**MATURI VENKATA SUBBA RAO (MVSR) ENGINEERING COLLEGE**

### (Affiliated to Osmania University, Hyderabad) Nadergul (P.O.), Hyderabad-501510

### AN AUTONOMOUS INSTITUTION



**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

***Certificate***

### This is to certify that this record is a bonafide laboratory work carried out by Mr. /Ms \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ bearing Roll. No. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of B.E **II year** CSE **Semester-III, Section \_\_\_\_\_\_\_\_\_\_** for the laboratory course **Data structures and Algorithms Using ‘C lab (U21PC384CS)** prescribed under Osmania University within the department during the Acad.year **2023-2024.**

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| --- | --- |
| ***Signature of***  ***External Examiner*** | ***Signature of***  ***Faculty In-charge*** |

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**MATURI VENKATA SUBBA RAO (MVSR) ENGINEERING COLLEGE**

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

VISION

* To impart technical education of the highest standards, producing competent and confident engineers with an ability to use computer science knowledge to solve societal problems.

MISSION

* To make the learning process exciting, stimulating and interesting.
* To impart adequate fundamental knowledge and soft skills to students.
* To expose students to advanced computer technologies in order to excel in engineering practices by bringing out the creativity in students.
* To develop economically feasible and socially acceptable software.

**PROGRAM EDUCATIONAL OBJECTIVES (PEOs)**

The Bachelor’s program in Computer Science & Engineering is aimed at preparing graduates who will:-

**PEO-1:** Achieve recognition through demonstration of technical competence for successful execution of software projects to meet customer business objectives.

**PEO-2:** Practice life-long learning by pursuing professional certifications, higher education or research in the emerging areas of information processing and intelligent systems at a global level.

**PEO-3:** Contribute to society by understanding the impact of computing using a multidisciplinary and ethical approach.

