

Program: 01

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 $c[k++]$

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

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 the first array

Step 15: Print the second array

Step 16: print the merged array

Step 17: End.

Program: 02

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 new node & allocate memory for new node.

Step 5.2: Set new node \rightarrow ~~next~~ top

Step 5.3: check if top == NULL then set newnode \rightarrow next - next

Step 5.4: Set newNode \rightarrow next - top

Step 5.5: set top = new node & 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 : Print the element that being deleted

Step 6.4 : set temp = temp \rightarrow next

Step 6.5 : free the temp .

Step 7 : If the user chooses the display then call the function to display the elements 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 variables .

Step 8.2 : Initialize ptr = top

Step 8.3 : check if ptr = 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 != null

Step 8.6 : check if ptr \rightarrow data == item then

print element found and to be located and set flag = 1

Step 8.7 : Else set flag = 0

Step 8.8 : Increment i by 1 and set ptr =
ptr → next

Step 8.9 : Check if flag = 0 then print the
element not found.

print 9 : and .

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Stack using linked list

Menu

1. Push
2. Pop
3. Display
4. Search
5. Exit

Enter your choice : 1

Enter the value to be inserted : 2

Insertion is successful

Menu

1. Push
2. Pop
3. Display
4. Search
5. Exit

Enter your choice : 1

Enter the value to be inserted : 34

Insertion is successful

Menu

1. Push
2. Pop
3. Display
4. Search
5. Exit

Enter your choice : 1

Enter the value to be inserted : 45
Insertion is successful

Menu

- 1. Push
- 2. Pop
- 3. Display
- 4. Search
- 5. Exit

Enter your choice : 2

Deleted element : 45

Menu

- 1. Push
- 2. Pop
- 3. Display
- 4. Search
- 5. Exit

Enter your choice : 3

34 → 2 → Null

Menu

- 1. Push
- 2. Pop
- 3. Display
- 4. Search
- 5. Exit

Enter your choice : 4

Enter item which is to be searched: 2
item found at location 2

Program: 03

Circular Queue

- Step 1: Start
- Step 2: Declare the que and other variables
- Step 3: Declare the functions for enqueue, deque, 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 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 que is overflow
- Step 5.3: Else set $\text{rear} = \text{rear} + 1 == \text{max}$ and set
queue $[\text{rear}] = \text{element}$
- Step 6: if the user choice is the options, deque
then call the function deque.
Step 6.1: Check if $\text{front} == -1$ and $\text{rear} == -1$ then
print Queue is underflow.
- Step 6.2: Else check if $\text{front} == \text{rear}$ then 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 dequeued
Set front = front + 1 % max
- Step 7: If the user choice is to display the queue then call the function display.
- Step 7.1: Check if front = -1 and rear = -1 then
print queue is empty.
- Step 7.2: Else repeat the step 7.3 while i <= rear
- Step 7.3: Print queue[i] and set i = i + 1 % 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 as the que
- Step 8.2: Check if items == 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.

Press 1: Insert an element

Press 2: Delete an element

Press 3: Display the element

Press 4: Search the element

Enter your choice: 1

Enter the element which is to be inserted: 1

Press 1: Insert an element

Press 2: Delete an element

Press 3: Display the element

Press 4: Search the element

Enter your choice: 1

Enter the element which is to be inserted: 2

Press 1: Insert an element

Press 2: Delete an element

Press 3: Display the element

Press 4: Search the element

Enter your choice: 1

Enter the element which is to be inserted: 3

Press 1: Insert an element

Press 2: Delete an element

Press 3: Display the element

Press 4: Search the element

Enter your choice: 1

Enter the element which is to be inserted: 4

Press 1: Insert an element
Press 2: Delete an element
Press 3: Display the element
Press 4: Search the element

Enter your choice : 2
Enter Deleted element is 1

Press 1: Insert an element
Press 2: Delete an element
Press 3: Display the element
Press 4: Search the element

Enter your choice: 3
Elements in a queue are : 2, 3, 4

Press 1: Insert an element
Press 2: Delete an element
Press 3: Display the element
Press 4: Search the element

Enter your choice: 4
Enter the element which is to be searched: 4
item found at location: 3

Program: 04

Doubly Linked List

Step 1: Start

Step 2: Declare 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, 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 = date and increment count by 1

Step 5: Read the choice from the user to perform different operations on the list.

