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## Merging

- Step 1 Start
- Step 2 Declare the variables
- Step 3 Read the size of first array
- Step 4 Read elements of first array in second order
- Step 5 Read the size of second array
- Step 6 Read the elements of second array in sorted order
- Step 7 Repeat steps 8 and 9, while  $i < m$  &  $j < n$
- Step 8 Check if  $a[i] \geq b[j]$ , then  $c[k++] = a[i++]$
- Step 9 Else  $c[k++] = b[j++]$
- Step 10 Repeat Step 11 while  $i < m$
- Step 11  $c[k++] = a[i++]$
- Step 12 Repeat Step 13 while  $j < n$
- Step 13  $c[k++] = b[j++]$
- Step 14 Print the first array
- Step 15 Print the second array
- Step 16 Print the sorted merged array
- Step 17 End

## Output

Size of First Array

2

Enter value in sorted order

3

6

Size of second Array

4

Enter value in sorted order

4

5

7

8

Array A :

3     6

Array B

4     5     7     8

Merged Array

3     4     5     6     7     8

## Stack Operations

Step 1 Start

Step 2 Declare the node and the required variables

Step 3 Declare the functions for push, pop, display and search an element

Step 4 Read the choice from user

Step 5 If the user choose to push an element, then read the element to be pushed & call the function to push the element by passing the value to the function

Step 6<sup>5.1</sup> Declare the newnode & allocate memory for the newnode

Step 7<sup>5.2</sup> Set newnode → data = value

Step 8<sup>5.3</sup> Check if top == null, then set newnode → next = null

Step 9<sup>5.4</sup> Set newnode → next = top

Step 10<sup>5.5</sup> Set top = newnode & then print insertion is successful

Step 11<sup>5.6</sup> If user choose to pop an element from the stack, then call the function to pop the element

- Step 6.1 Check if top == null, then print stack is empty
- Step 6.2 Else declare a pointer variable temp and initialize it to top
- Step 6.3 Print the element that being deleted
- Step 6.4 Set temp = temp → next
- Step 6.5 Free the temp

- Step 7 If the user choose the display then call the function to display the element in the stack
- Step 7.1 Check if top == null then print stack is empty
- Step 7.2 Else declare a pointer variable temp & initialize it to top
- Step 7.3 Repeat steps below while temp → next != null
- Step 7.4 Print temp → data
- Step 7.5 Let temp = temp → next

- Step 8 If the user choose to search an element from the stack then call the function to search an element
- Step 8.1 Declare a pointer variable ptr and other necessary variable

- Step 8.2 Initialize  $\text{ptr} = \text{top}$
- Step 8.3 Check if  $\text{ptr} = \text{null}$  then print stack empty
- Step 8.4 Else read the element to be searched
- Step 8.5 Repeat steps 8.6 to 8.8 while  $\text{ptr} \neq \text{null}$
- Step 8.6 Check if  $\text{ptr} \rightarrow \text{data} == \text{item}$ , then  
print element found and its  
located and set  $\text{flag} = 1$
- Step 8.7 Else set  $\text{flag} = 0$
- Step 8.8 Increment i by 1 and set  $\text{ptr} = \text{ptr} \rightarrow \text{next}$
- Step 8.9 Check if  $\text{flag} = 0$ , then print the  
element not found
- Step 9 End

## Output

Menu

1. Push

2. Pop

3. display

4. Search

5. Exit

Enter the choice : 1

Enter the element to be inserted : 7

Insertion is successful

Menu

1. Push

Enter the choice : 1

Enter the element to be inserted : 4

Insertion is successful

Menu

1. Push

Enter the choice : 1

Enter the element to be inserted : 10

Insertion is successful

Menu

2. Pop

Enter the choice: 2

Element deleted: 0

Menu

3. Display

Enter the choice: 3

4 → 2 → null

Menu

4. search

Enter the choice: 4

Enter the term to be searched: 2

item found at location: 2

Menu

5. exit

enter the choice: 5

## circular Queue Operation

- Step 1 Start
- Step 2 Declare the queue and other variables
- Step 3 Declare the functions for enqueue, dequeue, search and display
- Step 4 Read the choice from the user
- Step 5 If the user choose the choice enqueue then, read the element to be inserted from the user and call the enqueue function by passing the value
- Step 5.1 Check if  $\text{front} == -1 \& \& \text{rear} == -1$ , then set  $\text{front}=0$ ,  $\text{rear}=0$  and set  $\text{queue}[\text{rear}] = \text{element}$
- Step 5.2 Else if  $\text{rear} + 1 \% \text{max} == \text{front}$  or  $\text{front} == \text{rear} + 1$ , then print Queue is overflow
- Step 5.3 Else set  $\text{rear} = \text{rear} + 1 \% \text{max}$  and set  $\text{queue}[\text{rear}] = \text{element}$
- Step 6 If the user choice is the option dequeue then call the function dequeue
- Step 6.1 Check if  $\text{front} == -1$  and  $\text{rear} == -1$  then print Queue is overflow

