

Practical 03

Searching algorithms:

1)linear search

```
// C++ code to linearly search x in arr[]. If x
// is present then return its location, otherwise
// return -1
```

```
#include <iostream>
```

```
using namespace std;
```

```
int search(int arr[], int N, int x)
```

```
{
```

```
    int i;
```

```
    for (i = 0; i < N; i++)
```

```
        if (arr[i] == x)
```

```
            return i;
```

```
    return -1;
```

```
}
```

```
// Driver's code
```

```
int main(void)
```

```
{
```

```
    int arr[] = { 2, 3, 4, 10, 40 };
```

```
    int x = 10;
```

```

int N = sizeof(arr) / sizeof(arr[0]);

// Function call

int result = search(arr, N, x);

(result == -1)

    ? cout << "Element is not present in array"

    : cout << "Element is present at index " << result;

return 0;

}

```

Output:

```

PS C:\Users\DELL\Documents\CP(DSA)> cd "c:\Users\DELL\Documents\CP(DSA)\searching\" ;
rch }
Element is present at index 3
PS C:\Users\DELL\Documents\CP(DSA)\searching>

```

2)BINARY SERACH

```
#include <bits/stdc++.h>
```

```
#include <iostream>
```

```
using namespace std;
```

```
int binarySearch(vector<int> v, int To_Find)
```

```
{
```

```
    int lo = 0, hi = v.size() - 1;
```

```
    int mid;
```

```
    // This below check covers all cases , so need to check
```

```
    // for mid=(lo+hi)/2
```

```

while (hi - lo > 1) {
    int mid = (hi + lo) / 2;
    if (v[mid] < To_Find) {
        lo = mid + 1;
    }
    else {
        hi = mid;
    }
}

if (v[lo] == To_Find) {
    cout << "Found"
        << " At Index " << lo << endl;
}

else if (v[hi] == To_Find) {
    cout << "Found"
        << " At Index " << hi << endl;
}

else {
    cout << "Not Found" << endl;
}

}

int main()
{

```

```

vector<int> v = { 1, 3, 4, 5, 6 };

int To_Find = 1;

binarySearch(v, To_Find);

To_Find = 6;

binarySearch(v, To_Find);

To_Find = 10;

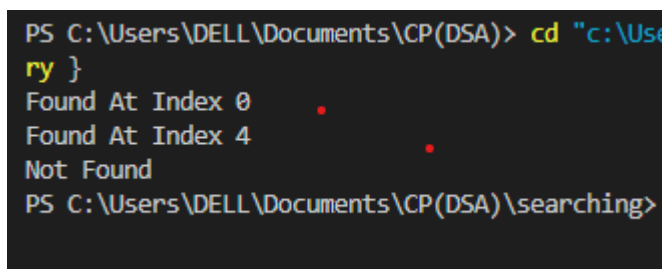
binarySearch(v, To_Find);

return 0;

}

```

Output:



```

PS C:\Users\DELL\Documents\CP(DSA)> cd "c:\Users\DELL\Documents\CP(DSA)\searching"
ry }
Found At Index 0
Found At Index 4
Not Found
PS C:\Users\DELL\Documents\CP(DSA)\searching>

```

3)Exponential Search

```

// C++ program to find an element x in a
// sorted array using Exponential search.
#include <bits/stdc++.h>
using namespace std;

int binarySearch(int arr[], int, int, int);

// Returns position of first occurrence of
// x in array
int exponentialSearch(int arr[], int n, int x)
{
    // If x is present at first location itself
    if (arr[0] == x)
        return 0;

    // Find range for binary search by

```

```

// repeated doubling
int i = 1;
while (i < n && arr[i] <= x)
    i = i*2;

// Call binary search for the found range.
return binarySearch(arr, i/2,
                    min(i, n-1), x);
}

// A recursive binary search function. It returns
// location of x in given array arr[l..r] is
// present, otherwise -1
int binarySearch(int arr[], int l, int r, int x)
{
    if (r >= l)
    {
        int mid = l + (r - l)/2;

        // If the element is present at the middle
        // itself
        if (arr[mid] == x)
            return mid;

        // If element is smaller than mid, then it
        // can only be present in left subarray
        if (arr[mid] > x)
            return binarySearch(arr, l, mid-1, x);

        // Else the element can only be present
        // in right subarray
        return binarySearch(arr, mid+1, r, x);
    }

    // We reach here when element is not present
    // in array
    return -1;
}

// Driver code
int main(void)
{
    int arr[] = {2, 3, 4, 10, 40};

```

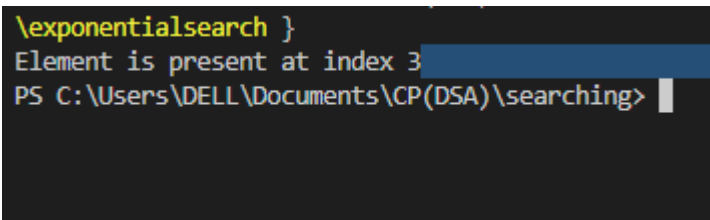
```

int n = sizeof(arr)/ sizeof(arr[0]);
int x = 10;
int result = exponentialSearch(arr, n, x);
(result == -1)? cout <<"Element is not present in array"
               : cout <<"Element is present at index " << result;

return 0;
}

