

**Date Structures Lab Using C/C++**

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**By**

**Mr. Deepesh Mangesh Mhatre**

**( Application Id: - 81389 )**

Under the Guidance of

**Ms. Pooja**



Institute of Distance and Open Learning

Vidya Nagari, Kalina, Santacruz East – 400098.

University of Mumbai

**PCP Center**

[Shri Ram College of Commerce, Bhandup]



**Institute of Distance and Open Learning**  
**Vidyanagari, Kalina, Santacruz (E) -400098**

***CERTIFICATE***

This to certify that, **Deepesh Mangesh Mhatre** appearing **Master in Computer Application (Semester I) Application ID: 81389** has satisfactorily completed the prescribed Practical of **MCAL11- Data Structures Lab Using C/C++** as laid down by the University of Mumbai for the academic year **2023-24**

Teacher in charge

Examiners

Coordinator

IDOL, MCA

University of Mumbai

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Place: - Bhandup

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## Module: 1

### **1] Bubble Sort:**

**Aim:** Implement program for Bubble Sort.

#### **Code:**

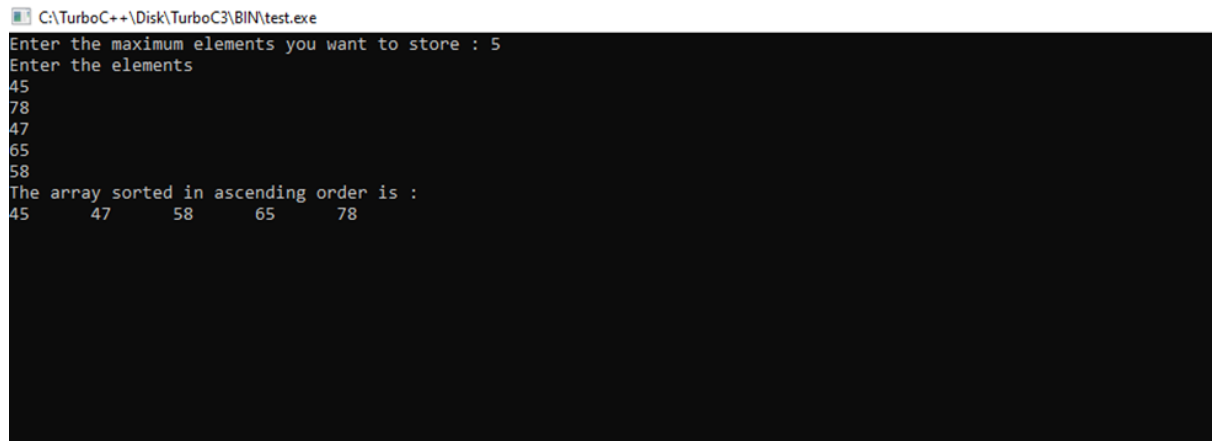
```
#include <stdio.h>
#include <conio.h>
int main()
{
    int i, n, temp, j, arr[10];
    printf("Enter the maximum elements you want to store : ");
    scanf("%d", &n);
    printf("Enter the elements \n");
    for(i=0;i<n;i++)
    {
        scanf("%d", &arr[i]);
    }

    for(i=0;i<n;i++)
    {
        for(j=0;j<n-1;j++)
        {
            if(arr[j]>arr[j+1])
            {
                temp = arr[j];
                arr[j] = arr[j+1];
                arr[j+1] = temp;
            }
        }
    }

    printf("The array sorted in ascending order is :\n");
    for(i=0;i<n;i++)
    printf("%d\t", arr[i]);
    getch();
}
```

```
return 0;
}
```

## **Output:**

A screenshot of a TurboC++ IDE's output window. The title bar reads 'C:\TurboC++\Disk\TurboC3\BIN\test.exe'. The output text is as follows:  
Enter the maximum elements you want to store : 5  
Enter the elements  
45  
78  
47  
65  
58  
The array sorted in ascending order is :  
45      47      58      65      78