- Step 6.2 Else check if front == rear then  
print the element is to be deleted  
Then set front = -1 and rear = -1.
- Step 6.3 Else print the element to be  
dequeued set front = front + 1 % max
- Step 7 If the user choice is to display  
the queue then call the function display
- Step 7.1 Check if front = -1 and rear = -1,  
then print Queue is empty
- Step 7.2 Else repeat the step 7.3 while i <= rear
- Step 7.3 Print queue[i] and set i = i + 1 % max
- Step 8 If the user choose the search  
then call the function to search  
an element in the queue
- Step 8.1 Read the element to be searched  
in the queue
- Step 8.2 Check if item == queue[i] then point  
item found and its position and  
increment i by 1
- Step 8.3 Check if c == 0, then print item  
not found
- Step 9 End

## Output

Menu

1. Insert 2. Delete 3. Display 4. Search 5. Exit

Enter the choice: 1

Enter the number to insert: 10

Menu

Enter choice: 1

Enter the number to insert: 20

Menu

Enter the choice: 1

Enter the number to insert: 30

Menu

Enter the choice: 3

10, 20, 30

Menu

Enter the choice: 4

Enter the element to be searched: 30

Item found at location 3

Menu

Enter the choice: 2

10 was deleted!

Menu

Enter the choice: 5

## Doubly Linked List Operation

- Step 1 Start
- Step 2 Declare a structure and related variables
- Step 3 Declare functions to create a node, insert a node in the begining, at the end and given position, display the list and search an element in the list
- Step 4 Define function to create a node, declare required variables.
  - Step 4.1 Set memory allocated to the node = temp, then set temp->pre = null and temp->next = null
  - Step 4.2 Read the value to be inserted to the node
  - Step 4.3 Set temp->n = data and increment count by 1
- Step 5 Read the choice from the user to perform different operation on the list
- Step 6 If the user choose to perform insertion operation at the begining then call the function

to perform the insertion

Step 6.1 Check if  $\text{head} == \text{null}$  then call the function to create a node & perform step 4 to step 4.3

Step 6.2 Set  $\text{head} = \text{temp}$  and  $\text{temp}^1 = \text{head}$

Step 6.3 Else call the function to create a node, perform step 4 to 4.3, then set  $\text{temp} \rightarrow \text{next} = \text{head}$ , set  $\text{head} \rightarrow \text{prev} = \text{temp}$  and  $\text{head} = \text{temp}$

Step 7 If the user choice is to perform insertion at the end of the list, then call the function to perform insertion at the end

Step 7.1 Check if  $\text{head} == \text{null}$  then call the function to create a newnode then set  $\text{temp} = \text{head}$  and then set  $\text{head} = \text{temp}^1$

Step 7.2 Else call the function to create a newnode then set  $\text{temp}^1 \rightarrow \text{next} = \text{temp}$ ,  $\text{temp} \rightarrow \text{prev} = \text{temp}^1$  and  $\text{temp}^1 = \text{temp}$

Step 8 If the user choose to perform insertion in the list at any position then call the function to perform the insertion operation

- Step 8.1 Declare the necessary variable
- Step 8.2 Read the position where the node need to be inserted, set  $\text{temp}^2 = \text{head}$
- Step 8.3 Check if  $\text{pos} < 1$  or  $\text{pos} \geq \text{count} + 1$   
then print the position is out of range
- Step 8.4 Check if  $\text{head} == \text{null}$  and  $\text{pos} = 1$  then  
print Empty list cannot insert  
other than first position
- Step 8.5 Check if  $\text{head} == \text{null}$  and  $\text{pos} = 1$  then  
call the function to create Newnode  
then set  $\text{temp} = \text{head}$  and  $\text{head} = \text{temp}^1$
- Step 8.6 While  $i < \text{pos}$ , then set  $\text{temp}^2 = \text{temp} \rightarrow \text{next}$   
then increment i by 1
- Step 8.7 Call the function to create a  
newnode and then set  $\text{temp}^2 \rightarrow \text{prev} =$   
 $\text{temp}^2$ ,  $\text{temp}^2 \rightarrow \text{next} = \text{temp}^2 \rightarrow \text{next} \rightarrow$   
 $\text{prev} = \text{temp}$ ,  $\text{temp}^2 \rightarrow \text{next} = \text{temp}$
- Step 9 If the user choose to perform  
deletion operation in the list  
then all the function to perform  
the deletion operation
- Step 9.1 Declare the necessary variables

