DSA-Assignment-6

D. Houska Ap19110010499 CSE-G. 1. Take the elements from the user and es thum in the desending older and do the following. a using binasy seasch find the elements and the location in the elements is asked from used. b. Ask the uses to enter any two Locations print the sum and product of values at those Locations In the sosted away. #include estatio.h> # define NUM 30 void bubble sost lint ausayly, intsize) for (int i=0; icsize1, i++) fos (Pn+ j=0; jcsize-1; j++) Ent lassay lije assay li+1] array [i] = carray li +2]; ouslay (i+1) = tempo 4 void display lint assay 13, interze f& lent ?=0; ?cs?ze;?++) { Printf (" god", assay [i]) printe (a majo Pint binary seasch cent askay lint, intr, int we not mid = 1+(r-1)/20 it (assay [mid] = = x)? return mid; else for lassay [mid] > x) {

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return binary seasof (askay,1, mid-1, x);
   else E
      return binasy seasch caskuy, mid +1, 1, x);
     return -1º
   void som and product (int assay 1336
      int LOCA, LOCZ;
     printf ("enter Location 19")"
     scanf ("%d", & Loc 4)",
     printf (" contes no coulin 2%);
     Scanf ("orod", 2 LOC 2)",
 printf ("sum of Elementsin positions god & god is god in
  LOC 1, LOC 2, assay [LOC1-1]+ assay [LOC &-1]
printf ("product of flements in postions % od & % od is of od
in", to cd, to c2, assay [loc 1-1] *assay[toc2-1]), 3
gent main ()
 intalnum], size, k, r, result;
 printf ("Entes no of elements of aways") ,
 scanf ("olod", &size),
 for (k=0; kcsize; k++)
 printf ("Chtes the North element"; ", K+1);
  scanf ("%od", &a[k]),
   printe (igiven axay:m");
   display (a, size),
    bubble soft (a, size).
prentf ("softed Array in descending order in ").
 display (a, stre),
  printif ("Intes the element to seasch; ").
  sanf ("10/0d", 2 x);
  result = binary search (a, 0, & 2e-1, r);
```

it (result = = -1) printf ("olod tlement le found in ested assay 10 ", r) 0 Else & prentflugod fleroent le found in solted assay at socation god in", r, result+1); printf ("b)(n")0 Sum and product case return or

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etrolob probatily

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taken from the wer and find the product of kth
Elements from first and houst where k is taken from
the wer.
# include < stock Stations
  using name spacestol;
# define ny.
 [merge arr 1 [0. n2-1] and arr 2 [0. n2-1] into
 11 arr 8[0.01+02-1]
 void merge Arrays (Intarrall), Intarrall, Intarrall, Intar
                     Pot n2, int arr 3[])
   int (=0, 1=0, K=0, 1 and to have
  while (i'L n1ll jan2)
     et carrallig < arrallig)
          arr 3[x++] = arr1[i++];
      else arr3 [k++] = arr2 [j++]?
     while (i'cn1)
        arr3[k++] = arr1[k+];
     while Gizne7
         arr3[k+t] = arrali+t];
     uold print Array cint arrij int size)
     fol lint 1=0 ; 12 size; 1++)
          count cc arr [i] <c " "
      vold merge k arrays (ent arr (19n7, ente, ente,
                   Int output [])
```

2 Sort the array using merge sort where elements are

(t (i==1) Pf8 (int Pzo; pcn; p++) [P] = arr [] [P]; return; 9 (3-i==1) merge Arrays (arreig, arreig), n,n.); return?

3. Discuss Insertion soft and selection soft with Examples?

Definition. & Insertion cost cooles by inserting theset of Insertion sot values in the existing sosted file. It constructed the Solted array by Inserting a single Element at a time. Thes process continuous until whole assay is sosted in same order. The primary concept behind Insertion Soft is to Insert each Otem into its appropriate place in the final list. The Dosertion soft method save an effective amount of memory.

Advantages of Insertion 20st

* Easing implemented and very efficient when used with small sets of data.

* The additional memory space requirement of Insertim sot to kess (the O(1))

* It is considered to be thre softing techniques as the Not can be softed as the new dements are received * It is faster than other solling digosithing.

