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Program: Adjacency Matrix Represent of Graph

-----\PROGRAM\-----

```
#include<iostream.h>

#include<conio.h>

#include<stdio.h>

#include<process.h>

class ADM

{

    int n,i,j,adm[10][10],node[5];

public:

    void Insert();

    void Show();

};

void ADM :: Insert()

{

    cout<<"\n How many nodes are to be inserted for the graph
:<<<endl;

    cin>>n;

    cout<<"\n Enter\t"<<n<<"nodes into the graph: "<<<endl;

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

    {

        cin>>node[i];

    }

    cout<<"\n Enter the adjacency matrix for graph : "<<<endl;

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

    {

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

        {
```

```

        cout<<"\t a["<<i<<"]["<<j<<"] :";

        cin>>adm[i][j];

    }

}

}

void ADM :: Show()

{

    cout<<"\n Adjacency Matrix is : "<<endl;

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

    {

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

        {

            cout<<"\t"<<adm[i][j];

        }

        cout<<endl;

    }

}

void main()

{

    ADM a;

    int ch;

    clrscr();

    a.Insert();

    a.Show();

    getch();

}

```

-----\OUTPUT\-----

How many modes are to be inserted for the graph:

3

Enter the adjacency matrix for graph:

a[0][0]:1

a[0][1]:2

a[0][2]:4

a[0][0]:5

a[0][1]:2

a[0][2]:4

a[0][0]:5

a[0][1]:6

a[0][2]:7

Adjacency Matrix is:

1	2	4
---	---	---

5	2	4
---	---	---

5	6	7
---	---	---

Program: Binary Search

-----\PROGRAM\-----

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

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

```
class Array
```

```
{
```

```
    int A[10],N;
```

```
    int k,item;
```

```
    public:
```

```
        void Get();
```

```
        void Sort();
```

```
        void BSearch();
```

```
};
```

```
void Array :: Get()
```

```
{
```

```
    cout << "Enetr N:";
```

```
    cin >> N;
```

```
    cout << "Enter element :";
```

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

```
    {
```

```
        cin >> A[i];
```

```
    }
```

```
}
```

```
void Array :: Sort()
```

```
{
```

```
    int temp;
```

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

```
    {
```

```
        for(int j=i+1;j<N;j++)
```

```
        {
```

```
            if(A[i] > A[j])
```

```
            {
```

```

        temp=A[i];
        A[i]=A[j];
        A[j]=temp;
    }
}

cout << "\n Elements after sorting :\n";
for(i=0;i<N;i++)
{
    cout << A[i] << "\t";
}
}

void Array :: BSearch()
{
    int Beg=0, End=N;
    int Mid = (Beg+End)/2;
    int Loc;

    cout << "\n Enter element to search : ";
    cin >> item;

    while(Beg <= End && A[Mid] != item)
    {
        if(item < A[Mid])
        {
            End = Mid-1;
        }
        else
        {
            Beg = Mid+1;
        }
        Mid = (Beg+End)/2;
    }
}

```

```

    }
    if(A[Mid] == item)
    {
        Loc=Mid;
        cout << "Item is on " << Loc+1 << " Location\n\n";
    }
    else
    {
        Loc=NULL;
        cout << "Element is not found";
    }
}

void main()
{
    clrscr();
    Array a;
    a.Get();
    a.Sort();
    a.BSearch();
    getch();
}

```

-----\OUTPUT\-----

Enter N: 5

Enter the element: 11

33

22

44

55

Element after sorting:

11 22 33 44 55

Enter Element to search: 33

Item is on 3 location

Program Name : Bubble Sort

-----\PROGRAM\-----

```
#include<iostream.h>
#include<conio.h>
class sorting
{
private:
    int b[10], no, temp, i, j;
public:
    void in();
    void sort();
    void out();
};

void sorting ::in()
{
    cout << "Enter Size of an array : \n";
    cin >> no;
    cout << "Enter array elements : \n";
    for (i = 0; i < no; i++)
    {
        cin >> b[i];
    }
}

void sorting ::sort()
{
    for (i = 0; i < no; i++)
    {
        for (j = 0; j < no; j++)
        {
            if (b[i] < b[j])
            {
                temp = b[i];
```



```

        b[i] = b[j];
        b[j] = temp;
    }
}
}

void sorting ::out()
{
    cout << "After sorting array elements are : \n";
    for (i = 0; i < no; i++)
    {
        cout << b[i] << "\t";
    }
}

void main()
{
    clrscr();
    sorting obj;
    obj.in();
    obj.sort();
    obj.out();
    getch();
}

```

Output :

```

Enter Size of an array :5
Enter array elements :9 8 5 2 1
sorting array elements are :
1       2       5       8       9