## **2] Insertion Sort:**

**Aim:** Implement program for Insertion Sort.

### **Code:**

```
#include<stdio.h>

#include<conio.h>

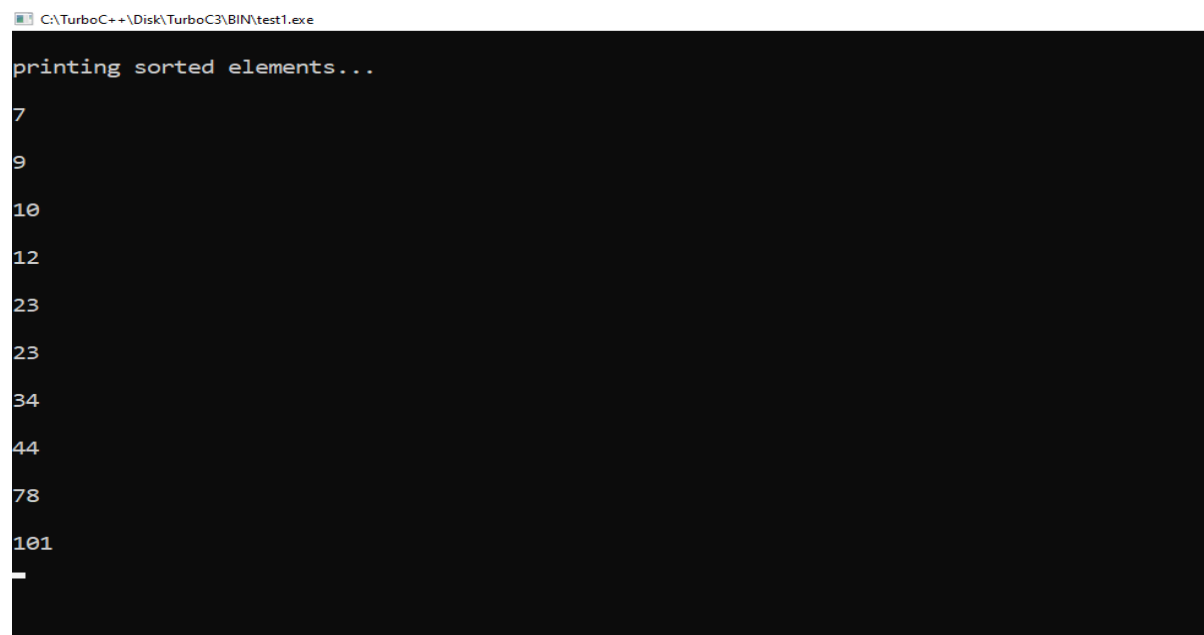
void main ()
{
int i, j, k,temp;
int a[10] = { 10, 9, 7, 101, 23, 44, 12, 78, 34, 23};
printf("\nprinting sorted elements...\n");
for(k=1; k<10; k++)
{
temp = a[k];
j= k-1;
while(j>=0 && temp <= a[j])
{
a[j+1] = a[j];
j = j-1;
}
a[j+1] = temp;
```

```

}
for(i=0;i<10;i++)
{
printf("\n%d\n",a[i]);
}
getch();
}

```

### **Output:**



```

C:\TurboC++\Disk\TurboC3\BIN\test1.exe
printing sorted elements...
7
9
10
12
23
23
34
44
78
101
_

```

### **3] Selection Sort:**

**Aim:** Implement program for Selection Sort.

#### **Code:**

```

#include<stdio.h>

#include<conio.h>

int smallest(int[],int,int);

void main ()
{
int a[10] = {10, 9, 7, 101, 23, 44, 12, 78, 34, 23};
int i,j,k,pos,temp;
for(i=0;i<10;i++)