Step 6: If the user choose to perform insertions operation at the beginning then call the ~~operations~~ functions to performs the insertions.

Step 6.1: check if head == null then call the functions to create a node, performs step 4 to 4.3

Step 6.2: set head = temp and temp 1 = 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 = temp.

Step 7: if the user choice is to perform insertion at the end of the list, then call the functions to perform the insertion at 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 = temp 1.

Step 7.2: else call the function to create a new node then set temp 1 \rightarrow next = temp, temp \rightarrow prev = temp 1 and temp 1 = 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 need to be inserted, set temp 2 = head.

Step 8.3: check if head == null and pos = 1 then print "Empty list cannot insert other than 1st position"

Step 8.5: check if head == null and pos = 1
then call the function to create new Node,
then set temp = head and head = temp 1.
Step 8.6: While i < pos then set temp2 = temp 2
→ next then increment i by 1

Step 8.7: call the function to create a new
node and then set temp → prev = temp 2
temp → next - temp 2 → next → prev = temp
temp 2 → next = temp.

Step 9: If the user choose to perform deletion
operation in the list then all the functions
to perform the deletion operations.

Step 9.1: Declare the necessary variables.

Step 9.2: Read the position where node need
to be deleted set temp2 = head

Step 9.3: check if pos < 1 or pos > = count + 1.
then print position out of range

Step 9.4: Check if head == null then print the
list is empty.

Step 9.5: while i < pos then temp2 = temp 2 → next
and increment i by 1.

Step 9.6: check if i == 1 then check if temp2
→ next == null then print node deleted
free (temp) set temp 2 = head = 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
(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 $\text{head} = \text{temp}^2 \rightarrow$
next then print node deleted then
free temp^2 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 $\text{temp}^2 = n$

Step 10.2: check if $\text{temp}^2 == \text{null}$ then print list
is empty

Step 10.3: while ~~if~~ $\text{temp}^2 \rightarrow \text{next} != \text{null}$ then
print $\text{temp}^2 \rightarrow n$ then $\text{temp}^2 = \text{temp}^2$
 $\rightarrow \text{next}$.

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 $\text{temp}^2 = \text{head}$

Step 11.3: check if $\text{temp}^2 == \text{null}$ then print the
list is empty.

Step 11.4: Read the value to be searched.

Step 11.5: While $\text{temp2} \neq \text{null}$ the check if $\text{temp2} \rightarrow n == \text{data}$ thus print element found at position 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.

1. Insert at beginning
2. Insert at end
3. Insert at position
4. Delete at i
5. Display from beginning
6. Search for element
7. Exit

Enter choice : 1

Enter value to node : 1

Enter choice : 1

Enter value to node : 2

Enter choice : 1

Enter value to node : 3

Enter choice : 2

Enter value to node : 7

Enter choice : 5

linked list elements from beginning : 3 2 1 7

Program:05

SET OPERATIONS

Step 1: Start

Step 2: Declare the necessary variable

Step 3: Read the choice from the user to perform set operations

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: $c[i] = A[i] \cup B[i]$

Step 4.6: print $c[i]$

Step 4.7: Increment i by 1

Step 5: Read the choice from the user to perform 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 of both the sets

Step 5.4: Repeat the step 5.5 to 5.7 until $i < m$

Step 5.5: $c[i] = A[i] \cap B[j]$

Step 5.6: print $c[i]$

Step 5.7: increment i by 1

Step 6: if the user choose to perform set difference operations.

Step 6.1: Read the cardinality of 2 sets

Step 6.2: Check if $m_1 = n$ then print cannot

perform set difference operations

Step 6.3: Else read the element in both sides.

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

Input choice to perform

1.Union 2.Intersections 3.Difference 4.Exit

Enter the cardinality of first set : 3

Enter the cardinality of second set : 3

Enter element to first set (0/1) : 1

0

1

Enter element to second set (0/1) : 0

1

0

Element of set 1 union set 2 : 111

Program:06

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, ~~set~~ searching and
inorder traversal.

