

Program No: 1

Aim: Merge two sorted arrays and store in a third array.

### Algorithm

1. Start
2. Read the size of two arrays,  $m$  and  $n$
3. Read the element in both arrays  $arr1$  and  $arr2$ .
4. Declare elements  $m, n, i, j, k$ , and array  $arr3$
5. Initialize  $i=0, j=0, k=0$
6. Repeat step 7 while  $(i < m \text{ and } j < n)$
7. if  $arr1[i] < arr2[j]$   
then set  $arr3[k] = arr1[i]$   
set  $i = i + 1$   
else  
set  $arr3[k] = arr2[j]$   
set  $j = j + 1$   
(End of the loop)

8. Repeat step 9 while  $i < n$

9. set  $arr3[k] = arr1[i]$ ,  $i = i + 1$   
(end of loop)

10. Repeat step 11 while  $j < n$

11. set  $arr3[k] = arr2[j]$ ,  $j = j + 1$   
(end of loop)

12. Print  ~~$arr1[i]$~~

12. set  $i = 0$ , repeat ~~step~~ step 13 while  
 $i < n$ ,

13. print  $arr1[i]$   
 $i = i + 1$

14. set  $i = 0$ , repeat step 15 while  $i < n$

15. print  $arr2[i]$   
 $i = i + 1$

16. set  $i = 0$ , repeat step 17 while  $i < mn$ ,

17. print  $arr3[i]$

18. stop

## Program No: 2

Aim: Singly linked stack - push, pop, linear search.

### Algorithms:-

1. start
2. If user select push operation then
3. Create a new node with the given data.
4. If  $top == NULL$  then;  
(check whether whether the stack is empty)
5. SET  $top = newnode$   
SET  $newnode \rightarrow next = NULL$

ELSE:

SET newnode  $\rightarrow$  next = top.

top = new node

[End of structure]

6. If user select pop operation then

7. If top == NULL then:

(Check whether stack is empty)

display "stack is empty".

ELSE:

SET temp = top

(create a temporary node and set it to top).

display temp  $\rightarrow$  data

8. SET top = temp  $\rightarrow$  next

(make top point to the next node).



9. free (temp)

(Delete the temporary node)

10. If user select search operation then.

11. Declare a pointer variable temp and the variable key that holds the value to be searched.

12. SET temp = Top

SET flag = 0

13. Repeat while temp != NULL

If temp → data = key then:

display "element found"

SET flag = 1

[End of if structure]

Go to step 14.

ELSE:

SET  $temp = temp \rightarrow next$

[End of <sup>while loop</sup> if structure]

14. If  $flag == 0$  then:

display "element not found".

[End of if structure]

15. If user select display operation then.

16. Declare a pointer node  $ptr$ .

SET node  $ptr = top$ .

17. If node  $ptr == NULL$  then:

display "stack is empty"

[End of if structure]

18. while node  $ptr \neq NULL$  then:

print node  $ptr \Rightarrow data$

SET node ptr = node ptr  $\rightarrow$  next

if node ptr != NULL then:

print "-->"

[end of if structure]

[end of while]

19. End.

Program No: 3.

Aim: Program to perform operation in Circular Queue.

Algorithm:

1. Start
2. If user select the insertion operation then:
3. Declare a variable `item` with given value.
4. If `front == 0 && rear == size - 1` ||  
`front == rear + 1` then:

Display "Queue overflow"

[End of if structure]

5. If `front == 1` then:



SET front = 0

SET rear = 0

[End of if structure]

6. If rear == size - 1

SET rear = 0

else:

SET rear = rear + 1

[End of if structure]

7. cq[SET cq[rear]] = item.

8. If user select deletion operation  
then:

9. If front == -1 then:

SE Display "Queue overflow"

[End of if structure]

10. If front == rear then:

SET front = -1

SET rear = -1

[End of if structure]

11. If front == size - 1 then:

SET front = 0

else

SET front = front + 1

[End of if structure]

12. If user selected the display operation then

13. SET front\_pos = front

SET rear\_pos = rear.

