DSA-Assignment-6

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1. Take the Elements from the user and es them in the desending older and do the following. a using binary search find the elements and the location in the elements is asked from uses. b. Ask the uses to enter any two Locations print the sum and product of values at those Locations In the sosted away. # include astolio.h> # define NUM 30 void bubble soft lint assay 13, intsize) { for (int i=0; icsize), i++) fos (Pnt j=0; jesize -1; j++) Et lassay lije assay li+1]) arsay [i] = cossay [i +1]; ouslay (3+1) = tempo 3 4 void display lint assay [], int size) for lent l'=0; icslze, i++) ¿
printf (~%od", assay [i]); printe (a majo Port binary seasch cent askay (Jint 1, intr, int 10) ft (x>=4) & int mid = 1+(r-1)/20 it (askay [mid] = = x)? return mid; sise to cassay [mid] > x) {

```
return binary seasof (askay,1, mid-1, x);
   erre E
      return binasy seasch caskuy, mid+1, 1, x);
     4
     return -1;
   void som and product lint assay 1738
      int LOCA, LOCZ;
     printf ("enter Location 19")"
     Scanf ("% od", & Loc 4);
     printf ("Lostes Location 28);
     Scanf (" " od", 2 loc 2)",
printf ("sum of Elementsin positions god & god is god ing
  200 1, 200 2, assay [1001-1]+ assay [100 2-1])
printf ("product of tlements in postions % od & % od is o % od
in", to cd, toc2, assay (loc4-1) *assay[toc2-1]).
Int moun()
intalnumj, size, k, r, result;
 prints ("Entes no of elements of aways"),
 scanf ("%old", &size),
  fos (k=0; kcsize; k++)
  prints ("Chtes the Modth element"; ", K+1);
  3canf ("%od", 2a[k]),
    printe ("given assay: m");
    display (a, size),
    bubble soft (a, size).
printf ("softed Array in descending ofcles in");
 display (a, stre);
   printf ("thtes the element to seasch;").
  scarf ("10/0d", 2 x);
  result = binary search (a, o, & ze-1, r),
```

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it (result = = -1)
printf (" olod tlement is found in solved
       assauf 10", r) ?
   else &
   Printf(" god flement is found in softed
  assay at socation god In", r, result+1);
   Printf ("byn ")0
    Sum and product car.
     return o
   3.
```

```
& Sort the array using merge sort where elements are
  taken from the user and find the product of kth
  Elements from first and houst where It is taken from
  the wer.
 # include < steets Stalloub>
    using name spacestol;
  # define ny.
   [| merge ar 1 [0. n2-1] and arr 2 [0. n2-1] into
   11 ary 3[0.01+02-1]
  void merge Arrays (Intarr11), Intarr2[], Int n1,
                        Port n2, int arr 3[])
     int =0; 1=0, K=0;
    while (i2 n1ll jan2)
       ef (arralij < arralij)
            arr 3[k++] = arr1[i++];
        else arr3 [k++] = arr2 [j++]?
      while (i' < n 1)
          arr3[k++] = arr1[i++]?
       whole GzD27
           arr3[k++] = arr2[1++];
       uoid print Array (int arrij int size)
       -fos lint 1=0; 12 size; 1++)
            countec arreij 20 "
       vold merge k arrays (ent arrijing, inti, inf,
                     int output [])
```

E

6

elst can be sated as the new diments are realized * The actitional memory space pedulirement of Inseptim * It is considered to be thre softing techniques as the Definition. & Insertion cost works by inserting theset of values in the existing softed tile. It constructed the softed anay by Inserting a single terment at a time, This process continuous with whole askay is softed * tosily "implemented and very efficient when used safts smoul sets of dorta. in sunce obsert the primary concept benind Insertion place in the final list, the Dosertin soft method save on effective amount of neuroly. SAF is to Insert each Dten into its appropriate * It is faster than other sating digithmy. 3. Discuss Insertion east and selection sast with nerge Arrays (arr(13, arr(13), 0, 10.), f +6 (int p=0, p<0, p++)
[P] = arr(1) [P]; Advantages of Insertion 2086. Soft to vess (Rie O(1)) 4 (1-1-1-1) return, (1==1) Insertion 1884

Example of Insertion soft

25	15	30	q	99	20	26
15	25	30	01	99	20	26
15	25	3 D	9	99	20	26
9	15	25	30	99	20	26
9	15	25	30	99	20	26
9	15	20	25	30	99	7 26
9	15	20	25	5 2	6 3	0 99

selection soft perinition.

The selection set perform solving by seasching to the min value number and placing it into the first of kast possition according to the older. The process of searching the minimum key and placing it in the proper possition is continuced until the author Elements are placed at right position.

Advantages of selection soft

* suppose an assay ARR. With M elements in the memod

* simple to undesstand the esting of thements doesn't depend on the initial assangment of the the

* The selection soft cousies out the selection and positioning of the realized thements.