```

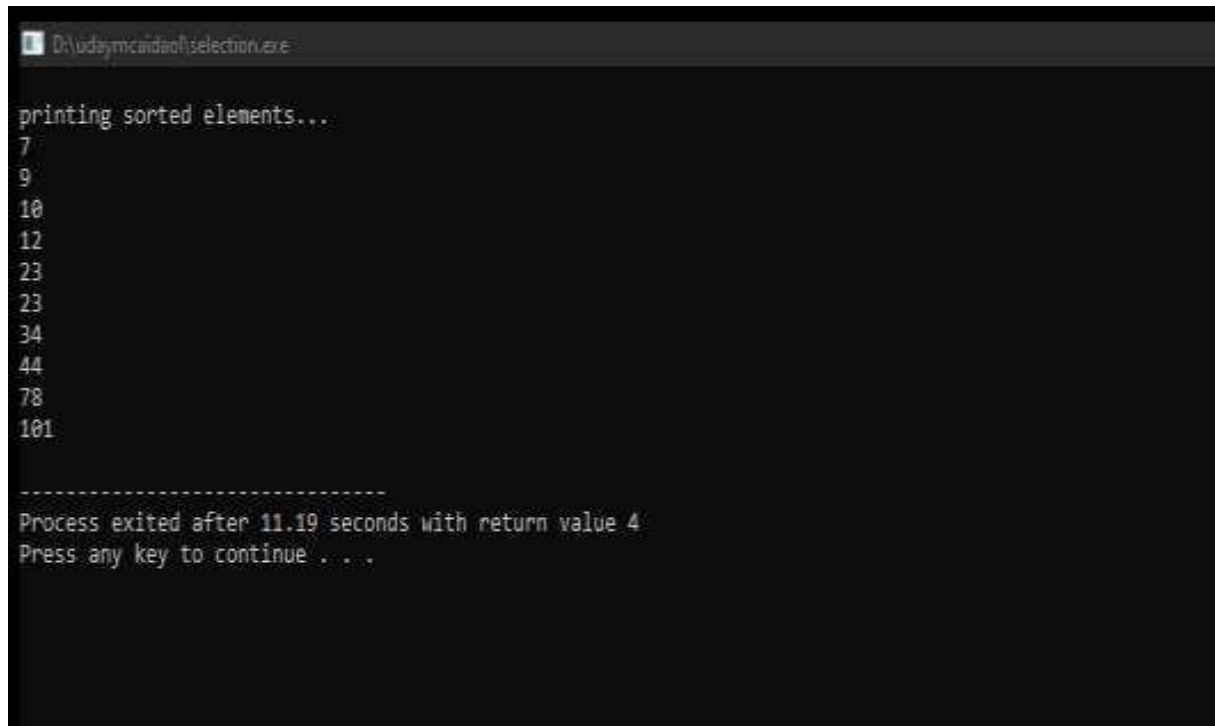
```

{
pos = smallest(a,10,i);
temp = a[i];
a[i]=a[pos];
a[pos] = temp;
}
printf("\nprinting sorted elements...\n");
for(i=0;i<10;i++)
{
printf("%d\n",a[i]);
}
}

int smallest(int a[], int n, int i)
{
int small,pos,j;
small = a[i];
pos = i;
for(j=i+1;j<10;j++)
{
if(a[j]<small)
{
small = a[j];
pos=j;
}
}
getch();
return pos;
}

```

## Output:



```
D:\udaymca\dao\selection.exe

printing sorted elements...
7
9
10
12
23
23
34
44
78
101

-----
Process exited after 11.19 seconds with return value 4
Press any key to continue . . .
```



