

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 $a[i] \leq b[j]$ 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

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 functions & 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 6: If user choose to pop an element from the stack then call the function pop the element

Step 6.1 - check if $top == \text{Null}$ 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 $temp = temp \rightarrow \text{next}$

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 $top == \text{NULL}$ then print stack is empty.

Step 7.2 - Else declare a pointer variable temp of initialize it to top

Step 7.3 - Repeat steps below while $temp \rightarrow \text{next} \neq \text{null}$

Step 7.4 - Print $temp \rightarrow \text{data}$.

Step 7.5 - Set $temp = temp \rightarrow \text{next}$

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 variable

Step 8.3 - check if $ptr = \text{null}$ 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 $ptr \neq \text{null}$

Step 8.6 - check if $ptr \rightarrow \text{data} == \text{item}$ 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 $PH = PH \rightarrow \text{next}$

Step 8.9 - check if $\text{flag} = 0$ then print the element not

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 then call the dequeue function

Step 6.1: Check if $\text{front} == 1$ and $\text{rear} == -1$ then print Queue is overflow

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

Step 6.3: Else point the element to be deleted
Set $\text{front} = \text{front} + 1 \% \text{max}$

Step 7: If the user choose 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 $i = i + 1 \% \text{max}$

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 c 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 required 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 on element in the list.
- Step 4: Define functions to create a node, declare the required variables.
- Step 4.1: Set memory allocated to the node = temp
then set temp \rightarrow prev = null and temp \rightarrow next = null
- Step 4.2: Read the value to be inserted to the node.
- Step 4.3: Set temp \rightarrow n = data and increment Count by 1
- Step 5: Read the choice from the user to perform diff. 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 $temp \rightarrow next = head$, set $head \rightarrow prev = temp$ and $head \rightarrow temp$.

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 new node then set $temp = head$ and then set $head = temp1$

Step 7.2: Else call the function to create a new node then set $temp \rightarrow next = temp$, $temp \rightarrow prev = temp1$ 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 variable

Step 8.2: Read the position where the node is to be inserted, set $temp2 = head$

Step 8.3: Check if $pos < 1$ or $pos > (count + 1)$ then print the position is out

change

Step 8.2: check if $\text{head} == \text{null}$ and $\text{pos} = 1$
then print "Empty list cannot insert"
Other then 1st position.

Step 8.5: check if $\text{head} == \text{null}$ and $\text{pos} = 1$
then call the function to create new node
then set $\text{temp} = \text{head}$ and $\text{head} = \text{temp}$

Step 8.6: while $i < \text{pos}$ then set $\text{temp} = \text{temp} \rightarrow \text{next}$
then increment i by 1

Step 8.7: Call the function to create a new
node and then set $\text{temp} \rightarrow \text{prev} = \text{temp}$
 $\text{temp} \rightarrow \text{next} = \text{temp} \rightarrow \text{next}$
 $\text{prev} = \text{temp}$. $\text{temp} \rightarrow \text{next} = \text{temp}$

Step 9: If the user choose to perform
deletion operation is 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 $\text{temp} = \text{head}$

Step 9.3: check if $\text{pos} < 1$ or $\text{pos} > \text{Count} + 1$
then point 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 $\text{temp2} = \text{temp2} \rightarrow \text{next}$
and increment i by 1

Step 9.6: check if $i == 1$ then check if $\text{temp2} \rightarrow \text{next} == \text{null}$ then print node deleted free(temp2)
Set $\text{temp2} = \text{head} = \text{null}$

Step 9.7: check if $\text{temp2} \rightarrow \text{next} == \text{null}$ then
 $\text{temp2} \rightarrow \text{prev} \rightarrow \text{next} = \text{null}$ then free(temp2)
then print node deleted

Step 9.8: $\text{temp2} \rightarrow \text{next} \rightarrow \text{prev} = \text{temp2} \rightarrow \text{prev}$
then check if $i != 1$ then $\text{temp2} \rightarrow \text{prev} \rightarrow \text{next} = \text{temp2} \rightarrow \text{next}$

Step 9.9: check if $i == 1$ then $\text{head} = \text{temp2} \rightarrow \text{next}$
then print node deleted then free temp2
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 $\text{temp2} = \text{null}$

Step 10.2: check if $\text{temp2} = \text{null}$ then print list
is empty

Step 10.3: while $\text{temp2} \rightarrow \text{next} != \text{null}$ then print
 $\text{temp2} \rightarrow \text{data}$ then $\text{temp2} = \text{temp2} \rightarrow \text{next}$

Step 11: if the user choose to perform the
search operation then call the
function to perform search operation

Step 11.1: Declare the necessary variables

Step 11.2: Set $\text{temp2} = \text{head}$

Step 11.3: check if $\text{temp2} = \text{null}$ then Print the list is empty.

Step 11.4: Read the value to be searched

Step 11.5: while $\text{temp2} \neq \text{null}$ then check if $\text{temp2} \rightarrow n == \text{data}$ then print element found at position $\text{Count} + 1$

Step 11.6: Else set $\text{temp2} = \text{temp2} \rightarrow \text{next}$ 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 variables

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 Count performs 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 : $C[i] = A[i] \cup B[i]$

Step 4.6 print $C[i]$

Step 4.7 : increment i by 1

Step 5 : Read the choice from the user to perform
in transaction.

Step 5.1 : Read the Cardinality of 2 sets

Step 5.2 : check if $m \neq n$ then print Cannot
perform ^{the} insertion.

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 : increment i by 1

Step 6 : If the user choose to perform set
difference operation

Step 6.2 : check if $m \neq n$ then print
Cannot perform set difference operator

Step 6.3 : Else read the element in both
sets.

Step 6.4: Repeat the Step 6.5 to 6.8 until

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: 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 $root \rightarrow info > x$ then call the insert pointer to insert to left of the root.

Step 5.5: Check if $root \rightarrow info < x$ then call the insert pointer to insert to 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 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 $ptr \rightarrow info < x$ then call delete pointer by passing the right pointer and the item.

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

Step 6.4: Check if $ptr \rightarrow info == item$ then check if $ptr \rightarrow left == ptr \rightarrow right$ then free ptr and return null

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

Step 6.6: Else if $ptr \rightarrow right == null$ then set $P1 = ptr \rightarrow left$ and free ptr , return $P1$

Step 6.7: Else if $ptr \rightarrow right \neq null$ then set $P1 = ptr \rightarrow left$ and free ptr , return $P1$

Step 6.8: while $P1 \rightarrow left$ not equal to null, set $P1 \rightarrow left = ptr \rightarrow left$ and free ptr , return $P1$.

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 ptr check if $\text{item} > \text{ptr}$
info then $\text{ptr} = \text{ptr} \rightarrow \text{right}$.

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

Step 7.5: Else break

Step 7.6: check if 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 functions and pass
the root pointers.

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

Step 8.2: Point $\text{root} \rightarrow \text{info}$

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