**(A) PROGRAM OUTCOMES (POs) with Competencies and Performance Indicators (PI’s)**

| **PO 1: Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization for the solution of complex engineering problems. | |
| --- | --- |
| **Competency** | **Indicators** |
| 1.1 Demonstrate competence in mathematical modeling | 1.1.1 Apply the knowledge of discrete structures, linear algebra, statistics and numerical techniques to solve problems.  1.1.2 Apply the concepts of probability, statistics and queuing theory in modeling of computer-based system, data and network protocols. |
| 1.2 Demonstrate competence in basic sciences | 1.2.1 Apply laws of natural science to an engineering problem |
| 1.3 Demonstrate competence in engineering fundamentals | 1.3.1 Apply engineering fundamentals |
| 1.4 Demonstrate competence in specialized engineering knowledge to the program | 1.4.1 Apply theory and principles of computer science and engineering to solve an engineering problem |
| **PO 2: Problem analysis:** Identify, formulate, research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences. | |
| **Competency** | **Indicators** |
| 2.1 Demonstrate an ability to identify and formulate complex engineering problem | 2.1.1 Evaluate problem statements and identifies objectives  2.1.2 Identify processes/modules/algorithms of a computer-based system and parameters to solve a problem  2.1.3 Identify mathematical algorithmic knowledge that applies to a given problem |
| 2.2 Demonstrate an ability to formulate a solution plan and methodology for an engineering problem | 2.2.1 Reframe the computer-based system into interconnected subsystems  2.2.2 Identify functionalities and computing resources.  2.2.3 Identify existing solution/methods to solve the problem, including forming justified approximations and assumptions  2.2.4 Compare and contrast alternative solution/methods to select the best methods  2.2.5 Compare and contrast alternative solution processes to select the best process. |
| 2.3 Demonstrate an ability to formulate and interpret a model | 2.3.1 Able to apply computer engineering principles to formulate modules of a system with required applicability and performance.  2.3.2 Identify design constraints for required performance criteria |
| 2.4 Demonstrate an ability to execute a solution process and analyze results | 2.4.1 Applies engineering mathematics to implement the solution.  2.4.2 Analyze and interpret the results using contemporary tools.  2.4.3 Identify the limitations of the solution and sources/causes.  2.4.4 Arrive at conclusions with respect to the objectives. |
| **PO 3: Design/Development of Solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for public health and safety, and cultural, societal, and environmental considerations. | |
| **Competency** | **Indicators** |
| 3.1 Demonstrate an ability to define a complex/ open-ended problem in engineering terms | 3.1.1 Able to define a precise problem statement with objectives and scope.  3.1.2 Able to identify and document system requirements from stake- holders.  3.1.3 Able to review state-of-the-art literature to synthesize system requirements.  3.1.4 Able to choose appropriate quality attributes as defined by ISO/IEC/IEEE standard.  3.1.5 Explore and synthesize system requirements from larger social and professional concerns.  3.1.6 Able to develop software requirement specifications (SRS). |
| 3.2 Demonstrate an ability to generate a diverse set of alternative design solutions | 3.2.1 Able to explore design alternatives.  3.2.2 Able to produce a variety of potential design solutions suited to meet functional requirements.  3.2.3 Identify suitable non-functional requirements for evaluation of alternate design solutions. |
| 3.3 Demonstrate an ability to select optimal design scheme for further development | 3.3.1 Able to perform systematic evaluation of the degree to which several design concepts meet the criteria.  3.3.2 Consult with domain experts and stakeholders to select candidate engineering design solution for further development |
| 3.4 Demonstrate an ability to advance an engineering design to defined end state | 3.4.1 Able to refine architecture design into a detailed design within the existing constraints.  3.4.2 Able to implement and integrate the modules. 3.4.3 Able to verify the functionalities and validate the design. |
| **PO 4: Conduct investigations of complex problems**: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions. | |
| **Competency** | **Indicators** |
| 4.1 Demonstrate an ability to conduct investigations of technical issues consistent with their level of knowledge and understanding | 4.1.1 Define a problem for purposes of investigation, its scope and importance  4.1.2 Able to choose appropriate procedure/algorithm, dataset and test cases.  4.1.3 Able to choose appropriate hardware/software tools to conduct the experiment. |
| 4.2 Demonstrate an ability to design experiments to solve open-ended problems | 4.2.1 Design and develop appropriate procedures/methodologies based on the study objectives |
| 4.3 Demonstrate an ability to analyze data and reach a valid conclusion | 4.3.1 Use appropriate procedures, tools and techniques to collect and analyze data  4.3.2 Critically analyze data for trends and correlations, stating possible errors and limitations 4.3.3 Represent data (in tabular and/or graphical forms) so as to facilitate analysis and explanation of the data, and drawing of conclusions  4.3.4 Synthesize information and knowledge about the problem from the raw data to reach appropriate conclusions |
| **PO 5: Modern tool usage**: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations. | |
| **Competency** | **Indicators** |
| 5.1 Demonstrate an ability to identify/create modern engineering tools, techniques and resources | 5.1.1 Identify modern engineering tools, techniques and resources for engineering activities  5.1.2 Create/adapt/modify/extend tools and techniques to solve engineering problems |
| 5.2 Demonstrate an ability to select and apply discipline specific tools, techniques and resources | 5.2.1 Identify the strengths and limitations of tools for (i) acquiring information, (ii) modeling and simulating, (iii) monitoring system performance, and (iv) creating engineering designs.  5.2.2 Demonstrate proficiency in using discipline-specific tools |
| 5.3 Demonstrate an ability to evaluate the suitability and limitations of tools used to solve an engineering problem | 5.3.1 Discuss limitations and validate tools, techniques and resources  5.3.2 Verify the credibility of results from tool use with reference to the accuracy and limitations, and the assumptions inherent in their use. |
| **PO 6: The engineer and society**: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal, and cultural issues and the consequent responsibilities relevant to the professional engineering practice. | |
| **Competency** | **Indicators** |
| 6.1 Demonstrate an ability to describe engineering roles in a broader context, e.g. pertaining to the environment, health, safety, legal and public welfare | 6.1.1 Identify and describe various engineering roles; particularly as pertains to protection of the public and public interest at the global, regional and local level |
| 6.2 Demonstrate an understanding of professional engineering regulations, legislation and standards | 6.2.1 Interpret legislation, regulations, codes, and standards relevant to your discipline and explain its contribution to the protection of the public |
| **PO 7: Environment and sustainability**: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and the need for sustainable development. | |
| **Competency** | **Indicators** |
| 7.1 Demonstrate an understanding of the impact of engineering and industrial practices on social, environmental and in economic contexts | 7.1.1 Identify risks/impacts in the life-cycle of an engineering product or activity  7.1.2 Understand the relationship between the technical, socio-economic and environmental dimensions of sustainability |
| 7.2 Demonstrate an ability to apply principles of sustainable design and development | 7.2.1 Describe management techniques for sustainable development  7.2.2 Apply principles of preventive engineering and sustainable development to an engineering activity or product relevant to the discipline |
| **PO 8: Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice. | |
| **Competency** | **Indicators** |
| 8.1 Demonstrate an ability to recognize ethical dilemmas | 8.1.1 Identify situations of unethical professional conduct and propose ethical alternatives |
| 8.2 Demonstrate an ability to apply the Code of Ethics | 8.2.1 Identify tenets of the ASME professional code of ethics  8.2.2 Examine and apply moral & ethical principles to known case studies |
| **PO 9: Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings. | |
| **Competency** | **Indicators** |
| 9.1 Demonstrate an ability to form a team and define a role for each member | 9.1.1 Recognize a variety of working and learning preferences; appreciate the value of diversity on a team  9.1.2 Implement the norms of practice (e.g. rules, roles, charters, agendas, etc.) of effective team work, to accomplish a goal. |
| 9.2 Demonstrate effective individual and team operations-- communication, problem solving, conflict resolution and leadership skills | 9.2.1 Demonstrate effective communication, problem-solving, conflict resolution and leadership skills  9.2.2 Treat other team members respectfully  9.2.3 Listen to other members  9.2.4 Maintain composure in difficult situations |
| 9.3 Demonstrate success in a team-based project | 9.3.1 Present results as a team, with smooth integration of contributions from all individual efforts |
| **PO 10: Communication:** Communicate effectively on complex engineering activities with the engineering community and with the society at large, such as being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions | |
| **Competency** | **Indicators** |
| 10.1 Demonstrate an ability to comprehend technical literature and document project work | 10.1.1 Read, understand and interpret technical and non-technical information  10.1.2 Produce clear, well-constructed, and well-supported written engineering documents  10.1.3 Create flow in a document or presentation - a logical progression of ideas so that the main point is clear |
| 10.2 Demonstrate competence in listening, speaking, and presentation | 10.2.1 Listen to and comprehend information, instructions, and viewpoints of others  10.2.2 Deliver effective oral presentations to technical and non-technical audiences |
| 10.3 Demonstrate the ability to integrate different modes of communication | 10.3.1 Create engineering-standard figures, reports and drawings to complement writing and presentations  10.3.2 Use a variety of media effectively to convey a message in a document or a presentation |
| **PO 11: Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one’s work, as a member and leader in a team, to manage projects and in multidisciplinary environments. | |
| **Competency** | **Indicators** |
| 11.1 Demonstrate an ability to evaluate the economic and financial performance of an engineering activity | 11.1.1 Describe various economic and financial costs/benefits of an engineering activity  11.1.2 Analyze different forms of financial statements to evaluate the financial status of an engineering project |
| 11.2 Demonstrate an ability to compare and contrast the costs/benefits of alternate proposals for an engineering activity | 11.2.1 Analyze and select the most appropriate proposal based on economic and financial considerations. |
| 11.3 Demonstrate an ability to plan/manage an engineering activity within time and budget constraints | 11.3.1 Identify the tasks required to complete an engineering activity, and the resources required to complete the tasks.  11.3.2 Use project management tools to schedule an engineering project, so it is completed on time and on budget. |
| **PO 12: Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change. | |
| **Competency** | **Indicators** |
| 12.1 Demonstrate an ability to identify gaps in knowledge and a strategy to close these gaps | 12.1.1 Describe the rationale for the requirement for continuing professional development  12.1.2 Identify deficiencies or gaps in knowledge and demonstrate an ability to source information to close this gap |
| 12.2 Demonstrate an ability to identify changing trends in engineering knowledge and practice | 12.2.1 Identify historic points of technological advance in engineering that required practitioners to seek education in order to stay current  12.2.2 Recognize the need and be able to clearly explain why it is vitally important to keep current regarding new developments in your field |
| 12.3 Demonstrate an ability to identify and access sources for new information | 12.3.1 Source and comprehend technical literature and other credible sources of information  12.3.2 Analyze sourced technical and popular information for feasibility, viability, sustainability, etc. |

