

Program no: 1

MERGING

Date:

Aim: Merge two sorted arrays in a third array.

Algorithm:- MERGING(array1, array2, merge, m, n)

Let array1 and array2 be sorted arrays with m and n elements, respectively. This algorithm merges array1 and array2 into an array 'merge' with m+n elements.

1. SET i := 0, j := 0 // [Initialize]

2. Repeat while i < m and j < n // [compare]

If array1[i] < array2[j] then:

SET merge[k] := array1[i]

SET k := k + 1 and i := i + 1

ELSE:

SET merge[k] := array2[j]

SET k := k + 1 and j := j + 1

[End of If structure]

[End of loop]

3. Repeat while i < m, then:

SET merge[k] := array1[i]

SET i := i + 1

SET $k := k+1$

[End of loop]

4. Repeat while $j < n$, then:

SET $\text{merge}[k] := \text{array}[j]$.

SET $j := j+1$ and $k := k+1$.

[End of loop]

5. Exit.

Program no: 2

SINGLY LINKED STACK

Page:

Aim: singly linked stack - push, pop, Linear Search

Algorithm:-

1. Start
2. If user select push operation then
3. create a newNode with the given data
4. If top==NULL then:
(check whether the stack is empty)
5. SET top = newNode
SET newNode→next=NULL

Else:

SET newNode→next=top
top=newNode.

[End of IR structure]

6. If user select pop operation then
7. If top==NULL then:
(check whether stack is empty)
display "stack is empty"

Else:

SET temp = top

(create a temporary node and set it to top)

display temp->data

8. SET top = temp->next

(make top point to the next node)

9. free (temp)

(delete the temporary node)

10. If user select search operation then .

11. Declare a pointer variable temp

and the variable key that holds
the value to be searched

12. SET temp = TOP

SET flag = 0

13. Repeat while temp != NULL

If temp->data == key then:

display "element not found"

SET flag = 1

[End of structure]

no to step 14
Else:

SET temp = temp → next

[End of while loop]

[End of if]

14: If flag == 0 then:

 display "element not found"

[End of if structure]

15: If user select display operation then

16: clelare a pointer nodeptr

SET nodeptr = dop

17: If nodeptr == NULL then:

 display "stack is empty"
[End of if instruction]

18: While nodeptr != NULL then:

 print nodeptr → data

 SET nodeptr = nodeptr → next

[End of if structure]

1B nodeptr != NULL then:

 fugtbo

 node->val = point; $\leftarrow \rightarrow$ B002-6 f0201-1

 [End of if structure]

[End of while]

10: Exit.

Program no: 1

MERGING

Aim: Merge two sorted arrays in a third array

Algorithm:- MERGING(array1, array2, merge, m, n)

Let array1 and array2 be sorted arrays with m and n elements, respectively. This algorithm merges array1 and array2 into an array 'merge' with $m+n$ elements.

1. SET $i := 0, j := 0, k := 0$ // [Initialize]

2. Repeat while $i < m$ and $j < n$ // [Compare]

 if array1[i] < array2[j] then:

 SET merge[k] := array1[i]

 SET k := k + 1 and i := i + 1

 ELSE:

 SET merge[k] := array2[j]

 SET k := k + 1 and j := j + 1

[End of If structure]

[End of loop]

3. Repeat while $i < m$, then:

 SET merge[k] := array1[i]

 SET i := i + 1

SET $k := k+1$

[End of loop]

4. Repeat while $j < n$, then:

SET $\text{merge}[k] := \text{array}[E_j]$.

SET $j := j+1$ and $k := k+1$.

[End of loop]

5. Exit.

Aim: singly linked stack - push, pop, linear search

Algorithm:-

1. Start
2. If user selects push operation then
3. create a newNode with the given data
4. If top == NULL then:
(check whether the stack is empty)
5. SET top = newnode
SET newnode → next = NULL

Else:

- SET newnode → next = top
top = new node.

