

## MERGING

- Step 1 : Start
- Step 2 : Declare the variables
- Step 3 : Read the size of first array
- Step 4 : Read 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 step 8 and 9 while  $i < m$  &  $j < n$
- Step 8 : Check if  $a[i] \geq b[j]$  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

## STACK OPERATIONS

Step 1 : Start

Step 2 : Declare the node and the required variables

Step 3 : Declare the functions for push, pop, display and search an element.

Step 4 : Read the choice from the user.

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

Step 5.1 :- Declare the newnode & allocate memory for the newnode.

Step 5.2 :- Set newNode  $\rightarrow$  data = value

Step 5.3 :- Check if top == null then set newNode  $\rightarrow$  next = null

Step 5.4 :- Set newNode  $\rightarrow$  next = top

Step 5.5 :- Set top = newNode & then print insertion is successful.

Step 6 : If user choose to pop an element 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 :- Point 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 the 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 search the element to be searched
- Step 8.5 :- Repeat step 8.6 to 8.8 while  $\text{ptr} \neq \text{null}$
- Step 8.6 :- Check if  $\text{ptr} \rightarrow \text{data} = \text{item}$  then print  
element founded and to be located and  
set flag = 1
- Step 8.7 :- Else set flag = 0
- Step 8.8 :- Increment i by 1 and set  $\text{ptr} = \text{ptr} \rightarrow \text{next}$
- Step 8.9 :- Check if flag = 0 then print the element  
not found
- Step 9 : End

## Circular Queue Operation

- 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  $\text{front} == -1$  &  $\text{rear} == -1$  then set  $\text{front} = 0$ ,  $\text{rear} = 0$  and set  $\text{queue}[\text{rear}] = \text{element}$
- Step 5.2 :- Else if  $\text{rear} + 1 \% \text{max} == \text{front}$  or  $\text{front} = \text{rear} + 1$  then print Queue is overflow.
- Step 5.3 :- Else set  $\text{rear} = \text{rear} + 1 \% \text{max}$  and set  $\text{queue}[\text{rear}] = \text{element}$
- Step 6 : If the user choice is the option dequeue the call the function dequeue
- Step 6.1 :- Check if  $\text{front} == -1$  and  $\text{rear} == -1$   
 Then print Queue is underflow.

Step 6.2 :- Else check if  $\text{front} == \text{rear}$  the print the element is to be deleted. Then set  $\text{front} = -1$  and  $\text{rear} = -1$

Step 6.3 :- Else print the element to be deleted  
set  $\text{front} = \text{front} + 1\%$  more.

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

Step 7.1 :- Check if  $\text{front} == -1$  and  $\text{rear} == -1$  then  
print Queue is empty

Step 7.2 :- Else repeat the step 7.3 while  $i < \text{rear}$

Step 7.3 :- Print  $\text{queue}[i]$  and set  $i = i + 1\%$  more

Step 8 : If the user choose 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  $\text{item} == \text{queue}[i]$  then print  
item found and its position and increment  
 $i$  by 1

Step 8.3 :- Check if  $c == 0$  then print item not  
found.

Step 9 : End

## Doubly linked List Operation

- Step 1: Start
- Step 2: Declare a structure and 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 and search an element in the list.
- Step 4: Define function to create a node, ~~element~~  
declare the required variable.
- Step 4.1:- Set memory allocated to the node =  
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 the list.
- Step 6: If the user choose to perform insertion operation at the beginning then call the function to perform the insertion.

Step 6.1 :- Check if head == null then call the function to create a node, perform step 4 to 4.3

Step 6.2 :- Set head = temp and temp1 = head

Step 6.3 :- Else call the function to create a node. Perform step 4 to 4.3. Then set temp → next = head, set head → prev = temp and head = temp.

Step 7 : If the user choose 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 = temp1.

Step 7.2 :- Else call the function to create a new node then set temp1 → next = temp, temp → prev = temp1 and temp1 = 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 variables.

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  $head = \text{null}$  and  $pos = 1$  then  
Print "Empty list cannot insert other than  
1<sup>st</sup> position."

Step 8.5 :- Check if  $head = \text{null}$  and  $pos = 1$  then  
call the function to create newNode,

then set  $temp = head$  and  $head = temp_1$   
while  $i < pos$  then set  $temp_2 = temp_1$   
 $\rightarrow$  next then increment i by 1

Step 8.7 :- Call the function to create a new  
node and then set  $temp \rightarrow prev = temp_2$   
 $temp \rightarrow next = temp_2 \rightarrow next \rightarrow prev = temp$   
 $temp_2 \rightarrow next = temp$

Step 9 : If the user choose to perform deletion  
operation in the list then all the  
function to perform the deletion  
operation

Step 9.1 :- Declare the necessary variables

Step 9.2 :- Read the position where node need  
to be deleted set  $temp_2 = head$

Step 9.3 :- check if  $pos < 1$  or  $pos = count + 1$ , then point position out of range.

Step 9.4 :- check if  $head = \text{null}$  then print the list is empty.

Step 9.5 :- while  $i < pos$  then  $\text{temp}_2 = \text{temp}_2 \rightarrow \text{next}$  next and increment  $i$  by 1.

