

Size of first array

2

Enter 2 value in sorted order

3

6

Size of Second array

4

Enter 4 value in sorted order

4

5

8

9

A list is:

3 6

B list is:

4 5 8 9

C list is:

3 4 5 6 8 9

Program No: 1

AIM: Program to perform merge operation in two sorted array.

- 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 $i < m$ and $j < n$
- 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 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!!!

Program No: 2

AIM: Program to perform operations in singly linked stack.

Step1 Start

Step2 Declare the node and the required variables

Step3 Declare the functions for push pop display and search

Step4 Read the choice from the user to push, pop display or search an element

Step5 If the user choose to push an element, then read the element to be pushed and call the function to push the element by passing the value to the function

Step5.1 Declare the new Node and allocate memory for the new Node

Step5.2 Set newNode → data = value

Step5.3 Check if top == null then set newNode → next = null

Step5.4 Else set newNode → next = top

Step5.5 Set top = newNode and then print insertion is successful.

Step6 If the user choose to pop an element from the stack then call the function to call pop the element

Step6.1 Check if top == null then print stack is empty

Step6.2 Else declare a pointer variable temp and initialize it to top.

Step6.3 Print the element that is being deleted.

Step6.4 Set temp = temp → next

Step6.5 free the temp.

Step7 If the user choose to display the element in the stack then call the function to display the element in the stack.

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 → 20 → 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.

- Step 7.1 Check if $\text{top} == \text{null}$ then print stack is empty
Step 7.2 Else declare a pointer variable temp and initialize it to top .
Step 7.3 Repeat step 7.4 and 7.5 while $\text{temp} \rightarrow \text{next} != \text{null}$
Step 7.4 Print $\text{temp} \rightarrow \text{data}$
Step 7.5 Set $\text{temp} = \text{temp} \rightarrow \text{next}$
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 pti and other necessary variable
Step 8.2 Initialize $\text{pti} = \text{top}$.
Step 8.3 Check if $\text{pti} = \text{null}$ then print stack is empty
Step 8.4 Else read the element to be searched from user
Step 8.5 Repeat the step 8.6 to 8.8 while $\text{pti} != \text{null}$
Step 8.6 Check if $\text{pti} \rightarrow \text{data} == \text{item}$ then print element found and its location and set $\text{flag} = 1$
Step 8.7 Else set $\text{flag} = 0$
Step 8.8 Increment i by 1 and set $\text{pti} = \text{pti} \rightarrow \text{next}$.
Step 8.9 Check if $\text{flag} == 0$ then print element 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

Program No. 3

AIM: Program to perform operations in Circular Queue.

- Step 1 Start
- Step 2 Declare the queue and required variables.
- Step 3 Declare the functions for enqueue, dequeue, display and search
- Step 4 Read the choice from the user to enqueue, dequeue, display and search
- Step 5 If the user choose the option enqueue then read the element to be inserted from the user, then call the function enqueue and pass the value to the function.
 - Step 5.1 Check if $\text{front} == -1$ and $\text{rear} == -1$ then set $\text{front} = 0$, $\text{rear} = 0$ and set $\text{queue}[\text{rear}] = \text{element}$
 - Step 5.2 Else if $\text{rear} + 1 \bmod \text{max} == \text{front}$ or $\text{front} == \text{max} + 1$ then print Queue is overflow.
 - Step 5.3 Else set $\text{rear} = \text{rear} + 1 \bmod \text{max}$ and set $\text{queue}[\text{rear}] = \text{element}$
- Step 6 If the user choose the option dequeue then 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 $\text{front} == \text{rear}$ 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 $\text{front} = \text{front} + 1 \bmod \text{max}$.
- Step 7 If the user choose the option to display the queue then call the function display

Press 1: Insert an element

Press 2: Delete an element

Press 3: Display the element

Press 4: Search the element

Enter your choice 2

The required 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.

