

## Experiment No 2

### Problem Statements

**1. Write a program to identify if the entered matrix is sparse or not.**

//1) Write a program to identify if the entered matrix is sparse or not

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Subject:- Data Structures\*/

#include<stdio.h>

int main()

{

```
    int matrix[4][4];/*= {{1,0,0,3},
                        {0,0,0,9},
                        {7,0,0,0},
                        {0,0,6,0}};*/
```

int count = 0;

printf("Enter 4 by 4 matrix elements to check given matrix is sparse or not:\n");

for(int i=0;i<4;i++)

{

```
    for(int j=0;j<4;j++)
    {
        scanf("%d",&matrix[i][j]);
    }
}

for(int i=0;i<4;i++)
{
    for(int j=0;j<4;j++)
    {
        printf("%d ",matrix[i][j]);
    }
    printf("\n");
}

for(int i=0;i<4;i++)
{
    for(int j=0;j<4;j++)
    {
        if(matrix[i][j] == 0 )
        {
            count++;
        }
    }
}

if(count>16/2)
{
    printf("\nSparse");
}
```

```

    }
    else {
        printf("\nNot");
    }
}

```

**2. Write a Program to present a sparse matrix into array representation (row, column, value).**

//2) Write a Program to present a sparse matrix into array representation (row, column, value)

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#include<stdio.h>

int main() {

```

    int Sparse[4][4] = {{0,0,2,3},
                        {3,0,0,0},
                        {0,0,0,0},
                        {9,3,0,0}};

```

int size = 0;

```

for(int i=0;i<4;i++)
{
    for(int j=0;j<4;j++)
    {
        if(Sparse[i][j]!=0)
        {
            size++;
        }
    }
}

int compact[3][size];

int k = 0;
for(int i=0;i<4;i++)
{
    for(int j=0;j<4;j++)
    {
        if(Sparse[i][j]!=0)
        {
            compact[0][k] = i;
            compact[1][k] = j;
            compact[2][k] =
Sparse[i][j];
            k++;
        }
    }
}

```

```

for(int i=0;i<3;i++)
{
    for(int j=0;j<size;j++)
    {
        printf("%d ",compact[i][j]);
    }
    printf("\n");
}
}

```

### 3. Write a program to implement hashing using arrays.

//3) Write a program to implement hashing using arrays.

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```

#include<stdio.h>

int main()
{
    int key[50],size,hash[50];

    printf("Enter Size of hash table:\n");

    scanf("%d",&size);

```

```

for(int i=0;i<=size;i++)
{
    printf("Enter Key: %d\n",i+1);
    scanf("%d",&key[i]);
}

for(int i=0;i<=key[i];i++)
{
    hash[i] = key[i] % size;
}

printf("Hash Index\tKeys\n");

for(int i=0;i<=key[i];i++)
{
    printf("\n%d\t\t%d",hash[i],key[i]);
}
}

```

### 4. Write a program to implement Linear probing for collision resolution.

//4. Write a program to implement Linear probing for collision resolution.

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```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int key,hashTable[10] =  
{0,0,0,0,0,0,0,0,0,0};
```

```
    int i,loc,size,no_key;
```

```
    printf("Enter Size of the hash  
table:\n");
```

```
    scanf("%d",&size);
```

```
    printf("Enter how many  
keys:\n");
```

```
    scanf("%d",&no_key);
```

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

```
{
```

```
    printf("Enter Keys:\n");
```

```
    scanf("%d",&key);
```

```
    loc = key % size;
```

```
    while(hashTable[loc]!=0)
```

```
{
```

```
        loc++;
```

```
}
```

```
    hashTable[loc] = key;
```

```
}
```

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

```
{
```

```
    printf("\n%d  
%d",i,hashTable[i]);
```

```
}
```

```
}
```