**(B) PROGRAM SPECIFIC OUTCOMES (PSO’s) with Competencies and Performance Indicators (PI’s)**

| **Program Specific Outcome (PSO)** | **Performance Indicators (PI)** |
| --- | --- |
| PSO1: Demonstrate competence to build effective solutions for computational real-world problems  using software and hardware across multi-disciplinary domains. | 13.1 - Ability to recognize real-world problem(s) across multi-disciplinary domains.  13.2 - Elicit appropriate hardware/software for the solution  13.3 - Build effective solution(s) with the identified resources |
| PSO2: Adapt to current computing trends for meeting the industrial and societal needs through a  holistic professional development leading to pioneering careers or entrepreneurship. | 14.1- Adapt to current computing trends to meet rapidly changing industry and societal needs  14.2-Train to become holistic professionals  14.3-Motivate students to opt for higher studies.  14.4-Enable students to become employable / entrepreneurs |

1. **WAP to implement Stacks using dynamic Arrays**

#include<stdio.h>

#include<stdlib.h>

int \*st,size,top=-1,ele,i;

int isempty();

int isfull();

void push();

void pop();

void display();

void peek();

void enhance();

void main()

{

int ch;

printf("\nenter size of the stack =\n");

scanf("%d",&size);

st= (int \*)malloc(size\*sizeof(int));

printf("\n1.Push\n2.pop\n3.display\n4.topelement\n5.Enhance");

do

{

printf("\nEnter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1: push();

break;

case 2: pop();

break;

case 3: display();

break;

case 4: peek();

break;

case 5: enhance();

break;

default : printf("\nWrong choice");

}

}while(ch>=1 && ch<=5);

}

int isempty()

{

if(top==-1)

return 1;

else

return 0;

}

int isfull()

{

if(top==(size-1))

return 1;

else

return 0;

}

void push()

{

if(isfull())

printf("\nstack is full-overflow\n");

else

{

printf("\nEnter element= ");

scanf("%d",&ele);

st[++top]=ele;

}

}

void pop()

{

if(isempty())

printf("\nStack is empty -underflow\n");

else

{

printf("\n%d is deleleted",st[top]);

top--;

}

}

void peek()

{

if(isempty())

printf("\nStack is empty -underflow\n");

else

printf("\n%d is topmost element",st[top]);

}

void display()

{

if(isempty())

printf("\nStack is empty -underflow\n");

else

{

printf("\nElements of the stack are:\n");

for( i=top;i>=0;i--)

printf("%d\t",st[i]);

}

}

void enhance()

{

size=2\*size;

st=(int \*)realloc(st,size\*sizeof(int));

}

1. **WAP to implement Infix to Postfix Conversion**

#include<stdio.h>

#include<ctype.h>

char stack[100];

int top = -1;

void push(char x)

{

stack[++top] = x;

}

char pop()

{

if(top == -1)

return -1;

else

return stack[top--];

}

int priority(char x)

{

if(x == '(')

return 0;

else if(x == '+' || x == '-')

return 1;

else if(x == '\*' || x == '/')

return 2;

else

return 0;

}

int main()

{

char exp[100];

char \*e, x;

printf("Enter the expression : ");

scanf("%s",exp);

printf("\n");

e = exp;

while(\*e != '\0')

{

if(isalnum(\*e))

printf("%c ",\*e);

else if(\*e == '(')

push(\*e);

else if(\*e == ')')

{

while((x = pop()) != '(')

printf("%c ", x);

}

else

{

while(priority(stack[top]) >= priority(\*e))

printf("%c ",pop());

push(\*e);

}

e++;

}

while(top != -1)

{

printf("%c ",pop());

}return 0;

}

1. **WAP to implement Postfix Expression Evaluation.**

#include<stdio.h>

int stack[20];

int top = -1;

void push(int x)

{

stack[++top] = x;

}

int pop()

{

return stack[top--];

}

int main()

{

char exp[20];

char \*e;

int n1,n2,n3,num;

printf("Enter the expression :: ");

scanf("%s",exp);

e = exp;

while(\*e != '\0')

{

if(isdigit(\*e))

{

num = \*e - 48;

push(num);

}

else

{

n1 = pop();

n2 = pop();

switch(\*e)

{

case '+': n3 = n1 + n2;

break;

case '-': n3 = n2 - n1;

break;

case '\*': n3 = n1 \* n2;

break;

case '/': n3 = n2 / n1;

break;

}

push(n3);

}

e++;

}

printf("\nThe result of expression %s = %d\n\n",exp,pop());

return 0;

}

1. **WAP to implement Linear Queues using Arrays.**

#include<stdio.h>

int que[50],n,front=-1,rear=-1,i,ele;

void enque();

void deq();

void frele();

void display();

int isempty();

int isfull();

int main()

{

int ch;

printf("Enter size of the queue");

scanf("%d",&n);

printf("\nLinear Queue Operations");

printf("\n1.Enque\n2.dequeing\n3.frontrearelements\n4.display");

do

{

printf("\nEnter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1: enque();

break;

case 2: deq();

break;

case 3: frele();

break;

case 4: display();

break;

default:printf("\nwrong choice");

}

}while(ch>=1 && ch<=4);

}

int isfull()

{

if(rear==(n-1))

return 1;

else

return 0;

}

int isempty()

{

if(front==-1 && rear==-1)

return 1;

else

return 0;

}

void enque()

{

if(isfull())

printf("\nOverflow-Queue is Full\n");

else

{

printf("\n Enter element to insert");

scanf("%d",&ele);

if(front==-1&&rear==-1)

{

front++;

rear++;

que[rear]=ele;

}

else

que[++rear]=ele;

}

}

void deq()

{

if(isempty())

printf("\nUnderflow-Queue is Empty\n");

else

{

ele=que[front];

if(front==rear)

front=rear=-1;

else

front++;

printf("\n%d is deleted",ele);

}

}

void frele()

{

if(isempty())

printf("\nUnderflow-Queue is Empty\n");

else

printf("\nFront element=%d\tRearelement=%d",que[front],que[rear]);

}

void display()

{

if(isempty())

printf("\nUnderflow-Queue is Empty\n");

else

{

printf("\nQueue Elements are=\n");

for(i=front;i<=rear;i++)

printf("%d\t",que[i]);

}

}

1. **WAP to implement Circular Queues using Arrays.**

#include<stdio.h>

int cq[50],n,front=-1,rear=-1,i,ele;

void enque();

void deq();

void frele();

void display();

int isempty();

int isfull();

int main()