- Step 9.2 Read the position where node need to be deleted, set temp2 = head
- Step 9.3 Check if pos < 1 or pos >= count + 1, then print position out of range
- Step 9.4 Check if head == null, then print the list is empty
- Step 9.5 while i < pos then temp2 = temp2 → next and increment i by 1
- Step 9.6 Check if i = 1, then check if temp2 → next == null, then print node deleted Free(temp2), set temp2 = head = null
- Step 9.7 Check if temp2 → next == null then temp2 → prev → next = null then free(temp2), then print Node deleted
- Step 9.8 temp2 → next → prev = temp2 → prev then print check if i != 1, then temp2 → prev → next = temp2 → next
- Step 9.9 Check if i = 1, then head = temp2 → next then print node deleted then free temp2 and decrement count by 1.
- Step 10 If the user choose to perform the display operation then call the function to display the list

Step 10.1 Set temp<sub>2</sub>=n

Step 10.2 Check if temp<sub>2</sub>=null, then print list is empty

Step 10.3 While temp<sub>2</sub>→next<sub>1</sub>=null then print  
temp<sub>2</sub>→n then temp<sub>2</sub>=temp<sub>2</sub>→next

Step 11 If the user choose to perform the  
search operation then call the function  
to perform search operations

Step 11.1 Declare necessary variables

Step 11.2 Set temp<sub>2</sub>=head

Step 11.3 Check if temp<sub>2</sub>==null then print  
the list is empty

Step 11.4 Read the value to be searched

Step 11.5 While temp<sub>2</sub>!=null, then check  
if temp<sub>2</sub>→n == data, then print  
element found at position count+1

Step 11.6 Else set temp<sub>2</sub>=temp<sub>2</sub>→next and  
increment count by 1

Step 11.7 Print element not found  
in the list

Step 12 End

Output

1. Insert at beginning

2. Insert at end

3. Insert at position

4. Delete

5. Display

6. Search

7. Exit

Enter choice: 1

Enter the value to node: 5

Menu

Enter choice: 1

Enter the value to node: 10

Enter choice: 2

Enter value to node: 2

Enter choice: 3

Enter the position to be inserted: 2

Enter the value to node: 13

Menu

Enter choice: 5

Linked list element from begining

10 13 5 2

Menu

Enter choice : 4

Enter the position to be deleted : 2

Node deleted

Menu

Enter choice : 6

Enter value to search : 10

Element found in 1 position

Menu

Enter choice : 7

## Set Operations

- Step 1 Start
- Step 2 Declare necessary variables
- Step 3 Read the choice from the user to perform set operation
- Step 4 If the user choose to perform union
- Step 4.1 Read the cardinality of two sets
- Step 4.2 Check if  $m \neq n$ , then print union cannot be performed
- Step 4.3 Else read the elements of both sets
- Step 4.4 Repeat the step 4.5 to 4.7 until  $i < m$
- Step 4.5  $c[i] = A[i] | B[i]$
- Step 4.6 Print  $c[i]$
- Step 4.7 Increment  $i$  by 1
- Step 5 Read the choice from user to perform intersection
- Step 5.1 Read the cardinality of two sets
- Step 5.2 Check if  $m \neq n$ , then print cannot perform intersection
- Step 5.3 Else read the elements of both sets
- Step 5.4 Repeat steps 5.5 to 5.7 until  $i < m$
- Step 5.5  $c[i] = A[i] \cap B[i]$
- Step 5.6 Print  $c[i]$
- Step 5.7 Increment  $i$  by 1

- Step 6 If the user choose to perform set difference operation
- Step 6.1 Read the cardinality of two sets
- Step 6.2 Check if  $m = n$ , then print cannot perform set difference operation
- Step 6.3 Else read the elements of both sets
- Step 6.4 Repeat the steps 6.5 to 6.8 until  $i < n$
- Step 6.5 Check if  $A[i] = 0$ , then  $c[i] = 0$
- Step 6.6 Else if  $B[i] = 1$ , then  $c[i] = 0$
- Step 6.7 Else  $c[i] = 1$
- Step 6.8 Increment  $i$  by 1
- Step 7 Repeat the steps 7.1 and 7.2 until  $i < m$
- Step 7.1 Print  $c[i]$
- Step 7.2 Increment  $i$  by 1
- Step 8 End