```
Jaddaa a
triumple of selection soft
         0
                         3
                             4
   1> 17
              16
                   3
                         15
                             6
        17
              16
                         15
                    LOC
              16
    2 > 3
                   17
                         13
                             6
              min
                             LOL
               6
                         13 16
                    17
   3 \rightarrow 3
                    min
                          LOC.
                    15
              6
                           17 16
   4 > 3
                           min Loc.
                     15
               6
                           16 17
    5 \rightarrow 3
4. soft the array using bubble soft where Elements are
  taken from the user and display the elements.
  in alternate older.
 Gi, Sum of elementism odal postation product in Even
#include exstdioins ein, flements divibile bym.
  word bubble sot (int assay), intsize)
  E fts (int i=0, izsize-1; i++)
    folint j=0 , jesize-i-1, j+t)
   E it (assay (i] > asay (i+1]
     int temp = cuskuy sij;
       ovlay [i] = assay [i+1];
        oussay li+1] = temp;
   void display cent array [], int size)
```

```
fos (int i=0; icsize; i++) &
   printf ("%d", askay[i]);
 Printf ("ID").
4
void acternet (int assay [], Int size)
                                                         E
 fos (inti=0; i∠size; i=i+2) €
    Printf ("%d", assaylij);
   printf ("in");
 word sumand product lint ousay (1, int size)
 ¿ int sum =0; product =1;
    fo pintiso; icsize; isi+2)/
      Sum = Sum + assay [i];
    for (int j = 1; je size; j= j+2){
       product = product * assay [];
     4
     printf ("sum of flements in odd position : % of 1)
     prints suproduct of flements in even position:
           % din" product);
 void divisible (int assay 1], int size)
   Pot m;
   print f ("total The value of mo").
   seanf ("%d", &m),
  prints (" Elements of assay diverible by 700)
        all (1/10", m);
```

```
fos (int 1=0; icsize; i++) &
     16 (assay [1] 1/0 m==0) !
        print f ("%a", assay (ig);
     4
   4
int main ()
 int a[hum], size, k°
 Print(action no. of elements of assays")
 Scanf ( 16/6d', & size);
 fos (K=0; KKS120; K++)
હ
 printf (" Enter the ", odth flument ", "K+1)"
 Scanf (%d:, &a[r]);
printf ("Gruen assay: m")?
 display (a, size);
 bubble sot (a, size)?
printf (" sosted Array in Asonding older in");
 display a size)?
Print ( an Dr) ?
Printf("sosted Array in Alternet Boles : In");
altesnate (a, Size),
 Printf ("b)(n")"
sum and product la, size).
print f (" c) 10");
divisible (a, size);
retusn o;
```

```
5, write a Recursive program to implement binary
  search?
# include astdio. h>
 void binasy-search (int [], int, int, int);
 void bubble - Soft (int[], int);
 int maine
   int key, of ze, ??
   int List [25];
   printf ("Enter size of a xist:")?
   scanf ("% d?, & size);
   Printf ("Enter Elements");
  for (1=0; 12 size; 1+t)
    scanf ('b, d', & list (i))",
   bubble.
  bisaly seasch
   bubble Soft (list, size).
  Prints ("In")
  printf ("-Intes key to search in");
  Scarf ("olod" & key)
  binary search ( let, o, size, key).
 void bubble Sot list list [] intesize)
    Pot temp, 1, 1?
     for (1=0; 1251ze; 1++)
    E for (3=10, jeste)
     it (ist sist of list (I))
     3 temp = list [i]
        listli) = listlij.
        wist ()] = temp?
   y
```

```
void binary seasch lint list[], int Lo, inthi, int key)
  int mid;
 e printf (" key not-found in")"
   return;
 mid = (10+hi)/2:
  if ( ist [mid] = = rey)
E printf ("key found (D");
 elseit (cist (mid)>key)
& binasy_seasch (list, 10, mid-1, key),
else it (list [mid] (key)
birary-search Wist, midtl, hi, key);
```

** * THE END ***