{

int ch;

printf("Enter size of the queue");

scanf("%d",&n);

printf("\ncircular Linear Queue Operations");

printf("\n1.Enque\n2.dequeing\n3.frontrearelements\n4.display");

do

{

printf("\nEnter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1: enque();

break;

case 2: deq();

break;

case 3: frele();

break;

case 4: display();

break;

default:printf("\nwrong choice");

}

}while(ch>=1 && ch<=4);

}

int isfull()

{

if((rear+1)%n==front)

return 1;

else

return 0;

}

int isempty()

{

if(front==-1 && rear==-1)

return 1;

else

return 0;

}

void enque()

{

if(isfull())

printf("\nOverflow-Queue is Full\n");

else

{

printf("\n Enter element to insert");

scanf("%d",&ele);

if(isempty())

{

front++;

rear++;

cq[rear]=ele;

}

else

{

rear=(rear+1)%n;

cq[rear]=ele;

}

}

}

void deq()

{

if(isempty())

printf("\nUnderflow-Queue is Empty\n");

else

{

printf("\n%d is deleted",cq[front]);

if(front==rear)

front=rear=-1;

else

front=(front+1)%n;

}

}

void frele()

{

if(isempty())

printf("\nUnderflow-Queue is Empty\n");

else

printf("\nFront element=%d\tRearelement=%d",cq[front],cq[rear]);

}

void display()

{

if(isempty())

printf("\nUnderflow-Queue is Empty\n");

else

{

printf("\nQueue Elements are=\n");

if(front<=rear)

{

for(i=front;i<=rear;i++)

printf("%d\t",cq[i]);

}

else

{

i=front;

do

{

printf("%d\t",cq[i]);

i=(i+1)%n;

}while(i!=rear);

printf("%d\t",cq[i]);

}

}

}

1. **WAP to implement Singly Linked List operations**

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*link;

};

struct node \*start=NULL,\*ptr,\*prev;

int ele,pos,i,c;

void insbeg()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element to insert");

scanf("%d",&ele);

temp->data=ele;

temp->link=NULL;

if(start==NULL)

start=temp;

else

{

temp->link=start;

start=temp;

}

}

void insend()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element to insert");

scanf("%d",&ele);

temp->data=ele;

temp->link=NULL;

if(start==NULL)

start=temp;

else

{

ptr=start;

while(ptr->link!=NULL)

ptr=ptr->link;

ptr->link=temp;

}

}

void inspos()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element and position");

scanf("%d%d",&ele,&pos);

temp->data=ele;

temp->link=NULL;

if(start==NULL)

{

if(pos==1)

start=temp;

else

printf("\nwrong position");

}

else

{

if(pos==1)

{

temp->link=start;

start=temp;

}

else

{

ptr=start;

for(i=1;i<pos-1&&ptr->link!=NULL;i++)

ptr=ptr->link;

f(i<pos-1)

printf("\nwrong position");

else

{

temp->link=ptr->link;

ptr->link=temp;

}

}

}

}

void delbeg()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=start;

start=start->link;

free(ptr);

}

}

void delend()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=start;

if(start->link==NULL)

start=NULL;

else

{

while(ptr->link!=NULL)

{

prev=ptr;

ptr=ptr->link;

}

prev->link=NULL;

}

free(ptr);

}

}

void delpos()

{

if(start==NULL)

printf("\nlist is empty");

else

{

c=0;

printf("\nEnter position to delete");

scanf("%d",&pos);

ptr=start;

if(start->link==NULL)

{

if(pos==1)

{

start=NULL;

c=1;

}

else

printf("\n wrong position");

}

else

{

if(pos==1)

{

start=start->link;

c=1;

}

else

{

for(i=1;i<pos&&ptr->link!=NULL;i++)

{

prev=ptr;

ptr=ptr->link;

}

if(i<pos)

printf("\n wroing position");

else

prev->link=ptr->link;

}

}

if(c==1)

free(ptr);

}

}

void delinfo()

{

if(start==NULL)

printf("\nlist is empty");

else

{

c=0;

printf("\nEnter element to delete");

scanf("%d",&ele);

ptr=start;

if(start->link==NULL)

{

if(start->data==ele)

{

start=NULL;

free(ptr);

}

else

{

if(start->data==ele)

{

start=start->link;

free(ptr);

}

else

{

while(ptr!=NULL)

{

if(ptr->data==ele)

{

c++;

break;

}

else

{

prev=ptr;

ptr=ptr->link;

}

}

if(c==0)

printf("\nElement does not exist");

else

{

prev->link=ptr->link;

free(ptr);

}

}

}

}

}

void display()

{

if(start==NULL)

printf("\nlist is empty");

else

{

struct node \*ptr=start;

printf("\nlist elements are:");

while(ptr!=NULL)

{

printf("%d->",ptr->data);

ptr=ptr->link;

}

printf("NULL");

}

}

int main()

{

int ch;

printf("\n1.insertion at begin\t2.insertion at end\t3.insertion based on position\t4.deletion at begin\n5.deletion at end\t6.deletion based on position\t7.deletion based on element\t8.display\n")

do

{

printf("\nenter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1 : insbeg();

break;

case 2 : insend();

break;

case 3 : inspos();

break;

case 4 : delbeg();

break;

case 5 : delend();

break;

case 6 : delpos();

break;

case 7 : delinfo();

break;

case 8 : display();

break;

default:printf("\n wrong choice");

}

}while(ch>=1&&ch<=8);

return 0;

}

1. **A) WAP to implement SLL operations (count,search,reverse,sort)**

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*link;

};

void create();

void display();

void search();

void reverse();

void count();

void sort();

struct node \*start=NULL,\*ptr;

int ele,c,n=0,i,j;

int main()

{

int ch;

create();

count();

printf("\n1.search\n2.sort\n3.reverse\n4.display\n");

do

{

printf("\nenter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1 : search();

break;

case 2 : sort();

break;

case 3:reverse();

break;

case 4 : display();

break;

}

}while(ch>=1 && ch<=4);

}

void create()

{

int ele;

printf("\n Enter elements to be inserted at end press -1");

scanf("%d",&ele);

while(ele!=-1)

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

temp->data=ele;

temp->link=NULL;

if(start==NULL)

start=temp;

else

{

ptr=start;

while(ptr->link!=NULL)

ptr=ptr->link;

ptr->link=temp;

