING_H
#define SEARCHING_H
int linear_search(int array[], int size, int target);
int binary_search(int array[] , int size, int target);
#endif
```

2] Header file including the declaration of sorting functions:

```
#ifndef SORTING_H
#define SORING_H
int swap(int array[], int *a, int *b);
void bubble_sort(int array[] ,int size);
void selection_sort(int array[], int size);
void insertion_sort(int array[], int size);
#endif
```

Functoins File:

```
#include<stdio.h>
int swap(int array[], int *a, int *b){
    int temp = *a;
    *a = *b;
    *b = temp;
    return 0;
}
int linear_search(int array[], int size, int target){
    for(int i = 0; i < size ; i++){
        if(target == array[i]){
            printf("Target found at %d index.",i);
            return i;
        }
    printf("Target not found.");
    return -1;
}</pre>
```

```
int binary_search(int array[] , int size, int target){
   int low , mid, high;
          low = 0;
          high = size -1;
          while(high >= low){
                     mid = (high+low)/2;
                     if(array[mid] == target){
                                printf("Target found at %d", mid);
                     return mid;
}else if(array[mid] > target){
    high = mid -1;
                     }else{
                                low = mid + 1;
                     }
          }
void bubble sort(int array[] ,int size){
                     int i ,
                     int i , j ;
for(i = 0 ; i < size; i++){
                                for(j = 0; j < size-1-i; j++){
    if(array[j] > array[j+1]){
        swap(array, &array[j], &array[j+1]);
                                           }
                                }
                     }
```

```
void selection sort(int array[], int size){
         int i , j, min ;
for(i =0; i<size; i++){</pre>
                  min = i;
                  for(j = i ; j < size; j++){</pre>
                           if(array[min]>array[j]){
                                    min = j;
                           }
                  if(min != i){
                           swap(array, &array[i], &array[min]);
                  }
         }
void insertion sort(int array[], int size){
         int i,j,temp ;
         for(i = 0; i<size; i++){</pre>
                  temp = array[i];
                  j = i-1;
                  while(j \ge 0 && array[j]> temp){
                           array[j+1] = array[j];
                           i--;
                  array[j+1] = temp;
         }
```

Main File Code:

```
#include<stdio.h>
#include searching.h"
#include sorting.h"

int main(){
    int n, target, ch, i , j , k;

    printf("1- Linear Search\n");
    printf("2- Binary Search\n");
    printf("3- Selection Sort\n");
    printf("4- Bubble Sort\n");
    printf("5- Insertion Sort\n");
    printf("5- Insertion Sort\n");
    printf("Enter Choice:");
    scanf("%d", &ch);
    if(ch == 1 || ch ==2){
        printf("Enter the number of elements of the array to be generated:");
        scanf("%d",&n);
        int array[n];
        for(i = 0; i < n; i++){
            printf("Enter the %d element",i);
            scanf("%d",&array[i]);
        }

        //printing the array
        for(j = 0; j < n; j++){
            printf("%d ",array[j]);
        }

        //taking target
        printf("\nEnter the target to find :");
        scanf("%d",&target);</pre>
```

```
if(ch == 1){
                  linear_search(array, n , target);
         else{
                  binary search(array, n , target);
         }
}
else if(ch == 3||ch == 4 || ch == 5 ){
         printf("Enter the number of elements of the array to be generated:"); <math display="inline">scanf("\%d",\&n);
         int array[n];
         // making array with random numbers from 1-100
         for(i = 0 ; i < n ;i++){
          array[i] = rand() %100 +1;</pre>
         //printing the array
         for(j = 0; j <n ;j++){
          printf("%d ",array[j]);</pre>
         if(ch == 3){
                  //selection sort
                  selection_sort(array,n);
                  printf("\n Printing after Selection sort\n");
                  }
         }
```

Output:

1]

```
amaan@ubunx:~/Documents/DSA_Assign/DSA_ASSIGN4$ ls
a.out binary search.c functions.c main.c searching.h sorting.h
amaan@ubunx:~/Documents/DSA Assign/DSA ASSIGN4$ gcc main.c functions.c -o output.out
amaan@ubunx:~/Documents/DSA Assign/DSA ASSIGN4$ ./output.out
1- Linear Search
2- Binary Search
3- Selection Sort
4- Bubble Sort
5- Insertion Sort
Enter Choice:1
Enter the number of elements of the array to be generated:5
Enter the 0 element6
Enter the 1 element2
Enter the 2 element3
Enter the 3 element8
Enter the 4 element10
6 2 3 8 10
Enter the target to find :3
Target found at 2 index.amaan@ubunx:~/Documents/DSA_Assign/DSA_ASSIGN4$
```

```
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amaan@ubunx:~/Documents/DSA Assign/DSA ASSIGN4$ ./output.out
1- Linear Search
2- Binary Search
3- Selection Sort
4- Bubble Sort
5- Insertion Sort
Enter Choice:2
Enter the number of elements of the array to be generated:5
Enter the 0 element0
Enter the 1 element25
Enter the 2 element30
Enter the 3 element36
Enter the 4 element55
0 25 30 36 55
Enter the target to find :36
Target found at 3amaan@ubunx:~/Documents/DSA_Assign/DSA_ASSIGN4$
amaan@ubunx:~/Documents/DSA Assign/DSA ASSIGN4$ ./output.out
1- Linear Search
2- Binary Search
3- Selection Sort
4- Bubble Sort
5- Insertion Sort
Enter Choice:3
Enter the number of elements of the array to be generated:10
84 87 78 16 94 36 87 93 50 22
Printing after Selection sort
16 22 36 50 78 84 87 87 93 94 amaan@ubunx:~/Documents/DSA Assign/DSA ASSIGN4$
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amaan@ubunx:~/Documents/DSA Assign/DSA ASSIGN4$ ./output.out
1- Linear Search
2- Binary Search
3- Selection Sort
4- Bubble Sort
5- Insertion Sort
Enter Choice:4
Enter the number of elements of the array to be generated:10
84 87 78 16 94 36 87 93 50 22
Printing after Bubble sort
16 22 36 50 78 84 87 87 93 94 amaan@ubunx:~/Documents/DSA Assign/DSA ASSIGN4$
amaan@ubunx:~/Documents/DSA Assign/DSA ASSIGN4$ ./output.out
```