[End of IF structure]

6. If user select pop operation then
7. If top == NULL then:
(check whether stack is empty)
display "stack is empty"

Else:

SET temp = top

(create a temporary node and set it to top)

display temp → data

8. SET top = temp → next

(make top point to the next node)

9. free (temp)

(Delete the temporary node)

10. If user select search operation then.

11. Declare a pointer variable temp

and the variable key that holds
the value to be searched

12. SET temp = TOP

SET flag = 0

13. Repeat while temp != NULL

If temp → data == key then:

display "element found"

SET flag = 1

[End of structure]

no to step 14

else:

SET temp = temp → next

[End of if condition]

End loop

14: If flag == 0 then:

display "element not found"

[End of if structure]

15: If user select display operation then

16: declare a pointer nodeptr

SET nodeptr = top

17: If nodeptr == NULL then:

display "stack is empty"

[End of if structure]

18: While nodeptr != NULL then:

print nodeptr → data

SET nodeptr = nodeptr → next

[End of if structure]

1B nodeptr != NULL then:

[End of if structure]

[End of while]

10: EXIT.

Program no: 3

Date: 7/1/21

circular queue

Aim: circular queue - Add, Delete
Search

Algorithm:

1. start

2. if user select the insertion operation
then

3. declare a variable item, with
given value.

4. If $\text{front} == 0 \& \& \text{rear} == \text{size} - 1$
II $\text{front} == \text{rear} + 1$ then:

- Display queue overflow

[End of IF structure]

5. If $\text{front} == -1$ Then:

SET $\text{front} = 0$

SET $\text{rear} = 0$

[End of IF structure]

Else: Go to step 7

If $\text{rear} == \text{size} - 1$

SET $\text{rear} = 0$

Else

else:

SET rear = rear + 1

[End of if structure]

7. If $cq[front] = \text{item}$

8. If user select deletion operation then:

9. If $front == -1$ then

 display "queue underflow"

[End of if structure]

10. If $front == rear$ then:

 SET front = -1

 SET rear = -1

[End of if structure]

11. If $front == size - 1$ then:

 SET front = 0

Else

 SET front = front + 1

[End of if structure]

12. If user select the display operation then
13. SET front_pos = front
SET rear_pos = rear
14. If front == -1 then:
 Display "queue is empty"
 [End of if structure]
15. If front_pos <= rear_pos then:
 Repeat while front_pos <= rear_pos then:
 Print cq[front_pos]
 SET front_pos = front_pos + 1
 [End of while]
Else:
 Repeat while front_pos <= size - 1
 Print cq[front_pos]
 SET front_pos = front_pos + 1
 [End of while]
16. SET front_pos = 0

17. Repeat while front_pos <= rear_pos then:

 display cq[front_pos]

 set front_pos = front_pos + 1

[End of while]

[End of If]

18. If user select search operation then.

19. Declare a variable ser with value to be searched

20. declare a temporary variable temp then

 SET temp = ser

21. SET i = front

22. Repeat for i <= rear then:

 If te == cq[i] then:

 print "Item found at location"

 SET j = j + 1

[End of If]

 If j == 0 then

 Display "Item not found"

[End of if structure]

for loop

SET i=it

for loop col. 1 2209

[End of for loop]

for loop col. 6 2209

26: Exit.

exit on error

(for to 2012 with 101)

31

(for to 1000 with 101)

1

0

0

1

0

1

1

0

0

1

0

(for to 2012 with 101)

01

program no: 4 Bit string

Date: 21/1/21

AIM: set data structure and set operations
(union, intersection and difference) using bit
string

Algorithm:

1. start
2. If user select the union operation then:
 3. declare two array set1[i] and set2[i], Deleane two variable n1, n2 for holding the size of two arrays
 4. Read elements into the arrays set1[i] and set2[i]
 5. If $n1 == n2$ then:
 6. SET i=0
 7. Repeat for $i < n2$ then
 - SET set3[i] = set1[i] || set2[i]
 8. SET i = i+1
 - [End of for loop]