```

Output:



```

\exponentialsearch }
Element is present at index 3
PS C:\Users\DELL\Documents\CP(DSA)\searching>

```

Sorting algorithms

1) Bubble Sort Algorithm

// Optimized implementation of Bubble sort

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
// An optimized version of Bubble Sort
```

```
void bubbleSort(int arr[], int n)
```

```
{
```

```
int i, j;
```

```
bool swapped;
```

```
for (i = 0; i < n-1; i++)
```

```
{
```

```
    swapped = false;
```

```
    for (j = 0; j < n-i-1; j++)
```

```

    {
        if (arr[j] > arr[j+1])
        {
            swap(arr[j], arr[j+1]);
            swapped = true;
        }
    }

    // IF no two elements were swapped
    // by inner loop, then break
    if (swapped == false)
        break;
}

}

// Function to print an array
void printArray(int arr[], int size)
{
    int i;
    for (i = 0; i < size; i++)
        cout << " " << arr[i];
}

// Driver program to test above functions

```

```

int main()
{
    int arr[] = {64, 34, 25, 12, 22, 11, 90};

    int N = sizeof(arr)/sizeof(arr[0]);

    bubbleSort(arr, N);

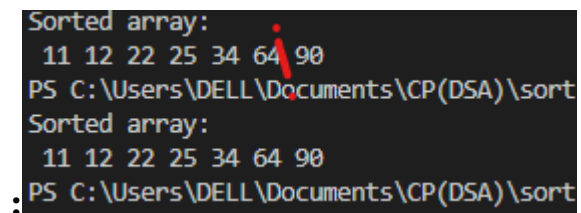
    cout <<"Sorted array: \n";

    printArray(arr, N);

    return 0;
}

```

Output:



```

Sorted array:
11 12 22 25 34 64 90
PS C:\Users\DELL\Documents\CP(DSA)\sort
Sorted array:
11 12 22 25 34 64 90
PS C:\Users\DELL\Documents\CP(DSA)\sort

```

2)Selection sort:

```

#include <iostream>

using namespace std;

void print(int arr[],int n){
    for(int i=0; i<n; i++){
        cout<<arr[i]<<" ";
    }
}

void selection(int arr[], int n){
    for(int i=0; i<n-1;i++){
        int indmin=i;

```



```

    for(int j=i+1;j<n;j++)
    {
        if(arr[j]< arr[indmin]){
            indmin=j;
        }
        int temp=arr[i];
        arr[i]=arr[indmin];
        arr[indmin]=temp;
    }
}

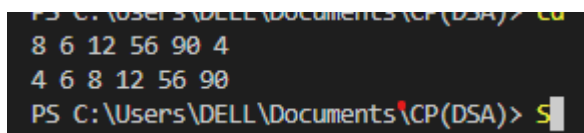
```

```

int main(){
    int arr[6]={8,6,12,56,90,4};
    int size=6;
    print(arr,size);
    cout<<endl;
    selection(arr,size);
    print(arr,size);
}

```

Output:



```

PS C:\Users\DELL\Documents\CP(DSA)> C++
8 6 12 56 90 4
4 6 8 12 56 90
PS C:\Users\DELL\Documents\CP(DSA)> S

```

3)Insertion sort

// C++ program for insertion sort

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
// Function to sort an array using
```

```
// insertion sort
```

```
void insertionSort(int arr[], int n)
```

```
{
```

```
    int i, key, j;
```

```
    for (i = 1; i < n; i++)
```

```
    {
```

```
        key = arr[i];
```

```
        j = i - 1;
```

```
        // Move elements of arr[0..i-1],
```

```
        // that are greater than key, to one
```

```
        // position ahead of their
```

```
        // current position
```

```
        while (j >= 0 && arr[j] > key)
```

```
        {
```

```
            arr[j + 1] = arr[j];
```

```
            j = j - 1;
```

```
        }
```

```
        arr[j + 1] = key;
```

```

    }
}

// A utility function to print an array
// of size n
void printArray(int arr[], int n)
{
    int i;
    for (i = 0; i < n; i++)
        cout << arr[i] << " ";
    cout << endl;
}

// Driver code
int main()
{
    int arr[] = { 12, 11, 13, 5, 6 };
    int N = sizeof(arr) / sizeof(arr[0]);
    insertionSort(arr, N);
    printArray(arr, N);
    return 0;
}

```

output:

```

PS C:\Users\DELL\Documents\CP(DSA)> cd "c:\Users\DELL\Documents\CP(DSA)\sorting"
5 6 11 12 13
PS C:\Users\DELL\Documents\CP(DSA)\sorting>

```