}

printf("\n Enter elements to be inserted at end press -1");

scanf("%d",&ele);

}

}

void display()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=start;

printf("\nlist elements are:");

while(ptr!=NULL)

{

printf("%d->",ptr->data);

ptr=ptr->link;

}

printf("NULL");

}

}

void search()

{

printf("\n Enter elements to search");

scanf("%d",&ele);

ptr= start;

while(ptr!=NULL)

{

if(ptr->data==ele)

{

c++;

break;

}

else

ptr=ptr->link;

}

if(c==0)

printf("\nElement does not exist");

else

printf("\nElement exists");

}

void count()

{

ptr= start;

while(ptr!=NULL)

{

ptr=ptr->link;

n++;

}

printf("\nNumber of nodes=%d",n);

}

void reverse()

{

struct node \*prev,\*curr,\*next;

prev=NULL;

curr=start;

while(curr!=NULL)

{

next=curr->link;

curr->link=prev;

prev=curr;

curr=next;

}

start=prev;

}

void sort()

{

struct node \*curr,\*next;

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

curr=start;

next=curr->link;

for(j=1;j<n;j++){

if(curr->data>next->data)

{

ele=curr->data;

curr->data=next->data;

next->data=ele;

}

curr=next;

next=next->link;

}

}

}

1. **WAP to implement doubly Linked List.**

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*prev,\*forw;

};

struct node \*start=NULL,\*ptr,\*back;

void insbeg()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element to insert");

scanf("%d",&ele);

temp->data=ele;

temp->prev=NULL;

temp->forw=NULL;

if(start==NULL)

start=temp;

else

{

temp->forw=start;

start->prev=temp;

start=temp;

}

}

void insend()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element to insert");

scanf("%d",&ele);

temp->data=ele;

temp->prev=NULL;

temp->forw=NULL;

if(start==NULL)

start=temp;

else

{

ptr=start;

while(ptr->forw!=NULL)

ptr=ptr->forw;

ptr->forw=temp;

temp->prev=ptr;

}

}

void inspos()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element and position");

scanf("%d%d",&ele,&pos);

temp->data=ele;

temp->prev=NULL;

temp->forw=NULL;

if(start==NULL)

{

if(pos==1)

start=temp;

else

printf("\nwrong position");

}

else

{

if(pos==1)

{

temp->forw=start;

start->prev=temp;

start=temp;

}

else

{

ptr=start;

for(i=1;i<pos-1&&ptr->forw!=NULL;i++)

ptr=ptr->forw;

if(i<pos-1)

printf("\nwrong position");

else if(ptr->forw==NULL)

{

ptr->forw=temp;

temp->prev=ptr;

}

else

{

temp->forw=ptr->forw;

ptr->forw->prev=temp;

ptr->forw=temp;

temp->prev=ptr;

}

}

}

}

void delbeg()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=start;

start=start->forw;

start->prev=NULL;

free(ptr);

}

}

void delend()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=start;

if(start->forw==NULL)

start=NULL;

else

{

while(ptr->forw!=NULL)

{

back=ptr;

ptr=ptr->forw;

}

back->forw=NULL;

}

free(ptr);

}

}

void delpos()

{

if(start==NULL)

printf("\nlist is empty");

else

{

printf("\nEnter position to delete");

scanf("%d",&pos);

ptr=start;

if(start->forw==NULL)

{

If(pos==1)

start=NULL;

else

printf("\n wrong position");

}

else

{

if(pos==1)

{

start=start->forw;

start->prev=NULL;

free(ptr);

}

else

{

for(i=1;i<pos&&ptr->forw!=NULL;i++)

{

back=ptr;

ptr=ptr->forw;

}

if(i<pos)

printf("\n wrong position");

else if(ptr->forw==NULL)

back->forw=NULL;

else

{

back->forw=ptr;

ptr->forw->prev=back;

}

free(ptr);

}

}

}

void delinfo()

{

if(start==NULL)

printf("\nlist is empty");

else

{

printf("\nEnter element to delete");

scanf("%d",&ele);

ptr=start;

int c=0,count=1;

while(ptr!=NULL)

{

if(ptr->data==ele)

{

c++;

break;

}

else

{

back=ptr;

ptr=ptr->forw;

count++;

}

}

if(c==0)

printf("\nElement does not exist");

else

{

if(count==1)

{

start=start->forw;

start->prev=NULL;

}

else

back->forw=ptr->forw;

free(ptr);

}

}

}

void display()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=start;

printf("\nlist elements are:");

while(ptr!=NULL)

{

printf("%d->",ptr->data);

ptr=ptr->forw;

}

printf("NULL");

}

}

int main()

{

int ch;

printf("\n1.insertion at begin\t2.insertion at end\t3.insertion based on position\t4.deletion at begin\n5.deletion at end\t6.deletion based on position\t7.deletion based on element\t8.display\n");

do

{

printf("enter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1 :insbeg();

break;

case 2 :insend();

break;

case 3 :inspos();

break;

case 4 :delbeg();

break;

case 5 : delend();

break;

case 6 : delpos();

break;

case 7 : delinfo();

break;

case 8 : display();

break;

default:printf("\n wrong choice");

}

}while(ch>=1&&ch<=8);

return 0;

}

1. **WAP to implement Circular Linked List.**

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*link;

};

struct node \*start=NULL,\*ptr,\*prev;

int ele,pos,i;

void insbeg();

void insend();

void inspos();

void delbeg();

void delend();

void delpos();

void delinfo();

void display();

void insbeg()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element to insert");

scanf("%d",&ele);

temp->data=ele;

temp->link=NULL;

if(start==NULL)

{

start=temp;

start->link=start;

}

else

{

ptr=start;

while(ptr->link!=start)

ptr=ptr->link;

temp->link=start;

ptr->link=temp;

start=temp;

}

}

void insend()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element to insert");

scanf("%d",&ele);

temp->data=ele;

temp->link=NULL;

if(start==NULL)

{

start=temp;

start->link=start;

}

else

{

ptr=start;

while(ptr->link!=start)

ptr=ptr->link;

ptr->link=temp;

temp->link=start;

}

}

void inspos()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nEnter element and position");

scanf("%d%d",&ele,&pos);

temp->data=ele;

temp->link=NULL;

if(start==NULL)

{

if(pos==1)

{

start=temp;

start->link=start;

}

else

printf("\nwrong position");

}

else

{

ptr=start;

if(pos==1)