9. SET $i = 0$
10. Repeat for $i < n_2$ then
 point $\text{set}_3[i]$
11. SET $i = i + 1$
- [End of for loop]
- [End of if]
- ELSE:
 point "size are not equal!"
12. If user select insertion operation
 then.
13. cleclare two array $\text{set}_1[i]$ and $\text{set}_2[i]$
 with size n_1, n_2 respectively
 Read elements to the arrays and
14. If $n_1 == n_2$ then
15. SET $i = 0$
16. Repeat for $i < n_2$ then:
17. SET $\text{set}_3[i] = \text{set}_1[i] \& \& \text{set}_2[i]$

18. SET $i = i + 1$

[End of for loop]

19. SET $i = 0$

20. Repeat for $i < n_2$ then:

 print set3[i]

21. SET $i = i + 1$

[End of for loop]

[End of If]

Else:

 print "size are not equal"

 Exit.

22. If user select the subtraction
then

23. declare two array set1[i] and
set2[i] with n_1, n_2 size resp
ectively and input the elements
to the array

24: If $n_1 == n_2$ then

25: set $i = 0$

26: Repeat for $i < n_2$ then:

SET $set3[i] = set1[i] \& \& !set2[i]$

27: $i = i + 1$

[End of for loop]

28: SET $i = 0$

29: Repeat for $i < n_2$ then:

POINT $set3[i]$

30: set $i = i + 1$

[End of for loop]

[End of if]

Else:

POINT size are not equal

31: EXIT

Aim Binary search trees - insertion, deletion, search

Algorithm:

1. start
2. If user select the insertion operation then
3. create a new BST node and assign values to it
4. createdtree (node, data) // call the createdtree function with the root value and the data entered by user.
5. If root == NULL then:
6. (i) declare a temporary variable
 temp
 SET temp → data = data;
 SET temp → left → right = NULL;
 return the new node temp to the calling function
 [End of if]

7. if $\text{data} < (\text{node} \rightarrow \text{data})$.
8. call the createnode function with
 $\text{node} \rightarrow \text{left}$ and assign the return
value in ~~root~~ — $\text{node} \rightarrow \text{left}$
 $\text{node} \rightarrow \text{left} = \text{createnode}(\text{node} \rightarrow \text{left}, \text{data})$
[End of the structure]
9. If $\text{data} > \text{node} \rightarrow \text{data}$
10. call the ~~use~~ createtree function
with $\text{node} \rightarrow \text{right}$ and assign the
^{return} value in $\text{node} \rightarrow \text{right}$
 $\text{node} \rightarrow \text{right} = \text{createnode}(\text{node} \rightarrow \text{right}, \text{data})$
[End of the structure]
11. return the original root pointer
(node) to the calling function.
12. If the user select the search
element operation then.

13. search(node, data) // call the search function with root value and the element to be searched

14. If node == NULL
 print "element not found"

[End of if]

15. If data < node->data then:
 call the search function with
 node->left and assign the return
 value in node->left

 node->left = search(node->left, data)

[End of if structure]

16. If data > node->data then.
 call search function with node->
 right and assign the return
 value in node->right

16. $\text{node} \rightarrow \text{right} = \text{search}(\text{node} \rightarrow \text{right}, \text{data})$
[End of 15 structure]

Else:

print "Element found is" $\text{node} \rightarrow \text{data}$

17. return the original root pointer
(node) to the calling function.

18. If the user select the deletion
operation then:

19. $\text{del}(\text{node}, \text{data})$ // call the del function
with root value and the element
to be deleted

18. declare a temporary variable
 $\$temp$.

19. If $\text{node} == \text{NULL}$ then:

print "Element not found"

[End of 15]

20: if $\text{data} < \text{node} \rightarrow \text{data}$ then:

call the del function with $\text{node} \rightarrow \text{left}$
and assign the return value to
 $\text{node} \rightarrow \text{left}$

$\text{node} \rightarrow \text{left} = \text{del}(\text{node} \rightarrow \text{left}, \text{data})$

[End of 15]

21 If $\text{data} > \text{node} \rightarrow \text{data}$ then

call the del function with $\text{node} \rightarrow \text{right}$
and assign the return value to
 $\text{node} \rightarrow \text{right}$

[End of 15]