## Module: - II

### **1) Linear Search:**

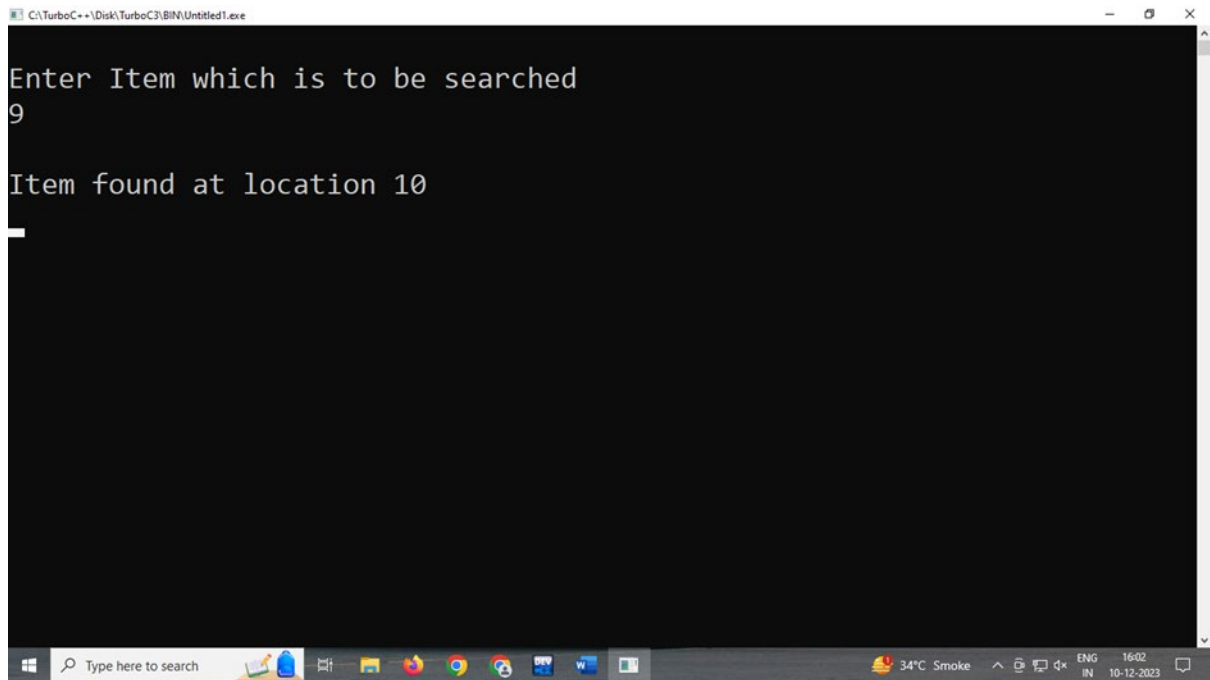
**Aim:** Implement program for Linear Search.

#### **Code:**

```
#include<stdio.h>
#include<conio.h>
void main ()
{
int a[10] = {10, 23, 40, 1, 2, 0, 14, 13, 50, 9};
int item, i, flag;
printf("\nEnter Item which is to be searched\n");
scanf("%d",&item);
for (i = 0; i < 10; i++)
{
if(a[i] == item)
{
flag = i+1;
break;
}
else
{
flag = 0;
}
}
if(flag != 0)
{
printf("\nItem found at location %d\n",flag);
}
else
```

```
{  
printf("\nItem not found\n");  
}  
getch();  
}
```

### Output:



```
C:\TurboC++\BIN\Untitled1.exe  
Enter Item which is to be searched  
9  
Item found at location 10
```

## 2] Binary Search:

**Aim:** Implement program for Binary Search.

### **Code:**

```
#include<stdio.h>  
#include<conio.h>  
void main()  
{  
int first, last, middle, size, i, key, list[100];  
printf("Enter the size of the list: ");  
scanf("%d",& size);
```

