

Array Implementation of A Double Ended Queue

```
// Array Implementation of A Double Ended Queue
#include<stdio.h>
int rear=0,front=0,size ,dequeue[20];
void push();
void pop();
void inject();
void eject();
void display();
main()
{
    int i,choice;
    printf("\n Enter the Size of the DeQueue : ");
    scanf("%d",&size);
    do
    {
        printf("\nMENU\n1.Push(Front)\n2.Pop(Front)\n3.Inject(Rear)\n4.Eject(Front)\n5.Display\n6.Exit\n");
        printf("\nEnter your choice\t");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:
                push();
                break;
            case 2:
                pop();
                break;
            case 3:
                inject();
                break;
            case 4:
                eject();
                break;
            case 5:
                display();
                break;
            case 6:
                exit(0);
            default:
                printf("\nInvalid entry");
        }
    }while(choice!=6);
}

void push()
{
    int temp;
```

Data Structures Lab

```
    if (front==0)
        temp=1;
    else if (front==1)
        temp=size;
    else
        temp=temp-1;
    if (temp==rear)
        printf("\nThe dequeue is full\n");
    else
    {
        front=temp;
        if (rear==0)
            rear=1;
        printf("\nEnter the element to be inserted: ");
        scanf("%d",&dequeue[front]);
    }
}

void eject()
{
    int item;
    if (front==0)
        printf("\nThe dequeue is empty\n");
    else
    {
        item=dequeue[rear];
        printf("\nThe deleted element is %d\n",item);
        if (rear==front)
        {
            front=0;
            rear=0;
        }
        else if (rear==1)
            rear=size;
        else
            rear=rear-1;
    }
}

void inject()
{
    int i;
    if (((rear%size)+1)==front)
    {
        printf("\nQueue is full\n");
    }
    else
    {
```

```
        for ( i=0;i <1;i++)
        {
            rear=((rear%size)+1);
            printf("\nEnter the element to be inserted ");
            scanf("%d",&dequeue[rear]);
        }
    }
    if (front==0)
    {
        front=1;
    }
}
void pop()
{
    int item;
    if (front==0)
    {
        printf("\nDequeue is empty\n");
    }
    else
    {
        item=dequeue[front];
        printf("\nThe deleted element is %d",item);
        if (front==rear)
        {
            front=0;
            rear=0;
        }
        else
        {
            front=(front%size)+1;
        }
    }
}
void display()
{
    int i;
    if (front==0)
    {
        printf("\nDequeue is empty\n");
    }
    else
    {
        printf("\nThe dequeue is\n");
        for (i=front; i!=rear; i=((i%size)+1))
        {
            printf(" %d ",dequeue[i]);
        }
    }
}
```

```
        printf(" %d ",dequeue[rear]);  
    }  
}
```

Output

Enter the Size of the DeQueue : 4

MENU

- 1.Push(Front)
- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 1

Enter the element to be inserted: 3

MENU

- 1.Push(Front)
- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 1

Enter the element to be inserted: 2

MENU

- 1.Push(Front)
- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 3

Enter the element to be inserted 5

MENU

- 1.Push(Front)
- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 3

Enter the element to be inserted 6

MENU

- 1.Push(Front)
- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 5

The dequeue is

2 3 5 6

MENU

- 1.Push(Front)
- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 2

The deleted element is 2

MENU

- 1.Push(Front)
- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 4

The deleted element is 6

MENU

- 1.Push(Front)
- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 5

The dequeue is

3 5

MENU

- 1.Push(Front)

- 2.Pop(Front)
- 3.Inject(Rear)
- 4.Eject(Rear)
- 5.Display
- 6.Exit

Enter your choice 6

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Polynomial Addition using Structures

```
// polynomial addition
#include<stdio.h>

struct polynomial
{
    int exp,coeff;
}poly1[10],poly2[10],poly3[10];

main()
{
    int i,temp1=0,temp2=0,temp3=0,count1,count2,count3;

    //READ POLYNOMIALS
    printf("\nEnter the no of terms in Poly1: ");
    scanf("%d",&count1);

    printf("\nEnter the elements\n");
    for(i=count1;i>=0;i--)
    {
        printf("Enter the coefficient for degree%d: ",i);
        scanf("%d",&poly1[i].coeff);
        poly1[i].exp=i;
    }

    printf("\n\nEnter the no of terms in Poly2: ");
    scanf("%d",&count2);

    printf("\nEnter the elements\n");
    for(i=count2;i>=0;i--)
    {
        printf("Enter the coefficient for degree%d: ",i);
        scanf("%d",&poly2[i].coeff);
        poly2[i].exp=i;
    }

    //BEGIN ADDITION
    while(temp1<=count1 && temp2<=count2)
    {
        if(poly1[temp1].exp>poly2[temp2].exp)
        {
            poly3[temp3].exp=poly1[temp1].exp;
            poly3[temp3].coeff=poly1[temp1].coeff;
            temp3++;
        }
    }
}
```

```
temp1++;
}
else if (poly1[temp1].exp < poly2[temp2].exp)
{
    poly3[temp3].exp = poly2[temp2].exp;
    poly3[temp3].coeff = poly2[temp2].coeff;
    temp3++;
    temp2++;
}
else
{
    poly3[temp3].exp = poly1[temp1].exp;
    poly3[temp3].coeff = poly1[temp1].coeff + poly2[temp2].coeff;
    temp3++;
    temp2++;
    temp1++;
}
}

while (temp1 <= count1)
{
    poly3[temp3].exp = poly1[temp1].exp;
    poly3[temp3].coeff = poly1[temp1].coeff;
    temp3++;
    temp1++;
}

while (temp2 <= count2)
{
    poly3[temp3].exp = poly2[temp2].exp;
    poly3[temp3].coeff = poly2[temp2].coeff;
    temp3++;
    temp2++;
}

printf("\nThe Entered Polynomials:\n");
printf("\nPolynomial1\n");
for (i = count1; i >= 0; i--)
{
    printf("%dx^%d", poly1[i].coeff, poly1[i].exp);
    if ((i + 1) != 1)
        printf(" + ");
    else
        printf(" = 0\n");
}

printf("\nPolynomial2\n");
for (i = count2; i >= 0; i--)
```



```
{
    printf("%dx^%d", poly2[i].coeff, poly2[i].exp);
    if((i+1)!=1)
printf(" + ");
    else
printf(" =0\n");
}

printf("\nPolynomial After addition is\n");
for(i=temp3-1; i>=0; i--)
{
    printf("%dx^%d", poly3[i].coeff, poly3[i].exp);
    if((i+1)!=1)
printf(" + ");
    else
printf(" =0\n");
}
}
```