{

ptr=start;

while(ptr->link!=start)

ptr=ptr->link;

temp->link=start;

ptr->link=temp;

start=temp;

}

else

{

for(i=1;i<pos-1&&ptr->link!=start;i++)

ptr=ptr->link;

if(i<pos-1)

printf("\nwrong position");

else

{

temp->link=ptr->link;

ptr->link=temp;

}

}

}

}

void delbeg()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=prev=start;

while(ptr->link!=start)

ptr=ptr->link;

start=start->link;

ptr->link=start;

free(prev);

}

}

void delend()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=start;

if(start->link==NULL)

start=NULL;

else

{

while(ptr->link!=start)

{

prev=ptr;

ptr=ptr->link;

}

prev->link=start;

}

free(ptr);

}

}

void delpos()

{

if(start==NULL)

printf("\nlist is empty");

else

{

printf("\nEnter position to delete");

scanf("%d",&pos);

ptr=start;

if(start->link==start)

{

if(pos==1)

start=NULL;

else

printf("\n wrong position");

}

else

{

if(pos==1)

{

ptr=prev=start;

while(ptr->link!=start)

ptr=ptr->link;

start=start->link;

ptr->link=start;

free(prev);

}

else

{

for(i=1;i<pos&&ptr->link!=start;i++)

{

prev=ptr;

ptr=ptr->link;

}

printf("\n%d\t%d\n",i,pos);

if(i<pos)

printf("\n wroing position");

else{

prev->link=ptr->link;

free(ptr);

}

}

}

}

}

void delinfo()

{

if(start==NULL)

printf("\nlist is empty");

else

{

printf("\nEnter element to delete");

scanf("%d",&ele);

ptr=start;

int c=0,count=1;

do

{

if(ptr->data==ele)

{

c++;

break;

}

else

{

prev=ptr;

ptr=ptr->link;

count++;

}

}while(ptr!=start);

if(c==0)

printf("\nElement does not exist");

else

{

if(count==1)

{

ptr=prev=start;

while(ptr->link!=start)

ptr=ptr->link;

start=start->link;

ptr->link=start;

free(prev);

}

else

prev->link=ptr->link;

free(ptr);

}

}

}

void display()

{

if(start==NULL)

printf("\nlist is empty");

else

{

ptr=start;

printf("\nlist elements are:");

do

{

printf("%d->",ptr->data);

ptr=ptr->link;

}while(ptr!=start);

printf("start");

}

}

int main()

{

int ch;

printf("\n1.insertion at begin\t2.insertion at end\t3.insertion based on position\t4.deletion at begin\n5.deletion at end\t6.deletion based on position\t7.deletion based on element\t8.display\n");

do

{

printf("enter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1 : insbeg();

break;

case 2 : insend();

break;

case 3 : inspos();

break;

case 4 : delbeg();

break;

case 5 : delend();

break;

case 6 : delpos();

break;

case 7 : delinfo();

break;

case 8 : display();

break;

default: printf("\n wrong choice");

}

}while(ch>=1&&ch<=8);

return 0;

}

1. **WAP to implement Stacks using Linked Lists**.

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*link;

};

struct node \*top=NULL,\*ptr;

int ele,i;

int isempty();

void push();

void pop();

void display();

void topele();

int isempty()

{

if(top==NULL)

return 1;

else

return 0;

}

void push()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nenter element to insert into stack:");

scanf("%d",&ele);

temp->data=ele;

temp->link=NULL;

if(top==NULL)

top=temp;

else

{

temp->link=top;

top=temp;

}

}

void pop()

{

if(isempty())

printf("\nstack is empty");

else

{

ptr=top;

printf("\ndeleted element is =%d",top->data);

top=top->link;

free(ptr);

}

}

void display()

{

if(isempty())

printf("\nno elements in stack");

else

{

printf("\nstack elements are ");

ptr=top;

while(ptr!=NULL)

{

printf("%d->",ptr->data);

ptr=ptr->link;

}

printf("NULL");

}

}

void peek()

{

if(isempty())

printf("\n no elements in stack");

else

printf("\ntop of element:%d ",top->data);

}

int main()

{

int ch;

printf(“\nStack using linkedlist”);

printf("\n1.push\t2.pop\t3.peek\t4.display\t5.exit");

do

{

printf("\nenter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1 : push();

break;

case 2 : pop();

break;

case 3 : peek();

break;

case 4 : display();

break;

}

}while(ch>=1 && ch<=4);

return 0;

}

1. **WAP to implement Queues using Linked Lists**.

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*link;

};

struct node \*front,\*rear,\*ptr;

int ele,i;

int isempty();

void enque();

void deq();

void display();

void frontandrearele();

int isempty()

{

if(front==NULL)

return 1;

else

return 0;

}

void enque()

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

printf("\nenter element to insert into queue:");

scanf("%d",&ele);

temp->data=ele;

temp->link=NULL;

if(front==NULL)

front=rear=temp;

else

{

rear->link=temp;

rear=temp;

}

}

void deq()

{

if(isempty())

printf("\nQueue is empty");

else

{

ptr=front;

printf("\ndeleted element is =%d",front->data);

if(front==rear)

front=rear=NULL;

else

front=front->link;

free(ptr);

}

}

void display()

{

if(isempty())

printf("\nno elements in queue");

else

{

printf("\nqueue elements are ");

ptr=front;

for(ptr=front;ptr!=NULL;ptr=ptr->link)

printf("%d->",ptr->data);

printf("NULL");

}

}

void frontrearele()

{

if(isempty())

printf("\n no elements in queue");

else

printf("\nfront element:%d\trear element=%d",front->data,rear->data);

}

int main()

{

int ch;

printf("\n Queue using linked list:");

printf("\n1.Enque\t2.deque\t3.frontrearele\t4.display\t5.exit\n");

do

{

printf("\nenter your choice");

scanf("%d",&ch);

switch(ch)

{

case 1 : enque();

break;

case 2 : deq();

break;

case 3 : frontrearele();

break;

case 4 : display();

break;

}

}while(ch>=1 && ch<=4);

return 0;

}

1. **WAP to implement Insertion Sort**

#include<stdio.h>

void main()

{

int a[20],n,i,t,p;

printf("Enter no of elements:");

scanf("%d",&n);

printf("\nEnter %d elements",n );

for(i=0;i<n;i++)

scanf("%d",&a[i]);

printf("\nBefore sorting Elements are");

for(i=0;i<n;i++)

printf("%d\t",a[i]);