Step 1 Check if front == -1 and rear == -1 then print
Queue is empty

Step 2 Else repeat the step 7-3 while c <= rear

Step 3 Print queue [c] and set c = c + 1 mod max.

Step 8 If the user choose to search an element in
the queue, then call the function to search
an element in queue.

Step 8.1 Read the element to be searched in the queue

Step 8.2 Check if item == queue [c] 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

Output:

1. Insert at beginning
2. Insert at end
3. Insert at position i
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 No: 4

AIM: Program to perform operation in doubly linked list

Step1 Start

Step2 Declare a structure and related structure variables

Step3 Declare functions to create a node, insert a node in the begining, insertion at the end, insertion at the given position, display the list and search an element in the list.

Step4 Define a function to create a node, declare the required variables.

Step4.1 Set memory allocated to the node = temp. Then set temp \rightarrow prev = null and temp \rightarrow next = null.

Step4.2 Read the value to be inserted to the node.

Step4.3 Set temp \rightarrow n = data and increment count by 1.

Step5. Read the choice from the user to perform different operation on the list

Step6 If the user choose to perform insertion operation at the beginning then call the function to perform the insertion.

Step6.1 Check if head == null then call the function to create a node, perform step4 to step4.3.

Step6.2 Set head = temp and temp1 = head.

Step6.3 Else call the function to create a node, perform step4 to step4.3. Then set temp \rightarrow next = head
set head \rightarrow prev = temp and head = temp.

Step7 If the user choose to perform insertion operation at the end of the list, then call the function to perform the insertion at the end.

step 7.1 Check if $\text{head} == \text{null}$ then call the function to create a new node. Then set $\text{temp} = \text{head}$ and then set $\text{head} = \text{temp}$.

step 7.2 Else, call the function to create a new node then set $\text{temp} \rightarrow \text{next} = \text{temp}$, $\text{temp} \rightarrow \text{prev} = \text{temp}$ and $\text{temp} = \text{temp}$.

step 8 If the user choose to perform insertion operation 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 $\text{temp} = \text{head}$.

step 8.3 Check if $\text{pos} < 1$ or $\text{pos} > \text{count} + 1$ then print the position is out of range

step 8.4 Check if $\text{head} == \text{null}$ and $\text{pos} = 1$ then print "Empty list cannot insert other than 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 $\text{temp} \rightarrow \text{prev} = \text{temp}$, $\text{temp} \rightarrow \text{next} = \text{temp} \rightarrow \text{next}$, $\text{temp} \rightarrow \text{next} \rightarrow \text{prev} = \text{temp}$, $\text{temp} \rightarrow \text{next} = \text{temp}$.

step 9 If the user choose to perform deletion operation in the list then call 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 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 = temp2 → next and increment i by 1.

Step 9.6 Check if i == 1 then check if temp2 → next == null then print node deleted. Free (temp2). Set temp2 = head = null.

Step 9.7 Check if temp2 → next == null then temp2 → prev → next = null then free (temp2). Then print node deleted.

Step 9.8 temp2 → next → prev = temp2 → prev. Then check if i != 1 then temp2 → prev → next = temp2 → next.

Step 9.9 Check if i == 1 then head = temp2 → 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 temp2 = h

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 operation.

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 → n == 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.

Output

Input choice to perform:

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

Enter the cardinality of first set: 3.

Enter the cardinality of second set: 3.

Enter element to first set: (011)1

0

1

Enter element of second set: (011)0

1

0

Element of set1 union set2: 111

Program No : 5

AIM: Program to perform set operation.

Step1 Start

Step2 Declare the necessary variable

Step3 Read the choice from the user to perform set operation

Step4 If the user choose to perform union

Step4.1 Read the cardinality of two sets

Step4.2 Check if $m_1 = n$ then print cannot perform union

Step4.3 Else read the elements in both the sets.

Step4.4 Repeat the step 4.5 to 4.7 until $i < m$

Step4.5 $c[i] = A[i] | B[i]$

Step4.6 Print $c[i]$

Step4.7 Increment i by 1

Step5 Read the choice from the user to perform intersection.