Output

Enter the no of terms in Poly1: 3

Enter the elements

Enter the coefficient for degree3: 5

Enter the coefficient for degree2: 6

Enter the coefficient for degree1: 4

Enter the coefficient for degree0: 2

Enter the no of terms in Poly2: 4

Enter the elements

Enter the coefficient for degree4: 2

Enter the coefficient for degree3: 4

Enter the coefficient for degree2: 5

Enter the coefficient for degree1: 2

Enter the coefficient for degree0: 1

The Entered Polynomials:

Polynomial1

$5x^3 + 6x^2 + 4x^1 + 2x^0 = 0$

Polynomial2

$2x^4 + 4x^3 + 5x^2 + 2x^1 + 1x^0 = 0$

Polynomial After addition is

$2x^4 + 9x^3 + 11x^2 + 6x^1 + 3x^0 = 0$

Multiqueue Implimentation using Matrix

```
/*Multiqueue implimentation using matrix*/

#include<stdio.h>
void insert();
void delete();
void display();
int r[10],f[10],a[10][10],n,pr;

main()
{
    printf("\n Enter the Priority Range: ");
    scanf("%d",&n);
    int choice,i;
    //Init-Priority
    for(i=1;i<=n;i++)
    {
        r[i]=0;
        f[i]=0;
    }
    do
    {
        printf("\n[1] Insert\n[2] Delete\n[3] Display\n[4] Exit\nEnter
            your choice: ");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:
                insert();
                break;
            case 2:
                delete();
                break;
            case 3:
                display();
                break;
            case 4:
                exit(0);
            default:
                printf("\nInvalid choice");
        }
    }while(choice!=4);
}

void insert()
```

Data Structures Lab

```
{
    int e;
    printf("\nEnter an element: ");
    scanf("%d",&e);
    printf("\nEnter the priority of %d —>",e);
    scanf("%d",&pr);
    if(pr>n)
        printf("\nPriority is out of range ");
    else
    {
        if(r[pr]>=n)
            printf("\nThe queue is full");
        else
        {
            r[pr]=r[pr]+1;
            a[pr][r[pr]]=e;
            if(f[pr]==0)
                f[pr]=1;
        }
    }
}
```

```
void delete()
{
    int item;
    pr=n;
    while(pr>=1)
    {
        if(f[pr]==0)
        {
            printf("\nThe queue of priority %d is empty\n",pr);
            pr=pr-1;
        }
        else
        {
            item=a[pr][f[pr]];
            a[pr][f[pr]]=0;
            printf("\nthe deleted element is %d with priority\n",item,pr);
            if(f[pr]==r[pr])
            {
                f[pr]=0;
                r[pr]=0;
            }
        }
    }
}
```

```
        f [pr]=f [pr]+1;
        break;
    }
}
}

void display ()
{
    int i ,j;
    for ( i=1;i<=n;i++)
    {
        printf(" Priority %d : ",i);
        for (j=1;j<=3;j++)
            printf(" %d ",a[i][j]);
        printf("\n");
    }
}
```

Output

Enter the Priority Range: 3

```
[1] Insert
[2] Delete
[3] Display
[4] Exit
```

Enter your choice: 1

Enter an element: 2

Enter the priority of 2 -->1

```
[1] Insert
[2] Delete
[3] Display
[4] Exit
```

Enter your choice: 1

Enter an element: 3

Enter the priority of 3 -->1

```
[1] Insert
[2] Delete
[3] Display
[4] Exit
```

Enter your choice: 1

Enter an element: 5

Enter the priority of 5 -->3

[1] Insert
[2] Delete
[3] Display
[4] Exit

Enter your choice: 3

Priority 1 : 2 3 0

Priority 2 : 0 0 0

Priority 3 : 5 0 0

[1] Insert
[2] Delete
[3] Display
[4] Exit

Enter your choice: 2

the deleted element is 5 with priority 3

[1] Insert
[2] Delete
[3] Display
[4] Exit

Enter your choice: 2

The queue of priority 3 is empty

The queue of priority 2 is empty

the deleted element is 2 with priority 1

[1] Insert
[2] Delete
[3] Display
[4] Exit

Enter your choice: 2

The queue of priority 3 is empty

The queue of priority 2 is empty

the deleted element is 3 with priority 1

[1] Insert
[2] Delete

```
[3] Display
[4] Exit
Enter your choice: 3
Priority 1 : 0 0 0
Priority 2 : 0 0 0
Priority 3 : 0 0 0
```

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