14. If front == -1 then:

Display "Que is empty"

[End of if structure]

15. If  $\text{front\_pos} \leq \text{rear\_pos}$  then:

Repeat while  $\text{front\_pos} \leq \text{rear\_pos}$   
then:

print  $cq[\text{front\_pos}]$

SET  $\text{front\_pos} = \text{front\_pos} + 1$

[end of while]

else:

Repeat while  $\text{front\_pos} \leq \text{size} - 1$

print  $cq[\text{front\_pos}]$

SET  $\text{front\_pos} = \text{front\_pos} + 1$

[end of while]

16. SET  $\text{front\_pos} = 0$

17. Repeat while  $\text{front\_pos} \leq \text{rear\_pos}$   
then:

$cq[\text{front\_pos}]$

SET  $\text{front\_pos} = \text{front\_pos} + 1$

[end of while]

[end of if]

18. If use select search operation then:

19. Declare a variable `ser` with value to be searched.

20. Declare a temporary variable `temp`  
the `SET temp = ser.`

21. `SET i = front.`

22. Repeat for `i <= rear` then:

    If `== arr[i]` then:

        print `i + 1`

`SET j = j + 1`

    [end of if]

    If `j == 0` then

        Display "item not found"

[End of if structure]

SET  $i = i + 1$

[End of for loop]

23. Exit.



## Program No: 4

Aim: Program to perform operation in doubly linked list.

Algorithm:

1. Start
2. If user select the union operation then:
  3. Declare two array  $set1[i]$  and  $set2[i]$ , Declare two variable  $n1, n2$ , for holding the size of two arrays.
  4. Read elements into the arrays  $set1[i]$  and  $set2[i]$ .
  5. If  $n1 == n2$  then:
    6. Set  $i = 0$
    7. Repeat for  $i < n2$  then:  
 $set3[i] = set1[i] \cup set2[i]$ .

8. SET  $i = i + 1$

[End of for loop].

9. SET  $i = 0$

10. Repeat for  $i < 2$  then  
print  $set3[i]$

11. SET  $i = i + 1$

[End of for loop]

[End of if]

else:

print "size are not equal"  
exit.

12. If user select insertion operation  
then.

13. Declare two array  $set1[i]$  and  
 $set2[i]$  with size  $n1, n2$  respectively

and Read elements to the arrays.

14. If  $n1 == n2$ . then

15. SET  $i = 0$

16. Repeat for  $i < n2$  then:

17. SET  $set3[i] = set1[i] \& \& set2[i]$

18. SET  $i = i + 1$

[End of for loop]

19. SET  $i = 0$

20. Repeat for  $i < n2$  then:  
print  $set3[i]$ .

21. set  $i = i + 1$

[End of for loop]

[End of if].

else:

print "size are not equal" then  
Exit.

22. If we select the subtraction then

23. Declare two array  $set1[i]$  and  $set2[i]$  with  $n1, n2$  size respectively and input the elements to the array.

24. If  $n1 == n2$  then.

25. Set  $i = 0$

26. Repeat for  $i < n2$  then:

SET  $set3[i] = set1[i] \& set2[i]$

27.  $i = i + 1$

[End of for loop]

28. SET  $i = 0$

29. Repeat for  $i < n2$  then:

print  $set3[i]$

30 Set  $i = i + 1$

[End of for loop]

[End of if]

Else:

"parent size are not equal"

31 End.



Program No: 8

Aim: Program to perform set operation.

Algorithm:

1. Start
2. If user select the insertion operation then
3. Create a new BST node and assign values to it.
4. Create tree (node, data) // call the create tree function with the root value and the data entered by user.
5. If root == NULL then:
6. Declare a temporary variable temp  
SET temp  $\rightarrow$  data = data.  
SET temp  $\rightarrow$  left  $\rightarrow$  right = NULL.

returns the new node temp to the calling function.