22. Else:

~~Delete~~ / Delete this node and replace with
either minimum element in the
right sub tree or maximum element
in the left sub tree

23. 23: If $\text{node} \rightarrow \text{right} \neq \text{node} \rightarrow \text{left}$
 // replace with minimum element
 in the right sub tree
24. SET call findmin function with
 $\text{node} \rightarrow \text{right}$ then Return value
 assign in temp
 go to step 30
SET $\text{temp} = \text{findmin}(\text{node} \rightarrow \text{right})$
- SET $\text{node} \rightarrow \text{data} = \text{temp} \rightarrow \text{data}$
 ~~go to step~~
 // replaced it with some other
 node.
25. SET call function del with
 value $\text{node} \rightarrow \text{right}$, $\text{temp} \rightarrow \text{data}$
 and return value assign in
 $\text{node} \rightarrow \text{right}$
- Else:
26. SET $\text{temp} = \text{node}$

// If there is only one or zero children then
we can directly remove it from the tree
and connect its parent to its child

27. If node \rightarrow left == NULL then:

Set node = node \rightarrow right

Else:

28. If node \rightarrow right == NULL then:

Set node = node \rightarrow left

29. free (temp)

[End of 15]

[End of 15]

[End of 15]
33

30. return the original root pointer

31. free(min) calling

31. If node == NULL then:

 return NULL
 go to step 24

[End of 15]

32. If nod->left then

 call the function findmin
 return

 with value (node->left) then

 return the value to calling function
 return findmin(node->left)

Else

 return node

 go to step 24

[End of 15]

33. If the user select the display option then:

34. inorder(node)

 call the inorder function with root value

35. If $\text{node} \neq \text{null}$ then

$\text{inorder}(\text{node} \rightarrow \text{left})$

 call the function inorder with
 value $\text{node} \rightarrow \text{left}$

36. print $\text{node} \rightarrow \text{data}$

$\text{inorder}(\text{node} \rightarrow \text{right})$

 call the function inorder with
 value $\text{node} \rightarrow \text{right}$

[End of 15]

37. Exit.

Date: 14/12/21

Programs Doubly Linked List

Aim : Doubly linked list - insertion, deletion
Search

Algorithm:

1. Start
2. If user select the insert operation at beginning then:
 3. If head == NULL then:
~~first insertion~~
 4. Perform step 56 to 59
(call the function create())
 5. SET head = temp
temp1 = head
 6. Else
 7. Perform step 56 to 59
(call the function create)
 8. SET temp \rightarrow next = head
SET head \rightarrow prev = temp
SET head = temp
[End of structure]

9. If user choose the operation
Insert node at end then:
10. Else if head == NULL Then:
11. Perform step 56 to 59
12. SET head = temp
SET temp1 = head
13. Else.
14. Do step? perform step 56 to 59
15. SET temp1 \rightarrow next = temp
SET temp \rightarrow prev = temp1
SET temp1 = temp
16. End of 15 structure]
- 16: If user choose insert at
any position then:
- 17: Read the position and store
it in to the variable pos

18. SET temp2 = head

19: If pos < 1 || pos >= count + 1 then:
 display "position out of range to
 insert"

 Exit
 [End of IF structure]

20: If head == NULL && pos != 1 then:

 @ display "Empty list cannot insert other
 than 1st position"

 Exit
 [End of IF structure]

21: If head == NULL && pos == 1 then:

22. Perform step 56 to 59
 (call function create())

23: SET head = temp

SET temp1 = head

[End of 5]

Exit

24: Else

Repeat

25: while i < pos then:

26: SET temp2 = temp2 → next

SET i = i + 1

[End of while]

27: Go perform step 56 do 59

28: SET temp → prev = temp2

SET temp → next = temp2 → next

SET temp2 → next → prev = temp

SET temp2 → next = temp

29: If user choose the operation
deletion then:

30: Read the position the It store
in to the variable pos

31: SET temp2 = head

32: If pos < 1 || pos >= count + 1 then:
 Display "position out of range"

 to delete"
 [End of if structure]
 Exit

33. If head == NULL then
 Display "Empty list no elements"

 to delete"
 [End of if structure]
 Exit

34 ELSE

35. Repeat while i < pos

36. SET temp2 = temp2 → next

SET i = i + 1

[End of while]

36. If i == 1 then :

 If temp2 → next == NULL then :

 Display "Node deleted from list"

37: free temp2

SET temp2 = head = NULL
[End of if structure]
Exit.

