

ASSIGNMENT

Siddharth Roy

AP19110010527

CSE-H

C program to print preorder, inorder, and postorder traversal on Binary Tree.

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node* left;
```

```
    struct node* right;
```

```
};
```

```
struct node* createNode(value){
```

```
    struct node* newNode = malloc(sizeof(struct node));
```

```
    newNode->data = value;
```

```
    newNode->left = NULL;
```

```
    newNode->right = NULL;
```

```
    return newNode;
```

```
}
```

```
struct node* insert(struct node* root, int data)
```

```
{
```

```
    if (root == NULL) return createNode(data);
```

```
    if (data < root->data)
        root->left = insert(root->left, data);
    else if (data > root->data)
        root->right = insert(root->right, data);

    return root;
}
```

```
void inorder(struct node* root){
    if(root == NULL) return;
    inorder(root->left);
    printf("%d ->", root->data);
    inorder(root->right);
}
```

```
int main(){
    struct node *root = NULL;
    root = insert(root, 80);
    insert(root, 30);
    insert(root, 10);
    insert(root, 60);
    insert(root, 70);
    insert(root, 100);
    insert(root, 140);
    insert(root, 40);
}
```

```
    inorder(root);  
}
```

#C program to create (or insert) and inorder traversal on Binary Search Tree.

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
struct node
```

```
{  
    int data;  
    struct node* left;  
    struct node* right;  
};
```

```
struct node* createNode(value){  
    struct node* newNode = malloc(sizeof(struct node));  
    newNode->data = value;  
    newNode->left = NULL;  
    newNode->right = NULL;  
  
    return newNode;  
}
```

```

struct node* insert(struct node* root, int data)
{
    if (root == NULL) return createNode(data);

    if (data < root->data)
        root->left = insert(root->left, data);
    else if (data > root->data)
        root->right = insert(root->right, data);

    return root;
}

```

```

void inorder(struct node* root){
    if(root == NULL) return;
    inorder(root->left);
    printf("%d ->", root->data);
    inorder(root->right);
}

```

```

int main(){
    struct node *root = NULL;
    root = insert(root, 8);
    insert(root, 3);
    insert(root, 1);
    insert(root, 6);
}

```

```

insert(root, 7);
insert(root, 10);
insert(root, 14);
insert(root, 4);

inorder(root);
}

```

#Write a C program depth first search (DFS) using array.

```

#include <stdio.h>
#include <stdlib.h>
int source,V,E,time,visited[20],G[20][20];
void DFS(int i)
{
    int j;
    visited[i]=1;
    printf(" %d->",i+1);
    for(j=0;j<V;j++)
    {
        if(G[i][j]==1&&visited[j]==0)
            DFS(j);
    }
}
int main()
{

```

```

int i,j,v1,v2;
printf("\t\t\tGraphs\n");
printf("Enter the no of edges:");
scanf("%d",&E);
printf("Enter the no of vertices:");
scanf("%d",&V);
for(i=0;i<V;i++)
{
    for(j=0;j<V;j++)
        G[i][j]=0;
}
/*   creating edges :P   */
for(i=0;i<E;i++)
{
    printf("Enter the edges (format: V1 V2) : ");
    scanf("%d%d",&v1,&v2);
    G[v1-1][v2-1]=1;

}

for(i=0;i<V;i++)
{
    for(j=0;j<V;j++)
        printf(" %d ",G[i][j]);
    printf("\n");
}
printf("Enter the source: ");

```

```

scanf("%d",&source);
    DFS(source-1);
return 0;
}

```

#Write a C program breath first search (BFS) using array.

```

#include<stdio.h>
int G[20][20],q[20],visited[20],n,front = 1, rear = 0 ;
void bfs(int v)
{
    int i;
    visited[v] = 1;
    for(i=1;i<=n;i++)
        if(G[v][i] && !visited[i])
            q[++rear]=i;
    if(front <= rear)
        bfs(q[front++]);
}

int main()
{
    int v,i,j;

    printf("\n Enter the number of vertices:");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {

```



```

    q[i]=0;
    visited[i]=0;
}
printf("\n Enter graph data in matrix form:\n");
for(i=1;i<=n;i++)
    for(j=1;j<=n;j++)
        scanf("%d",&G[i][j]);
printf("\n Enter the starting vertex:");
scanf("%d",&v);
bfs(v);
printf("\n The nodes which are reachable are:\n");
for(i=1;i<=n;i++)
    if(visited[i])
        printf("%d\t",i);
    else
        printf("\n %d is not reachable",i);

return 0;
}

```

#C program for linear search algorithm.

```

#include<stdio.h>

int main()
{
    int a[20],i,x,n;
    printf("How many elements?");

```

```

scanf("%d",&n);

printf("Enter array elements:\n");
for(i=0;i<n;++i)
    scanf("%d",&a[i]);

printf("\nEnter element to search:");
scanf("%d",&x);

for(i=0;i<n;++i)
    if(a[i]==x)
        break;

if(i<n)
    printf("Element found at index %d",i);
else
    printf("Element not found");

return 0;
}

```

#C program for binary search algorithm

```
#include<stdio.h>
```

```
int main()
```

```
{
    int arr[50],i,n,x,flag=0,first,last,mid;

    printf("Enter size of array:");
    scanf("%d",&n);
    printf("\nEnter array element(ascending order)\n");

    for(i=0;i<n;++i)
        scanf("%d",&arr[i]);

    printf("\nEnter the element to search:");
    scanf("%d",&x);

    first=0;
    last=n-1;

    while(first<=last)
    {
        mid=(first+last)/2;

        if(x==arr[mid]){
            flag=1;
            break;
        }
        else
            if(x>arr[mid])
                first=mid+1;
    }
}
```

```
        else
            last=mid-1;
    }

    if(flag==1)
        printf("\nElement found at position %d",mid+1);
    else
        printf("\nElement not found");

    return 0;
}
```