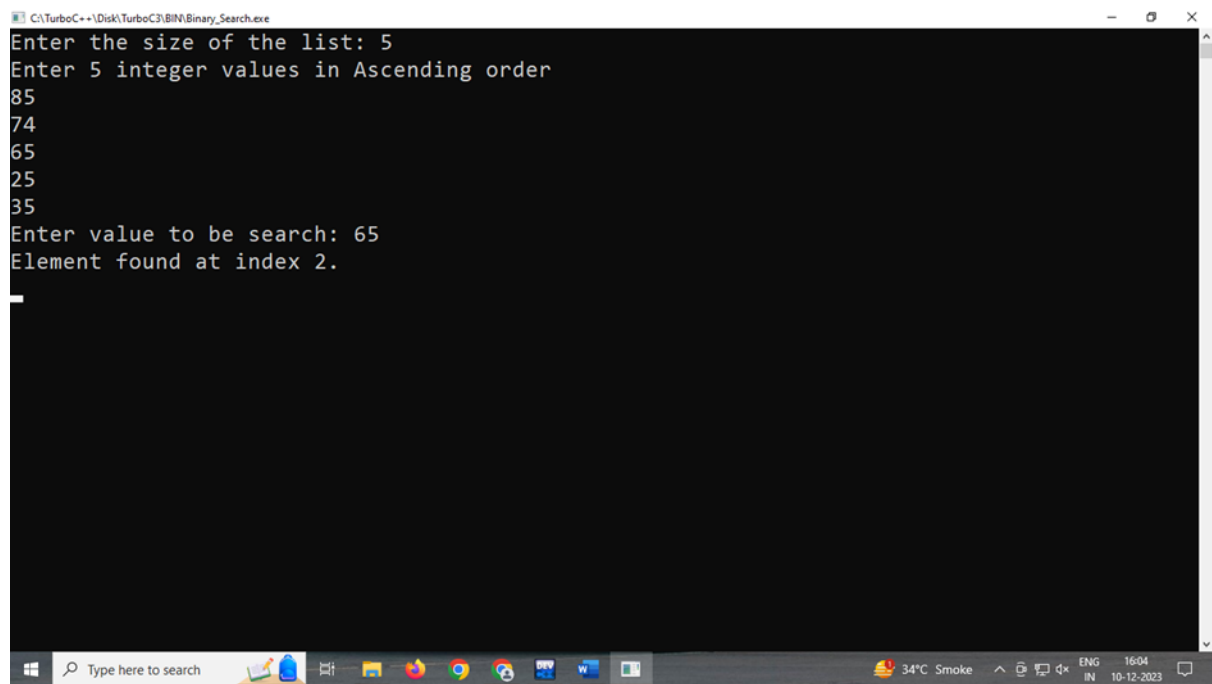
```

printf("Enter %d integer values in Ascending order\n", size);
for (i = 0; i < size; i++)
{
scanf("%d",&list[i]);
}
printf("Enter value to be search: ");
scanf("%d", &key);
first = 0;
last = size - 1;
middle = (first+last)/2;
while (first <= last)
{
if (list[middle] <key)
{
first = middle + 1;
}
else if (list[middle] == key)
{
printf("Element found at index %d.\n",middle);
break;
}
else
{
last = middle - 1;
}
middle = (first + last)/2;
}

```

```
if (first > last)
{
printf("Element Not found in the list.");
}
getch();
}
```

### **Output:**



The screenshot shows a TurboC++ console window titled "C:\TurboC++\1\Disk\TurboC3\BIN\Binary\_Search.exe". The program prompts the user to enter the size of the list (5) and then 5 integer values in ascending order (85, 74, 65, 25, 35). It then prompts for a value to be searched (65) and outputs "Element found at index 2." The Windows taskbar at the bottom shows the system clock as 16:04 on 10-12-2023.

```
C:\TurboC++\1\Disk\TurboC3\BIN\Binary_Search.exe
Enter the size of the list: 5
Enter 5 integer values in Ascending order
85
74
65
25
35
Enter value to be search: 65
Element found at index 2.
```

### **Module: - III**

#### **1] Stack using array:**

**Aim:** Implement program for Stack using array.

#### **Code:**

```
#include <stdio.h>

int stack[100],i,j,choice=0,n,top=-1;

void push();
void pop();
void show();

main ()
{
    printf("Enter the number of elements in the stack ");
    scanf("%d",&n);
    printf("***Stack operations using array***");
    printf("\n-----\n");
    while(choice != 4)
    {
        printf("Chose one from the below options...\n");
        printf("\n1.Push\n2.Pop\n3.Show\n4.Exit");
        printf("\n Enter your choice \n");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:
            {
                push();
                break;
```

```


    }
    case 2:
    {
        pop();
        break;
    }
    case 3:
    {
        show();
        break;
    }
    case 4:
    {
        printf("Exiting....");
        break;
    }
    default:
    {
        printf("Please Enter valid choice ");
    }
    }
    }
}

void push ()
{
    int val;
    if (top == n )