## Output

Press 1 for union

Press 2 for intersection

Press 3 for subtraction

Press 4 for exit

Enter choice :

Enter the <sup>size</sup> element of set 1

3

Enter the element of set 1

1 2 3

Enter the <sup>size</sup> element of set 2

2 3

Enter the element of set 2

2 3

Union: 1 2 3

Menu

Enter your choice: 2

Enter the size of set 1

3

Enter the element of set 1

1 2 3

Enter the size of set 2

2

Enter the element of set 2

3 4

menu

Enter the size of set 1

3

Enter the element of set 4

1 2 3

Enter the size of set 2

2

Enter the element of set 2

3 2

difference : 1

menu

## Binary Search Tree

- Step 1 Start
- Step 2 Declare a structure and structure pointers for insertion, deletion and search operation and also declare a function for inorder traversal
- Step 3 Declare a pointer as root and also the required variable
- Step 4 Read the choice from the user to perform insertion, deletion, searching and inorder traversal
- Step 5 If the user choose to perform insertion operation then read the value which is to be inserted to the tree from the user
  - Step 5.1 Pass the value to the insert pointer and also the root pointer
  - Step 5.2 Check if !root then allocate memory for the root
  - Step 5.3 Set the value to the info part of the root and then set left and right part of the root to null and return root

Step 5.4 Check if  $\text{root} \rightarrow \text{info} > x$  then call the insert pointer to insert to left of the root

Step 5.5 Check if  $\text{root} \rightarrow \text{info} < x$  then call the insert pointer to insert to the right of the root

Step 5.6 Return the root

Step 6 If the user choose to perform deletion operation then read the element to be deleted from the tree, pass the root pointer and the item to the delete pointer.

Step 6.1 Check if not  $\text{ptr}$  then print node not found.

Step 6.2 Else if  $\text{ptr} \rightarrow \text{info} < x$  then call delete pointer by passing the right pointer and the item

Step 6.3 Else if  $\text{ptr} \rightarrow \text{info} > x$  then call delete pointer by passing the left pointer and the item

Step 6.4 Check if  $\text{ptr} \rightarrow \text{info} == \text{item}$  then check if  $\text{ptr} \rightarrow \text{left} == \text{ptr} \rightarrow \text{right}$  then free  $\text{ptr}$  and return null

Step 6.5 Else if  $\text{ptr} \rightarrow \text{left} == \text{null}$  then set  $\text{p1} \cdot \text{ptr} \rightarrow \text{right}$  and free  $\text{ptr}$ , return  $\text{p1}$

Step 6.6 Else if  $\text{ptr} \rightarrow \text{right} == \text{null}$  then set  $P1 = \text{ptr} \rightarrow \text{left}$  and free  $\text{ptr}$ , return  $P1$

Step 6.7 Else set  $P1 = \text{ptr} \rightarrow \text{right}$  and  $P2 = \text{ptr} \rightarrow \text{right}$

Step 6.8 while  $P1 \rightarrow \text{left}$  not equal to null,  
set  $P1 \rightarrow \text{left} = \text{ptr} \rightarrow \text{left}$  and free  $\text{ptr}$ .  
return  $P2$

Step 6.9 Return  $\text{ptr}$

Step 7 If the user choose to perform  
search operation then call the pointer  
to perform search operation

Step 7.1 Declare the necessary pointers and  
variables

Step 7.2 Read the element to be searched

Step 7.3 While  $\text{ptr}$  check if  $\text{item} > \text{ptr} \rightarrow \text{info}$   
then  $\text{ptr} = \text{ptr} \rightarrow \text{right}$

Step 7.4 Else, if  $\text{item} < \text{ptr} \rightarrow \text{info}$  then  $\text{ptr} = \text{ptr} \rightarrow \text{left}$

Step 7.5 Else break

Step 7.6 Check if  $\text{ptr}$  then print that the element  
is found

Step 7.7 Else print element not found in  
tree and return root

Step 8 If the user choose to perform traversal  
then call the traversal function and  
pass the root pointers

Step 8.1 If root not equal to null recursively call the functions by passing root  $\rightarrow$  left

Step 8.2 Print root  $\rightarrow$  info

Step 8.3 Call the traversal function recursively by passing root  $\rightarrow$  right

Step 9 End

## Output

1. Insert in Binary Tree
2. Delete from Binary Tree
3. Inorder traversal of Binary Tree
4. Search
5. Exit

Enter choice :

Enter new element 20

root is 20

Menu

Enter choice :

Enter new element : 25

Inorder traversal of binary tree is : 20 25

Menu

Enter choice : 4

Search operation in binary tree

Enter the element to be searched : 5

Element 25 is found.