Example of Insertion soft

25	15	30	9	99	20	26
15	25	30	01	99	20	26
15	25	3 D	9	019	20	26
g	15	25	30	99	20	26
9	15	25	30	99	20	26
	15	20	25	30	9	9 26
9	15	20	25	21	6 3	0 99
9	l J					

se lection soft perinition.

The selection set perform softing by seasching for the min value number and placing it into the first of host possition according to the obder. The process of searching the minimum key and placing it in the proper possition is continuced until the all the Elements are placed at right position.

Advantages of Selection Soft

* suppose an assay ARR. With M elements on the me membry.

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

* The selection soft cousies out the selection and positioning of the required elements.

```
example of selection soft
                       3 4
                      15 6
            16
       17
                      15
      17
            16
                 KOC
                 17
            16
                           LOL
             min
                  17 15 16
             6
                       LOC.
                  min
                        17 16
                  15
             6
                        min Loc.
          4 6 15 16 17
4. soft the array using bubble soft column thements are
  taken from the user and display the tlements.
  in for alternate older.
 Gi, sum of elements en odal postotion product in Even
 #includestations :: , elements divibile bym.
 #define NUM 30
  void bubble sot (int away (1, intsize)
  { fb (int i=0, izsize -1; i++)
    folint j=0 , jesize-i-1, i++)
    E it Consay (i] > asay (i+1]
     int temp = auxcyrij;
       cosaylij = assay [i+1];
       assay li+1] = temp;
 y void display (int array [], int size)
```

```
for (int i=0; icsize; i++) &
  printf ("%d", askcy[i]);
 printf ("In");
void auternet lint assay [], Int lize)
é
fós ("nt i=0; i ∠size; i=1+2) ¿
   printf ("%d", asaypij);
  printf ("in");
word sumand product lint auxay (1, int size)
int sum =00 product =1.
   fo (inti=0; icsize; i=i+2)/
    sum = sum + assay (i7;
  f& (int j = 1; je 8 ize; j= i+2) {
      product = product * askey[]];
    printf ("surs of clements in odd position & % of 10)
           gom );
   printf ("product of flements in even position:
          % d 10", product);
void divisible (Int assaye), int size)
P. Ant m;
  print f l'Artes the value of mon)
seant ("% d", &m);
Printf (" Elements of away diverble by 100)
      all "10", m),
```

```
for (Int 1=0; icsize; i++) &
    16 (assay [1]/0 m==0) }
       printf("%d", as ay li];
int main ()
int a [hum], size, k°
 printation no. of elements of avayor)
 Scanf ( 16/6 d' | & size);
for (K=0) KKS12eg K++)
 prints (" Enter the ", odth element ", "k+1).
 Scanf (%d?, &a[r]);
print ("Gluen assay: In")?
display (a, size);
 bubble sot (a, size)
printf(" sosted Array in Asending older in");
 display a, size);
Print-f ("a) nn");
printf("softed Array in Alternet soles : In");
alteroate (a. Size),
 Printf ("b)(n");
sum and product la, size,
printfluc) 10");
divisible (a, size);
 return o;
```

```
5, write a Recursive program to implement binary
  Search?
# include astdio. h>
 word binasy-search (int C], int, int, int);
 void bubble - soft (int(), int);
 int maines
   int key of ze, ??
   int List [25];
   printf ("Enter dize of a dist;");
   scanf ("% d?, & size):
   Printf ("Enter flements").
   for (1=0 ; 12 size; 1+t)
    scanf ('b, di & list (i))
   butbble.
   birtaly seasch
    bubble Soft (list, size).
   Printf ("In")
   printf ("to tes key to search in").
  Scanf ["olod" & key)
   binary search (let, o, size, key).
  void bubble_soft list list[], intsize)
     Pot temp, ?, ;?
      få (1=0; 128ize; 1++)
      fs ()=1; jesize; 1++)
      it ( list [i] o list [i])
      ¿ temp= ust [i];
          ustli) = ustlij.
          alst [] I tempo
 y y
```

```
void benasy seasch cent lester, Pot Lo, Inthi, int key)
  it (10 >hi)
 e prents (" key not-found in")
   return'
 mid = (10+ hi) /2;
if (18+ [mid] = = key)
 & printf ("key found (D");
 esseit (cist (mid)>key)
& binary search (list, 10, mid -1, key),
 elle it lust [mid] reap
 birary-search clist, midtl, hi, key);
4
```

** * THE END ***