```

```
printf("\n Overflow");
else
{
printf("Enter the value?");
scanf("%d",&val);
top = top +1;
stack[top] = val;
}
}
void pop ()
{
if(top == -1)
printf("Underflow");
else
top = top -1;
}
void show()
{
for (i=top;i>=0;i--)
{
printf("%d\n",stack[i]);
}
if(top == -1)
{
printf("Stack is empty");
}
}
```

## Output:

 C:\TurboC++\Disk\TurboC3\BIN\Stack Using array.exe

Enter the number of elements in the stack 2

\*\*\*Stack operations using array\*\*\*

-----  
Chose one from the below options...

1.Push

2.Pop

3.Show

4.Exit

Enter your choice

1

Enter the value?12

Chose one from the below options...

1.Push

2.Pop

3.Show

4.Exit

Enter your choice

1

Enter the value?25

Chose one from the below options...

1.Push

2.Pop

3.Show

4.Exit

Enter your choice

2

Chose one from the below options...

1.Push

2.Pop

3.Show

4.Exit

Enter your choice

3

12

Chose one from the below options...

1.Push

2.Pop

3.Show

4.Exit



## **Module: - IV**

### **1] Queue Array**

**Aim:** Implementation of the queue array.

#### **Code:**

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#define MAX 50
int queue_array[MAX];
int rear = -1;
int front = -1;
insert()
{
int add_item;
if(rear==MAX-1)
printf("Queue Overflow\n");
else
{
if(front == -1)
front=0;
printf("Insert the element in queue:");
scanf("%d",&add_item);
rear = rear+1;
queue_array[rear]=add_item;
}
return 1;
}
```

```

deleteq()
{
if(front == -1 || front>rear)
{
printf("Queue Underflow\n");
return 1;
}
else
{
printf("Element deleted from queue is:\t");
printf("%d", queue_array[front]);
front=front+1;
}
return 1;
}

display()
{
int i;
if(front == -1 || front>rear)
{
printf("Queue is empty\n");
}
else
{
printf("Queue is : \n");
for(i=front;i<=rear;i++)
printf("%d",queue_array[i]);

```

```

printf("\n");
}
return 1;
}
main(){
int ch;
//clrscr();
while(1){
printf("\n1. Insert\n");
printf("2. Delete\n");
printf("3. Display\n");
printf("4. Exit\n");
printf("Enter your choice:");
scanf("%d",&ch);
switch(ch)
{
case 1: insert();
break;
case 2: deleteq();
break;
case 3: display();
break;
case 4: exit(0);
break;
default: printf("\n Wrong choice\n");
}
}
}

```

```
}
```

## Output:

 C:\TurboC++\Disk\TurboC3\BIN\Ordinary Queue.exe

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice:1
Insert the element in queue:3
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice:1
Insert the element in queue:5
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice:1
Insert the element in queue:2
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice:3
Queue is :
352
```

```
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice:
```

## Module: - V

### **1] Singly Linked List**

**Aim:** Implementation of the Singly Linked List.

**Code:**

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

struct node
{
    int data;
    struct node *next;
};

struct node* create(int n);
void display(struct node* head);

main()
{
    int n=0;
    // clrscr();
    struct node* head=NULL;
    printf("Enter the how many nodes");
    scanf("%d",&n);
    head=create(n);
    display(head);
    getch();
}

struct node* create(int n)
{

```

```

int i=0;
struct node* head=NULL;
struct node* temp=NULL;
struct node* p=NULL;
printf("\nEnter the element of the linklist");
for(i=0;i<n;i++)
{
temp=(struct node*)malloc(sizeof(struct node*));
scanf("%d",&temp->data);
temp->next=NULL;
if(head==NULL)
{
head=temp;
}
else
{
p=head;
while(p->next!=NULL)
p=p->next;
p->next=temp;
}
}
return head;
}
void display(struct node*head)
{
printf("linked list is ");

```