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

{

t=a[i];

p=i;

while(a[p-1]>t&&p>0)

{

a[p]=a[p-1];

p--;

}

a[p]=t;

}

printf("\nAfter sorting Elements are");

for(i=0;i<n;i++)

printf("%d\t",a[i]);

}

1. **WAP to implement Heap Sort**

#include<stdio.h>

int a[30],n;

void heap();

void adjust(int,int);

int main()

{

int i;

printf("\n enter number of elements");

scanf("%d",&n);

printf("\n enter %delments",n);

for( i=0;i<n;i++)

scanf("%d",&a[i]);

printf("\nBefore Swapping elements are\n");

for(i=0;i<n;i++)

printf("%d\t",a[i]);

heap();

printf("\n\nAfter Swapping elements are\n");

for(i=0;i<n;i++)

printf("%d\t",a[i]);

printf("\n");

return 0;

}

void heap()

{

int i ,temp;

for(i=n/2-1;i>=0;i--)

adjust(i,n);

for(i=n-1;i>=1;i--)

{

temp=a[i];

a[i]=a[0];

a[0]=temp;

adjust(0,i);

}

}

void adjust (int i,int n)

{

int j;

j=(2\*i)+1;

while(j<=n-1)

{

if(j<n-1)

{

if(a[j]<a[j+1])

j++;

}

if(a[i]<a[j])

{

int temp=a[i];

a[i]=a[j];

a[j]=temp;

}

i=j;

j=(2\*i)+1;

}

}

1. **WAP to implement Selection Sort**

#include<stdio.h>

void main()

{

int a[25],n,i,minindex,t;

printf("Enter no of elements:");

scanf("%d",&n);

printf("\nEnter %d elements",n );

for(i=0;i<n;i++)

scanf("%d",&a[i]);

printf("\nBefore sorting Elements are");

for(i=0;i<n;i++)

printf("%d\t",a[i]);

for(i=0;i<n;i++)

{

minindex=i;

for(int j=i+1;j<n;j++)

{

if(a[j]<a[minindex])

minindex=j;

}

if(minindex!=i)

{

t=a[i];

a[i]=a[minindex];

a[minindex]=t;

}

}

printf("\n After sorting Elements are");

for(i=0;i<n;i++)

printf("%d\t",a[i]);

}

1. **WAP to implement Linear search**

#include<stdio.h>

int main()

{

int a[25],n,i,key,c=0;

printf("Enter no of elements:");

scanf("%d",&n);

printf("\nEnter %d elements",n );

for(i=0;i<n;i++)

scanf("%d",&a[i]);

printf("\nEnter element to search:");

scanf("%d",&key);

for(i=0;i<n;i++)

{

if(key==a[i])

{

c=1;

break;

}

}

if(c==0)

printf("\nElement does not exist");

else

printf("\n%d found at %d position",key,i);

return 0;

}

1. **WAP to implement Binary search**

#include<stdio.h>

int main()

{

int a[20],n,i,key;

int low,mid,high;

printf("Enter no of elements:");

scanf("%d",&n);

printf("\nEnter %d elements in ascending order:",n );

for(i=0;i<n;i++)

scanf("%d",&a[i]);

printf("\nEnter key element to search:");

scanf("%d",&key);

low=0;

high=n-1;

while(low<=high)

{

mid=(low+high)/2;

if(a[mid]==key)

{

printf("\n%dfound at %d position",key,mid);

break;

}

else if(key<a[mid])

high=mid-1;

else if(key>a[mid])

low=mid+1;

}

if(low>high)

printf("\n%d not found in the given array",key);

return 0;

}

1. **WAP to implement Hashing**

#include <stdio.h>

#include<stdlib.h>

int \*ht,n,i,key,val,c,ch;

void insert();

void del();

void search();

void display();

void insert()

{

printf("\nEnter key to insert");

scanf("%d",&key);

val=key%n;

if(ht[val]==0)

ht[val]=key;

else

{

for(i=(val+1)%n;i!=val;i=(i+1)%n)

{

if(ht[i]==0)

break;

}

if(i!=val)

ht[i]=key;

else

printf("\nno place to insert element");

}

}

void search()

{

c=0;

printf("\nEnter key to search");

scanf("%d",&key);

val=key%n;

if(ht[val]==key)

printf("\nElement found at %d",val);

else

{

for(i=(val+1)%n;i!=val;i=(i+1)%n)

{

if(ht[i]==key)

{

c=1;

break;

}

}

if(c==1)

printf("\nElement found at %d location",i);

else

printf("\nElement not found");

}

}

void del()

{

c=0;

printf("\nEnter key to delete");

scanf("%d",&key);

val=key%n;

if(ht[val]==key)

ht[val] =0;

else

{

for(i=(val+1)%n;i!=val;i=(i+1)%n)

{

if(ht[i]==key)

{

c=1;

break;

}

}

if(c==1)

ht[i]=0;

else

printf("\nElement not found");

}

}

void display()

{

printf("\n Hash table key and values are\n");

printf("key\tval\n");

for(i=0;i<n;i++)

printf("%d\t%d\n",ht[i],i);

printf("\n");

}

int main()

{

printf("Enter size of the Hashtable");

scanf("%d",&n);

ht=(int \*)malloc(sizeof(n));

for(i=0;i<n;i++)

ht[i]=0;

printf("\n1.insert\n2.delete\n3.search\n4.display");

printf("\nEnter your choice");

do

{

scanf("%d",&ch);

switch(ch)

{

case 1: insert();

break;

case 2: del() ;

break;

case 3: search();

break;

case 4: display();

break;

}

}while(ch>=0&&ch<=4);

return 0;

}

1. **WAP to implement Tree Traversals on Binary Trees**

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*left,\*right;

};

struct node \*que[25];

struct node \*root=NULL,\*curr;

int f=0,r=0;

int ele;

struct node\* create()

{

printf("\n Enter element to quit press -1\n");

scanf("%d",&ele);

while(ele!=-1)

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

temp->data=ele;

temp->left=temp->right=NULL;

if(root==NULL)

{

root=temp;

que[r]=temp;

}

else

{

curr=que[f];

if(curr->left==NULL)

curr->left=temp;

else

curr->right=temp;

que[++r]=temp;

if(curr->left!=NULL && curr->right!=NULL)

f++;