Step5.1 Read the cardinality of two sets

Step5.2 Check if $m_1 = n$ then print cannot perform intersection

Step5.3 Else read the elements in both the sets

Step5.4 Repeat the step 5.5 to 5.7 until $i < m$

Step5.5 $c[i] = A[i] \cap B[i]$

Step5.6 Print $c[i]$

Step5.7 Increment i by 1

Step6 If the user choose to perform set difference operation.

Step6.1 Read the cardinality of two sets

Step6.2 Check if $m_1 = n$ then print cannot perform set difference operation.

Step6.3 Else read the elements in both sets.

Step6.4 Repeat the step 6.5 to 6.8 until $i < n$.

Step6.5 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

Output

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 No: 6.

AIM: Program to perform binary tree operations.

- Step 1 Start
- Step 2 Declare a structure and structure pointers for insertion deletion and search operation and also declare a function for inorder traversal.
- Step 3 Declare a pointer as root and also the required variables.
- 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 root->info > x then call the insert pointer to insert to left of the root
 - Step 5.5 Check if root->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 pth then print node not found.

Step 6.2 Else If $\text{ptr} \rightarrow \text{info} < \text{item}$ then call delete pointer by passing the right pointer and the item.

Step 6.3 Else If $\text{ptr} \rightarrow \text{info} > \text{item}$ 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 ptr and return null.

Step 6.5 Else If $\text{ptr} \rightarrow \text{left} == \text{null}$ then set $\text{P1} = \text{ptr} \rightarrow \text{right}$ and free ptr , return P1 .

Step 6.6 Else If $\text{ptr} \rightarrow \text{right} == \text{null}$ then set $\text{P1} = \text{ptr} \rightarrow \text{left}$ and free ptr , return P1 .

Step 6.7 Else set $\text{P1} = \text{ptr} \rightarrow \text{right}$ and $\text{P2} = \text{ptr} \rightarrow \text{right}$.

Step 6.8 While $\text{P1} \rightarrow \text{left}$ not equal to null, set $\text{P1} \rightarrow \text{left} = \text{P1} \rightarrow \text{left}$ and free ptr , return P2 .

Step 6.9 Return 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 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 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 equal to null recursively call the function by passing $\text{root} \rightarrow \text{left}$.

Step 8.2 Print $\text{root} \rightarrow \text{info}$.

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

Output

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 (1/0)

1.

Program No. 7

AIM: Program to perform operations on disjointed set

Step 1 Start

Step 2 Declare the structure and related structure variable

Step 3 Declare a function makeSet()

Step 3.1 Repeat step 3.2 to 3.4 until i < n

Step 3.2 dis.parent[i] is set to i

Step 3.3 set dis.rank[i] is equal to 0.

Step 3.4 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

Step 5.1 Check if dis.parent[n] = n then set the return value to dis.parent[n].

Step 5.2 return dis.parent[n]

Step 6. Declare a function Union and pass two variables namely

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 dis.rank[x.set] < dis.rank[y.set] then

Step 6.5 set y.set = dis.parent[y.set]

- Step 6.6 Set -1 to dis.rank[x set]
Step 6.7 Else if check dis.rank[x set] > dis.rank[y set]
Step 6.8 Set x set to dis.parent[y set]
Step 6.9 Set -1 to dis.rank[y set]
Step 6.10 Else dis.parent[y set] = x set.
Step 6.11 Set dis.rank[n set] + 1 to dis.rank[x set]
Step 6.12 Set -1 to dis.rank[y set].
Step 7 Read the number of elements
Step 8 Call the function make set
Step 9 Read the choice from user to perform union
Find and display operation.
Step 10 If the user choose to perform union operation
read the element to perform union. 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 find(x) == find(y) then print
connected component.
Step 11.2 Else print Not connected component.
Step 12 If the user choose to perform display operation
call the function display set.
Step 13 End.