36: If temp2 → next = NULL then:

SET temp2 → prev → next = NULL
free temp2

Display "Node deleted from list"
[End of if structure]
Exit

37: SET temp2 → next → prev = temp2 → prev

38: If i != 1 then:

temp2 → prev → next = temp2 → next
then:
[End of if structure]

39: If i == 1 then

SET head = temp2 → next
Display "Node deleted"

40: free $\cdot\&\text{emp2}$

[End of if structure]

41: SET count = count - 1

42: If user select display operation

then:

43: SET temp2 = head

44 If temp2 == NULL

Display "List empty to display"
[End of if structure]

Exit

45: While temp2 \rightarrow next != NULL
Then:

Print temp2 \rightarrow n

SET temp2 = temp2 \rightarrow next

[End of while]

46: Print temp2 \rightarrow n

47: If user select search
operation Then:

48: SET temp2 = head

49: If temp2 == NULL then:

 Display "List Empty to search for
 data"
 [End of if structure]
 Exit

50: Read the value to be search
 and store it in to the variable
 data

51 while temp2 != NULL then:

52 If temp2 \rightarrow n == data then,

 Display "data found in "

 print count

 Exit

53: ELSE

 SET temp2 = temp2 \rightarrow next

 SET count = count + 1

[End of if]

[End of while]

54 : Display("not found")
55 : Exit
56 : //When call create function
56 : SET dtemp->prev=NULL //create()
57 : SET dtemp->next=NULL
 Display("Enter value to node")
58 : Read data and assign it into
 dtemp->n
 dtemp->n = data
59 : count = count + 1.
60 : Exit

program 17

DISjointset

date: 20/2/21

Aim: Disjoint sets and the associated operations (create, union, find)

Program:

1. Start
2. Read the number of elements from user and store it in to the dis·n
3. call function makeset() then:
4. SET i=0
5. Repeat for $i < dis \cdot n$ then:
 - SET dis.parent[i]=i
 - SET dis.rank [i]=0
 - SET i = i+1
6. user select the union operation then:
7. Read the elements to perform union and store

in to x and y respectively

8. //perform find operation with x and y
store result in to xset and yset
perform step 9

9. If $xset == yset$ then:

~~Set~~ [End of if]

10. If $dis.rank[xset] < dis.rank[yset]$

then:

SET $dis.parent[xset] = yset$.

SET $dis.rank[xset] = -1$

[End of if]

11 else if $dis.rank[xset] > dis.rank[yset]$ then:

SET $dis.parent[yset] = xset$;

SET $dis.rank[yset] = -1$

[End of if]

12: else

13: SET dis.parent [yset] = xset

• SET dis.rank [xset] = dis.rank
[xset] + 1

SET dis.rank [yset] = -1

14. If user choose find operation
then:

15: Read the elements to check H
and store the value in to the
variables x and y respectively

16 if find x == find y then:

Display "connected components"

17: else

Display "not connected components"

18: If user select the display
operation then:

19: SET $i = 0$

20: Repeat $i < \text{dis}.n$ then

 print $\text{dis}.\text{parent}[i]$

 SET $i = i + 1$

[End of for loop]

21: print $\text{dis}.\text{rank}[i]$

SET $i = 0$

22: Repeat $\text{for } i < \text{dis}.n \text{ then:}$

 print $\text{dis}.\text{rank}[i]$

 SET $i = i + 1$

[End of for loop]

23: ~~Exit~~ if $\text{dis}.\text{parent}[x] \neq x$

then:

 SET $\text{dis}.\text{parent}[x] = \text{find}(\text{dis}.\text{parent}[x])$

 return $\text{dis}.\text{parent}[x]$

24: Exit