}

printf("\n Enter element to quit press -1\n");

scanf("%d",&ele);

}

return root;

}

void inorder(struct node \*ptr)

{

if(ptr!=NULL)

{

inorder(ptr->left);

printf("%d\t",ptr->data);

inorder(ptr->right);

}

}

void preorder(struct node \*ptr)

{

if(ptr!=NULL)

{

printf("%d\t",ptr->data);

preorder(ptr->left);

preorder(ptr->right);

}

}

void postorder(struct node \*ptr)

{

if(ptr!=NULL)

{

postorder(ptr->left);

postorder(ptr->right);

printf("%d\t",ptr->data);

}

}

int main()

{

struct node \*p=create();

printf("\nInorder traversal=\n");

inorder(p);

printf("\nPreorder traversal=\n");

preorder(p);

printf("\nPostorder traversal=\n");

postorder(p);

f=r=0;

}

1. **WAP to implement Binary Search Tree**

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*left,\*right;

};

struct node \*insert(struct node \*ptr,int ele)

{

if(ptr==NULL)

{

struct node \*temp=(struct node \*)malloc(sizeof(struct node \*));

temp -> data = ele;

temp -> left = temp -> right = NULL;

return temp;

}

if(ele >(ptr->data))

ptr->right = insert(ptr->right,ele);

else if(ele < (ptr->data))

ptr->left = insert(ptr->left,ele);

return ptr;

}

struct node\* findmin(struct node \*ptr)

{

if(ptr==NULL)

return NULL;

if(ptr->left) /\* Go to the left sub tree to find the min element \*/

return findmin(ptr->left);

else

return ptr;

}

struct node\* del(struct node \*ptr, int ele)

{

struct node \*p;

if(ptr==NULL)

printf("Element Not Found");

else if(ele < ptr->data)

ptr->left = del(ptr->left, ele);

else if(ele > ptr->data)

ptr->right = del(ptr->right, ele);

else{

if(ptr->right && ptr->left)

{

p = findmin(ptr->right);

ptr->data = p->data;

ptr -> right = del(ptr->right,p->data);

}

else

{

/\* If there is only one or zero children then we can directly

remove it from the tree and connect its parent to its child \*/

p = ptr;

if(ptr->left == NULL)

ptr = ptr->right;

else if(ptr->right == NULL)

ptr = ptr->left;

free(p); /\* temp is longer required \*/

}

}

return ptr;

}

struct node \* find(struct node \*ptr, int ele)

{

if(ptr==NULL)

return NULL;

if(ele >ptr->data)

return find(ptr->right,ele);

else if(ele < ptr->data)

return find(ptr->left,ele);

else

return ptr;

}

void inorder(struct node \*ptr)

{

if(ptr!=NULL)

{

inorder(ptr->left);

printf("%d\t",ptr->data);

inorder(ptr->right);

}

}

int main()

{

struct node \*root = NULL,\*p;

int ele,ch;

printf("\n1.Insert\n2.Delete\n3.Inorder\n4.Search\n5.Exit\n");

while(1)

{

printf("Enter ur choice:");

scanf("%d",&ch);

switch(ch)

{

case 1: printf("\nEnter element to be insert:");

scanf("%d",&ele);

root = insert(root, ele);

printf("\nElements in BST are:");

inorder(root);

break;

case 2:

printf("\nEnter element to be deleted:");

scanf("%d",&ele);

root = del(root,ele);

printf("\nAfter deletion elements in BST are:");

inorder(root);

break;

case 3:

printf("\nInorder Travesals is:");

inorder(root);

break;

case 4:

printf("\nEnter element to be searched:");

scanf("%d",&ele);

p = find(root,ele);

if(p==NULL)

printf("Element is not foundn");

else

printf("%dElement is found\n",p->data);

break;

case 5:

exit(0);

break;

default:

printf("\nEnter correct choice:");

break;

}

}

return 0;

}

1. **WAP to implement BFS**

#include<stdio.h>

#include<stdlib.h>

int cost[10][10],visit[10],visited[10];

int queue[10],front,rear;

int i,j,k,n,v;

void bfsearch();

int main()

{

front=rear=i=j=0;

bfsearch();

return 0;

}

void bfsearch()

{

int m;

printf("enterno of vertices");

scanf("%d",&n);

printf("ente no of edges");

scanf("%d",&m);

for(int p=1;p<=m;p++)

for(int q=1;q<=m;q++)

cost[p][q]=0;

for(int p=0;p<=m;p++)

{

visited[p]=0;

visit[p]=0;

}

printf("\nEnter EDGES \n");

for(k=1;k<=m;k++)

{

scanf("%d%d",&i,&j);

cost[i][j]=1;

}

printf("enter initial vertex");

scanf("%d",&v);

printf("Visitied vertices\n");

printf("%d\t", v);

visited[v]=1;

k=1;

while(k<n)

{

for(j=1;j<=n;j++)

{

if(cost[v][j]!=0 && visited[j]!=1 && visit[j]!=1)

{

visit[j]=1;

queue[rear++]=j;

}

}

v=queue[front++];

printf("%d\t",v);

k++;

visit[v]=0;

visited[v]=1;

}

}

1. **WAP to implement DFS**

#include<stdio.h>

#include<stdlib.h>

int cost[10][10],visit[10],visited[10];

int stack[10],top;

int i,j,k,n,v;

void dfsearch();

int main()

{

top=1;

i=j=0;

dfsearch();

return 0;

}

void dfsearch()

{

int m;

printf("enterno of vertices");

scanf("%d",&n);

printf("ente no of edges");

scanf("%d",&m);

for(int p=1;p<=m;p++)

for(int q=1;q<=m;q++)

cost[p][q]=0;

for(int p=0;p<=m;p++)

{

visited[p]=0;

visit[p]=0;

}

printf("\nEnter EDGES \n");

for(k=1;k<=m;k++)

{

scanf("%d%d",&i,&j);

cost[i][j]=1;

}

printf("enter initial vertex");

scanf("%d",&v);

printf("Visitied vertices\n");

printf("%d\t", v);

visited[v]=1;

k=1;

while(k<n)

{

for(j=n;j>=1;j--)

{

if(cost[v][j]!=0 && visited[j]!=1 && visit[j]!=1)

{

visit[j]=1;

stack [top]=j;

top++;

}

}

v= stack [--top];

printf("%d\t",v);

k++;

visit[v]=0; visited[v]=1;

}

}