Step 5: If the user choose to perform
insertion operations 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 root \rightarrow info > x then call the insert pointer to insert to the right of the root.

Step 5.6: Returns the root

Step 6: If the user choose to perform delete operations 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 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 returns 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 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
 ptr , return P_2 .

Step 6.9: Return ptr .

Step 7: If the user choose to perform search
operations then call the pointers to
perform search operations.

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 $\text{item} > \text{ptr} \rightarrow \text{info}$
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 ptr then print that the
element is found

Step 7.7: Else print element not found in
tree and relatives root.

Step 8: If the user choose to perform
traversal then call the traversal

operations and pass the root pointers

Step 8.1: if root not equals to null
recursively call operations by passing
root \rightarrow left

Step 8.2: print root \rightarrow info

Step 8.3: call the traversal operations recursively
by passing root \rightarrow right

1. Insert in Binary tree
2. Delete from Binary tree
3. Inorder traversal of binary tree.
4. Search
5. Exit

Enter choice: 1

Enter new element: 50

Root is 50

Inorder traversal of binary tree is 50

1. Insert in Binary tree
2. Delete from binary tree
3. Inorder traversal of binary tree
4. Search
5. Exit

Enter choice: 1

Enter new element: 25

Root is 50

Inorder traversal of binary tree is : 25 50

Program: 07

Disjoint set

Step 1: start

Step 2: Declare the structure and related structure variable

Step 3: Declare a function makerset()

Step 3.1: void dis::parent[i] is uncertain

Step 3.2: Repeat step 3.2 to 3.4 until $i < n$

Step 3.3: dis.parent[i] is set to i

Step 3.4: set dis.rank[i] is equal to 0

Step 3.5: Increment i by 1

Step 4: Declare a function display set

Step 4.1: repeat step 4.2 and 4.3 until $i < n$

Step 4.2: print dis.parent[i]

Step 4.3: Increment i by 1

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

Step 4.5: print dis.rank[i]

Step 4.6: Increment i by 1

Step 5: Declare a function find and pass x to the function

function

Step 5.1: check if dis.parent[n] != x then set the values value to dis.parent[n]

Step 5.2: return dis.parent[*]

Step 6: Declare a function union and pass two variables x and y

Step 6.1: set X set to find(x)

Step 6.2: Set y set to find(y)
Step 6.3: Check if $X_{set} == Y_{set}$ then return
Step 6.4: Check if $\text{dis.rank}[X_{set}] < \text{dis.rank}[Y_{set}]$ then

Step 6.5: Set $Y_{set} = \text{dis.parent}[Y_{set}]$

Step 6.6: Set -1 to $\text{dis.rank}[X_{set}]$

Step 6.7: Else if $\text{dis.rank}[X_{set}] > \text{dis.rank}[Y_{set}]$

Step 6.8: Set X_{set} to $\text{dis.parent}[Y_{set}]$

Step 6.9: Set -1 to $\text{dis.rank}[Y_{set}]$

Step 6.10: Else $\text{dis.parent}[Y_{set}] = X_{set}$

Step 6.11: Set $\text{dis.rank}[X_{set}] + 1$ to $\text{dis.rank}[X_{set}]$

Step 6.12: Set -1 to $\text{dis.rank}[Y_{set}]$

Step 7: Read the choice from user to perform union, find and display.

Step 8: Call the function make set.

Step 9: Read the choice from user to perform union, find and display operations.

Step 10: If the user choose to perform unions, read the element to perform unions then call the function to perform union operation.

Step 11: If the user choose to perform find operation, read the element to check if connected.

Step 11.1: Check if $\text{find}(x) == \text{find}(y)$ then print connected component.

Step 11.2 : Else print net connected component
step 12 : if the user choose to perform display
operation call the function display set.
Step 13 : End

How many element? 4

Menu

1. Union

2. Find

3. Display

Enter choice

1
Enter element to perform Union

3

4

Do you want to continue (y/n)

1