[End of if]

7. If  $\text{data} < (\text{node} \rightarrow \text{data})$

8. Call the create node function with  $\text{node} \rightarrow \text{left}$  and assign the return value in  $\text{node} \rightarrow \text{left}$ .

$\text{node} \rightarrow \text{left} = \text{create\_tree}(\text{node} \rightarrow \text{left}, \text{data})$

[End of if structure]

9. If  $\text{data} > \text{node} \rightarrow \text{data}$ .

10. Call the create tree function with  $\text{node} \rightarrow \text{right}$  and assign the return value in  $\text{node} \rightarrow \text{right}$ .

$\text{node} \rightarrow \text{right} = \text{create\_tree}(\text{node} \rightarrow \text{right}, \text{data})$ .

(End of if structure)

11. returns the original root pointer 'root' to the calling function.
12. If the user select the search element operation then:
13. `Search (root, data)` // call the search function with root value and the element to be searched.
14. If `node == NULL`  
    print "element not found"  
    [End of if]
15. If `data < node->data`  
    print "element not found"  
    [End of if].
16. If `data < node->data` then:  
    call the search function with  
    `node->left = search` and assign

node  $\rightarrow$  left = search (node  $\rightarrow$  left, data)  
[End of if structure]

16. If data > node  $\rightarrow$  data then:

Call search function with node  $\rightarrow$  right and assign the return value to node  $\rightarrow$  right.

node  $\rightarrow$  right = search (node  $\rightarrow$  right, data)

[End of if structure]

else:

print "Element found is" node  $\rightarrow$  data.

17. Return the original root pointer 'node' to the calling function.

18. If the user select the deletion operation then:



19.  $\text{del}(\text{node}, \text{data})$  // call the del function with root value and the element to be deleted.

20. declare a temporary variable temp

21. If  $\text{node} == \text{NULL}$  then:

print "Element found".

[end of if]

22. If  $\text{data} < \text{node} \rightarrow \text{data}$  then:

call the del function with  $\text{node} \rightarrow \text{left}$  and assigns the return value to  $\text{node} \rightarrow \text{left}$ .

$\text{node} \rightarrow \text{left} = \text{del}(\text{node} \rightarrow \text{left}, \text{data})$

[end of if].

23. If  $\text{data} > \text{node} \rightarrow \text{data}$  then:

call the del function with

$\text{node} \rightarrow \text{right}$  and assigns the



return value to node  $\rightarrow$  right.

[end of if]

24. Else if:

// delete this node and replace  
with either minimum element in  
the right sub tree or maximum  
element in the left subtree.

25. If node  $\rightarrow$  right && node  $\rightarrow$  left

// replace with minimum element  
in the right sub tree

26. call find min function with  
node  $\rightarrow$  right then return value  
assign in temp, go to step 30.

set temp = find min(node  $\rightarrow$  right)

set node  $\rightarrow$  data = temp  $\rightarrow$  data

// replaced it with some other node

27. call function del with value  
node  $\rightarrow$  right, temp  $\rightarrow$  data and return  
value assign to node  $\rightarrow$  right.

else:

28: set temp = node.

// If there is only one or zero  
children then we can directly  
remove it from the tree and connect  
its parent to its child.

29. If node  $\rightarrow$  left == NULL then:

set node = node  $\rightarrow$  right

else:

30: If node  $\rightarrow$  right == NULL then.

set node = node  $\rightarrow$  left

31: free(temp)

(End of if)

[end of if]

[end of if]

32 find min(node)

33 If node == NULL then  
return NULL.

Go to step 24

[end of if]

34 If node → left then

call the function find min with  
value (node → left) then return the  
value to calling function return.  
find min(node → left)

Else

return node.

Go to step 24.

[end of if]

35. If the user select the display option then:

36. Inorder (node)

call the inorder function with root value.

37. If node != NULL then

Inorder (node → left)

call the function inorder with value node → left.

38. Print node → data.

Inorder (node → right)

call the function inorder with value node → right.