```

Program: Linear Search

-----\PROGRAM\-----

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

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

```
class Array
```

```
{
```

```
    int A[10],N;
```

```
    int k,item;
```

```
    public:
```

```
        void Get();
```

```
        void LSearch();
```

```
};
```

```
void Array :: Get()
```

```
{
```

```
    cout << "Enter the size of array :";
```

```
    cin >> N;
```

```
    cout << "Enter elements :";
```

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

```
    {
```

```
        cin >> A[i];
```

```
    }
```

```
}
```

```
void Array :: LSearch()
```

```
{
```

```
    cout << "\n Enter item:";
```

```
    cin >> item;
```

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

```
    {
```

```
        if(A[i]==item)
```

```
        {
```

```

        cout << "Element " << item << " is found at " << i+1
<< " location\n\n";
    }
}
}
void main()
{
    clrscr();
    Array a;
    a.Get();
    a.LSearch();
    getch();
}

```

-----\OUTPUT\-----

Enter the size of Array: 4

Enter the element: 11

33

22

44

Enter item: 22

Element 22 is found at 3 Location

Practical Name : Matrix program

-----\PROGRAM\-----

Program :

```
#include <iostream.h>
#include <conio.h>
#include <process.h>

class mat
{
private:
    int a[3][3], b[3][3], c[3][3], i, j, k;
public:
    void get();
    void ADD();
    void SUB();
    void MUL();
    void DIV();
};

void mat ::get()
{
    cout << "Enter Elements for first Matrix : " << endl;
    for (i = 0; i < 3; i++)
    {
        for (j = 0; j < 3; j++)
        {
            cin >> a[i][j];
        }
    }

    cout << "Enter Elements for secomd Matrix : " << endl;
    for (i = 0; i < 3; i++)
    {
        for (j = 0; j < 3; j++)
        {
```

```

        cin >> b[i][j];
    }
}

void mat ::ADD()
{
    cout << "Addition of Matrix is " << endl;
    for (i = 0; i < 3; i++)
    {
        for ( j = 0; j < 3; j++)
        {
            c[i][j] = a[i][j] + b[i][j];
            cout << c[i][j] << "\t";
        }
        cout<<"\n";
    }
}

void mat ::SUB()
{
    cout << "Substractinon of Matrix is " << endl;
    for ( i = 0; i < 3; i++)
    {
        for ( j = 0; j < 3; j++)
        {
            c[i][j] = a[i][j] - b[i][j];
            cout << c[i][j] << "\t";
        }
        cout<<"\n";
    }
}

void mat ::MUL()
{

```

```

    cout << "Multiplication of Matrix is " << endl;
    for ( i = 0; i < 3; i++)
    {
        for ( j = 0; j < 3; j++)
        {
            c[i][j] = 0;
            for ( k = 0; k < 3; k++)
            {
                c[i][j] = c[i][j] + a[i][k] * b[k][j];
                cout << c[i][j] << "\t";
            }
        }
        cout<<"\n";
    }
}

void mat :: DIV()
{
    cout<< "Division of Matrix is " << endl;
    for ( i = 0; i < 3; i++)
    {
        for ( j = 0; j < 3; j++)
        {
            c[i][j] = a[i][j] / b[i][j];
            cout << c[i][j] << "\t";
        }
        cout<<"\n";
    }
}

void main()
{
    clrscr();
    mat o;

```

```
int d;
o.get();
do{
    cout << "1.Addition" << endl;
    cout << "2.Subtractinon" << endl;
    cout << "3.Multiplication" << endl;
    cout << "4.Division" << endl;
    cout << "Exit"<< endl;
cout << "Enter your choice" << endl;
    cin >> d;
    switch (d)
    {
    case 1:
        o.ADD();
        break;
    case 2:
        o.SUB();
        break;
    case 3:
        o.MUL();
        break;
    case 4:
        o.DIV();
        break;
    case 5:
        exit(0);
        break;
    default:
        cout << "Invalid Choice !!" << endl;
    }
}while(d<=5);
getch();}
```


Practical Name: RECURSION

-----\PROGRAM\-----

```
#include<iostream.h>

#include<conio.h>

class Fact
{
    public:
        long Facto(long n);
};

long Fact::Facto(long n)
{
    if(n==1)
        return 1;
    else
    {
        long a=n;
        n--;
        return(a*Facto(n));
    }
}

void main()
{
    long x;
    clrscr();
    cout<< "Enter the Number: ";
    cin>>x;
    Fact f;
    long n=f.Facto(x);
    cout<<"\n Factorial:"<<n;
    getch();
}
```