```
struct node* p=head;
while(p!=NULL)
{
printf(" %d",p->data);
printf("->");
p=p->next;
}
printf("NULL");
}
```

### **Output:**

 C:\TurboC++\Disk\TurboC3\BIN\Single Linkelist.exe

Enter the how many nodes

3

Enter the element of the linklist

25

14

85

linked list is 25-> 14-> 85->NULL

-----

Process exited after 14.82 seconds with return value 0

Press any key to continue . . .

## **Module: - VI**

### **1] Binary search tree**

**Aim:** Creating Binary search tree.

**Code:**

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

using namespace std;
void insert(int);
struct node
{
int data;
struct node *left;
struct node *right;
};
struct node *root;
int main ()
{
int choice,item;
do
{
cout<<"\nEnter the item which you want to insert?\n";
cin>>item;
insert(item);
cout<<"\n Press 0 to insert more? \n";
cin>>choice;
```



```

}while(choice == 0);
return 0;
}
void insert(int item)
{
struct node *ptr, *parentptr , *nodeptr;
ptr = (struct node *) malloc(sizeof (struct node));
if(ptr == NULL)
{
cout<<"cannot insert";
}
else
{
ptr -> data = item;
ptr -> left = NULL;
ptr -> right = NULL;
if(root == NULL)
{
root = ptr;
root -> left = NULL;
root -> right = NULL;
}
else
{
parentptr = NULL;
nodeptr = root;
while(nodeptr != NULL)

```

```

{
parentptr = nodeptr;
if(item < nodeptr->data)
{
nodeptr = nodeptr -> left;
}
else
{
nodeptr = nodeptr -> right;
}
}
if(item < parentptr -> data)
{
parentptr -> left = ptr;

}
else
{
parentptr -> right = ptr;
}
}
cout<<"Node Inserted";
}
}

```

## Output:

C:\TurboC++\Disk\TurboC3\BIN\Binary Search Tree.exe

```
Enter the item which you want to insert?
12
Node Inserted
Press 0 to insert more?
0

Enter the item which you want to insert?
78
Node Inserted
Press 0 to insert more?
0

Enter the item which you want to insert?
98
Node Inserted
Press 0 to insert more?
```

## **Module: -VII**

### **1] Adjacency matrix of graph:**

**Aim:** Graph Creation using Adjacency matrix.

**Code:**

```
#include<iostream>

using namespace std;

int vertArr[20][20]; //the adjacency matrix initially 0

int count = 0;

void displayMatrix(int v){
    int i,j;
    for(i=0;i<v;i++){
        for(j=0;j<v;j++){
            cout<<vertArr[i][j]<<" ";
        }
        cout<<endl;
    }
}

void add_edge(int u, int v){ //function to add edge into the matrix
    vertArr[u][v] = 1;
    vertArr[v][u] = 1;
}

int main(){
    int v = 5; // There are 6 vertices in the graph
    add_edge(0,1);
    add_edge(0,2);
    add_edge(0,4);
    add_edge(1,3);
```

```
add_edge(3,2);
add_edge(2,4);
displayMatrix(v);
return(0);
}
```

### **Output:**



The screenshot shows a TurboC++ console window titled "C:\TurboC++\Disk\TurboC3\BIN\Adjacency Matrix.exe". The output displays a 5x5 adjacency matrix with the following rows: 0 1 1 0 1, 1 0 0 1 0, 1 0 0 1 1, 0 1 1 0 0, and 1 0 1 0 0. Below the matrix, a dashed line separates it from the program's exit message: "Process exited after 0.1124 seconds with return value 0" and "Press any key to continue . . .".

```
C:\TurboC++\Disk\TurboC3\BIN\Adjacency Matrix.exe
0 1 1 0 1
1 0 0 1 0
1 0 0 1 1
0 1 1 0 0
1 0 1 0 0

-----
Process exited after 0.1124 seconds with return value 0
Press any key to continue . . .
```