[end of if]

39. end.

## Program No:6

Aim: Program to perform binary tree operations.

1. Start
2. Declare a structure and structure pointers for insertion, deletion and search operation and also declare a function for inorder traversal.
3. Declare a pointer as root and also the required variables.
4. Read the choice from the user to perform insertion, deletion, searching and inorder traversal
5. If the user choice to perform



insertion operation then read the value which is to be inserted to the tree from the user.

5.1 Pass the value to the insert pointer and also the root pointer.

5.2. Check if root then allocate memory for the root.

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.

5.4. Check if  $\text{root} \rightarrow \text{info} > x$  then call the insert pointer to insert to left of the root.

5.5 Check if  $\text{root} \rightarrow \text{info} < x$  then

call the insert pointer to insert  
to the right of the root.

8.6. Return the root.

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 tree deletion pointer.

6.1. Check if root ptr then print  
node not found.

6.2. Else if  $ptr \rightarrow info < x$  then call  
deletion pointer by passing  
the root right pointer and the  
item.

6.3. Else if  $ptr \rightarrow info > x$  then call

delete pointer by passing the left pointer and the item.

~~6.2. Else if  $pte \rightarrow info == x$  then call deletion~~

6.4. Check if  $pte \rightarrow info == item$  then check if  $pte \rightarrow left == pte \rightarrow right$  then free  $pte$  and return null.

6.5. Else if  $pte \rightarrow left == null$  then set  $P1 = pte \rightarrow right$  and free  $pte$ , return  $P1$ .

6.6. Else if  $pte \rightarrow right == null$  set  $P1 = pte \rightarrow left$  and free  $pte$ , return  $P1$ .

6.7. Else set  $P1 = pte \rightarrow right$  and  $P2 = pte \rightarrow left$

6.8 while  $P1 \rightarrow left$  not equal to

null, set  $p_1 \rightarrow \text{left} = p_t \rightarrow \text{left}$   
and free  $p_t$ , return  $p_2$ .

6.9. Return  $p_t$ .

7. If the user choice to perform  
search operation then call the  
pointer to perform search operation.

7.1. Declare the necessary pointers  
and variables.

7.2. Read the element to be  
searched.

7.3 while  $p_t$  check if  $\text{item} > p_t \rightarrow$   
 $\text{info}$  then  $p_t = p_t \rightarrow \text{right}$ .

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

7.5 Else break.

7.6 check if  $p_t$  then print that



the element found.

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

8. If the user choose to perform traversal then call the traversal function and pass the root pointer.

8.1. If root not equal to null recursively call the function by passing root  $\rightarrow$  left.

8.2. Print root  $\rightarrow$  info

8.3. Call the traversal function recursively by passing root  $\rightarrow$  right.

9. End.



## Program No 7.

Aim: Program to perform operation on disjoint set.

Algorithm:-

1. Start
2. Declare the structure and related structure variable.
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 i.
  - 3.3. Set dis.rank[i] is equal to 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. increment i by 1.

4.4. Repeat set 4.5 and 4.6 until  $i < n$ .

4.5. Print dis.rank[i]

4.6. Increment i by 1.

5. Declare a function find and pass  $x$  to the function.

5.1 check if dis.parent[i] !=  $x$   
then set the return value to  
dis.parent[i]

5.2 return dis.parent[x]

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

6.1 set  $x$  set to find( $G$ )

6.2. set  $y$  set to find( $G$ )

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

6.4. check if  $\text{dis.rank}[\text{rank}] < \text{dis.rank}$   
 $[x \text{ set}] > \text{dis.rank}[y]$

6.8 set  $x$  set to  $\text{dis.parent}[y \text{ set}]$

~~6.9. set  $+1$  to  $\text{dis.rank}[x \text{ set}] + 1$~~

to

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 of main set.

9. Read the number of elements.  
choice from user to perform union  
find and display operations.
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 wants to perform  
display operations call function  
display ad

13. End