-----\OUTPUT\-----

Enter the Number: 5

factorial: 120

Program: Queue

-----\PROGRAM\-----

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

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

```
class Queue
```

```
{
```

```
    int a[4],R,F;
```

```
    public:
```

```
    Queue()
```

```
    {
```

```
        F=R=0;
```

```
    }
```

```
    void Insert();
```

```
    void Delete();
```

```
    void Show();
```

```
};
```

```
void Queue :: Insert()
```

```
{
```

```
    int item;
```

```
    if(R>=3)
```

```
    {
```

```
        cout << "\n Overflow";
```

```
    }
```

```
    else
```

```
    {
```

```
        cout << "\n enter item :";
```

```
        cin >> item;
```

```
        R++;
```

```
        a[R]=item;
```

```

        if (F==0)
        {
            F=1;
        }
    }
}

void Queue :: Delete()
{
    if (F==0)
    {
        cout << "\n Underflow";
    }
    else
    {
        cout << "\n Deleted element is :" << a[F];

        if (F==R)
        {
            F=R=0;
        }
        else
        {
            F++;
        }
    }
}

void Queue :: Show()
{
    if (F==0)
    {

```

```

        cout << "\n Empty.";
    }
    else
    {
        cout << "\n Elements are : \n";
        for(int i=F;i<=R;i++)
        {
            cout << "\n" << a[i];
        }
    }
}

void main()
{
    Queue s;
    int ch;
    clrscr();
    cout << "\n-----";
    cout << "\n 1. INSERT";
    cout << "\n 2. DELETE";
    cout << "\n 3. SHOW";
    cout << "\n 4. EXIT";
    cout << "\n-----";
    do
    {
        cout << "\n Enter choice : ";
        cin >> ch;
        switch(ch)
        {
            case 1: s.Insert();
                    break;
            case 2: s.Delete();
                    break;

```

```
        case 3: s.Show();
            break;
        default: cout << "\n Wrong Choice.";
    }
    }while(ch<=3);
    getch();
}
```

-----\OUTPUT\-----

```
1.Insert
2.Delete
3.show
4.exit
```

```
Enter the choice:1
Enter  item:11
```

```
Enter the choice:1
Enter  item:22
```

```
Enter the choice:1
Enter  item:33
```

```
Enter the choice:2
Delete element is :11
```

```
Enter the choice:3
Element are:
22
33
```

Program: SINGLY LINKED LIST

-----\PROGRAM\-----

```
#include<iostream.h>
#include<conio.h>
int cnt=1;
class LinkList
{
    int Info,loc;
    LinkList *Link;
public:
    void Insert();
    void Delete();
    void Display();
};
LinkList *Start,*Node,*Temp1,*Temp2;
void LinkList :: Insert()
{
    int item;
    cout << "\n At which location u want to insert item:";
    cin >> loc;
    if(loc > cnt)
    {
        cout << "\n Invalid Position.";
        getch();
        return;
    }
    Node = new LinkList;

    cout << "\n Enter the item";
    cin >> item;
    Node->Info = item;
    Node->Link = NULL;
```



```

if(loc == 1)
{
    if(Start == NULL)
    {
        Start=Node;
        cnt++;
        return;
    }
    else
    {
        Node->Link=Start;
        Start=Node;
        cnt++;
        return;
    }
}
else
{
    Temp1=Start;
    Temp2=Start;
    for(int i=1; i<loc-1; i++)
        Temp1=Temp1->Link;
    if(Temp1->Link==NULL)
    {
        Temp1->Link=Node;
        cnt++;
        return;
    }
    else
    {
        for(int i=1; i<loc; i++)
            Temp2=Temp2->Link;

```

```

        Temp1->Link=Node;

        Node->Link=Temp2;

        cnt++;

        return;

    }

}

```

```

void LinkList :: Delete()
{
    int loc;

    if(Start == NULL)
    {
        cout << "\n Link list is empty.";
        return;
    }

    cout << endl << "Enter the Location of Node to be deleted : ";
    cin >> loc;
    Temp1=Start;
    Temp2=Start;
    if(loc >= cnt)
    {
        cout << "Invalid Position.";
        return;
    }
    if(loc==1)
    {
        Start=Start->Link;

        cnt--;

        return;
    }
}

```

```

        for(int i=1;i<loc-1;i++)
            Temp1=Temp1->Link;
        if (Temp1->Link->Link==NULL)
        {
            Temp1->Link=NULL;
            cnt--;
            return;
        }
        else
        {
            for (i=1;i<loc+1;i++)
                Temp2=Temp2->Link;
            Temp1->Link=Temp2;
            cnt--;
            return;
        }
    }

void LinkList :: Display()
{
    if (Start==NULL)
    {
        cout << "\n There are no elements in list.";
    }
    else
    {
        for(Node=Start;Node!=NULL;Node=Node->Link)
            cout << Node->Info << endl;
    }
}

void main()
{