Step 9.6 :- check if  $i == 1$  then check if  $\text{temp}_2 \rightarrow \text{next} == \text{null}$  then print node deleted free ( $\text{temp}_2$ ) set  $\text{temp}_2 = \text{head} = \text{null}$ .

Step 9.7 :- check if  $\text{temp}_2 \rightarrow \text{next} == \text{null}$  then  $\text{temp}_2 \rightarrow \text{prev} \rightarrow \text{next} = \text{null}$  then free ( $\text{temp}_2$ ) then print node deleted.

Step 9.8 :-  $\text{temp}_2 \rightarrow \text{next} \rightarrow \text{prev} = \text{temp}_2 \rightarrow \text{prev}$  then check if  $i != 1$  then  $\text{temp}_2 \rightarrow \text{prev} \rightarrow \text{next} = \text{temp}_2 + \rightarrow \text{next}$

Step 9.9 :- check if  $i == 1$  then  $head = \text{temp}_2 \rightarrow \text{next}$  then print mode deleted then free  $\text{temp}_2$  and decrement count by 1.

Step 10 : If the user choice to perform the display operation then call the function to display the list.

Step 10.1 :- Set temp2=n

Step 10.2 :- Check if temp2=null then print list  
is empty

Step 10.3 :- while temp2->next!=null then print  
temp2->n then temp2=temp2->next.

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

Step 11.1 :- Declare the necessary variables

Step 11.2 :- Set temp2=head

Step 11.3 :- Check if temp2=null then print  
the list is empty.

Step 11.4 :- Read the value to be searched

Step 11.5 :- While temp2!=null the check if temp2  
 $\rightarrow n == \text{data}$  then print element found  
at position count+1

Step 11.6 :- Else set temp2=temp2->next and  
increment count by 1

Step 11.7 :- Print element not found in the  
list.

Step 12 : End

## Set Operations

- 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  $m \neq n$  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  $m \neq n$  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 < n
- Step 5.5 :-  $c[i] = A[i] \Delta B[j]$
- Step 5.6 :- Print  $c[i]$
- Step 5.7 :- Increment i by 1
- Step 6 :- If the user choose to perform the set difference operation.
- Step 6.1 :- Read the cardinality of 2 sets
- Step 6.2 :- Check if  $m=n$  then print cannot perform set difference operation.
- Step 6.3 :- Else read the element in both sets
- Step 6.4 :- Repeat the step 6.5 to 6.8 until i < n
- Step 6.5 :- Check if  $A[i]=0$  then  $c[i]=0$
- Step 6.6 :- Else if  $B[i]=1$  then  $c[i]=0$
- Step 6.7 :- Else  $c[i]=1$
- Step 6.8 :- increment i by 1
- Step 7 :- Repeat the step 7.1 and 7.2 until i < m

Step 7.1 :- print c[i]

Step 7.2 :- increment i by 1

## Binary Search Tree

Step 1 : Start

Step 2 : Declare a structure and structure pointers for insertion deletion and search operations and also declare a function for inorder traversal.

Step 3 : Declare a pointer as root and also the required variable.

Step 4 : Read the choice from the user to perform insertion, deletion, searching and inorder 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 to the insert pointer and also 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  $\text{root} \rightarrow \text{info} > x$  then call the insert pointer to insert to left of the root.

Step 5.5 :- check if  $\text{root} \rightarrow \text{info} < x$  then call the insert pointer to insert to the right of the root.

Step 5.6 :- 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  $\text{ptr}$  then print node not found.

Step 6.2 :- Else if  $\text{ptr} \rightarrow \text{info} < x$  the call delete pointer by passing the right pointer and the item.

Step 6.3 :- Else if  $\text{ptr} \rightarrow \text{info} > x$  then call delete pointer by passing the left pointer and the item.

Step 6.4 :- check if  $\text{ptr} \rightarrow \text{info} == \text{item}$  then check if  $\text{ptr} \rightarrow \text{left} == \text{ptr} \rightarrow \text{right}$  then free  $\text{ptr}$  and return null.

Step 6.5 :- Else if  $\text{ptr} \rightarrow \text{left} == \text{null}$  then set  $\text{p1} \cdot \text{ptr} \rightarrow \text{right}$  and free  $\text{ptr}$ , return  $\text{p1}$ .

Step 6.6 :- Else if  $\text{ptr} \rightarrow \text{right} == \text{null}$  then set  
 $P_1 = \text{ptr} \rightarrow \text{left}$  and free  $\text{ptr}$ , return  $P_1$

Step 6.7 :- Else set  $P_1 = \text{ptr} \rightarrow \text{right}$  and  $P_2 = \text{ptr} \rightarrow \text{right}$

Step 6.8 :- while  $P_1 \rightarrow \text{left}$  not equal to null, set  
 $P_1 \rightarrow \text{left}$ ,  $\text{ptr} \rightarrow \text{left}$  and free  $\text{ptr}$ , return  
 $P_2$

Step 6.9 :- Return  $\text{ptr}$ .

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  $\text{ptr}$  check if  $\text{item} < \text{ptr} \rightarrow \text{info}$   
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 if  $\text{ptr}$  then 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 and  
pass the root pointer.

Step 8.1 :- If root not equals to null recursively  
call the functions by passing  
 $\text{root} \rightarrow \text{left}$

Step 8.2 :-  $\text{print root} \rightarrow \text{info}$

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