```

```

LinkedList s;
int ch;
clrscr();
cout << "\n CHOICES FOR DOUBLY LINKED LIST.....";
cout << "\n -----";
cout << "\n 1. INSERT";
cout << "\n 2. DELETE";
cout << "\n 3. DISPLAY";
cout << "\n 4. Exit";
cout << "\n -----";
do
{
    cout << "\n Enter choice : ";
    cin >> ch;
    switch(ch)
    {
        case 1: s.Insert();
                break;
        case 2: s.Delete();
                break;
        case 3: s.Display();
                break;
        case 4: Exit
                break;
        default: cout << "\n Wrong Choice.";
    }
}while(ch<=4);
}

```

```

-----\OUTPUT\-----
Choice for Single Linked list....
1.Insert
2.Delete
3.Display

```

4.Exit

Enter choice:1

At which location u want to Insert item:1

Enter the item 11

Enter choice:1

At which location u want to Insert item:2

Enter the item 22

Enter choice:1

At which location u want to Insert item:3

Enter the item 33

Enter choice:2

At which location u want to Delete item:2

Enter choice:3

There are no elements in list :

11

33

Program: STACK.

-----\PROGRAM\-----

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

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

```
class Stack
```

```
{
```

```
    int a[4],top;
```

```
    public:
```

```
    Stack()
```

```
    {
```

```
        top=0;
```

```
    }
```

```
    void Push();
```

```
    void Pop();
```

```
    void Show();
```

```
};
```

```
void Stack :: Push()
```

```
{
```

```
    int item;
```

```
    if(top==3)
```

```
    {
```

```
        cout << "\n Overflow";
```

```
    }
```

```
    else
```

```
    {
```

```
        cout << "\n enter item :";
```

```

        cin >> a[++top];
    }
}

void Stack :: Pop()
{
    if(top==0)
    {
        cout << "\n Underflow";
    }
    else
    {
        cout << "\n Deleted element is :" << a[top];
        top--;
    }
}

void Stack :: Show()
{
    if(top==0)
    {
        cout << "\n Empty.";
    }
    else
    {
        cout << "\n Elements are : \n";
        for(int i=top;i>=1;i--)
        {
            cout << "\n" << a[i];
        }
    }
}

```

```

}

void main()
{
    Stack s;

    int ch;

    clrscr();

    cout << "\n-----";
    cout << "\n 1. PUSH";
    cout << "\n 2. POP";
    cout << "\n 3. SHOW";
    cout << "\n 4. EXIT";
    cout << "\n-----";

    do
    {
        cout << "\n Enter choice : ";
        cin >> ch;
        switch(ch)
        {
            case 1: s.Push();
                    break;
            case 2: s.Pop();
                    break;
            case 3: s.Show();
                    break;
            default: cout << "\n Wrong Choice.";
        }
    }while(ch<=3);
}

```


-----\OUTPUT\-----

1.push
2.pop
3.show
4.exit

Enter the choice:1
Enter item:11

Enter the choice:1
Enter item:22

Enter the choice:1
Enter item:33

Enter the choice:2
Delete element is :33

Enter the choice:3
Element are:
11
22

Program: Tower of Hanoi

-----\PROGRAM\-----

```
#include<iostream.h>

#include<conio.h>

class tower
{
public:
void TOH();
};

void TOH(int n, char A, char B, char C)
{
if (n==1)
{
cout<<"\nShift top disk from tower"<<A<<" to tower"<<B;
return;
}
TOH(n-1,A,C,B);
cout<<"\nShift top disk from tower"<<A<<" to tower"<<B;
TOH(n-1,C,B,A);
}

void main()
{
int disk;
clrscr();
cout<<"Enter the number of disks:";
cin>>disk;
if(disk<1)
{
cout<<"There are no disks to shift";
}
else
{

```

```

cout<<"There are "<<disk<<"disks in tower 1\n";
TOH(disk, '1','2','3');
cout<<"\n\n"<<disk<<"disks in tower 1 are shifted to tower 2";
}
getch();

}

```

-----\OUTPUT\-----

Enter the number of disk:3

There are 3 disks in tower 1

Shift top disk from tower 1 to tower 2

Shift top disk from tower 1 to tower 3

Shift top disk from tower 2 to tower 3

Shift top disk from tower 1 to tower 2

Shift top disk from tower 3 to tower 2

Shift top disk from tower 3 to tower 2

Shift top disk from tower 1 to tower 2

3 disks in tower 1 are shifted to tower 2