

1)

a) #include <stdio.h>

void binary-search();

int a[50], n, item, loc, beg, mid, end, i;

void main()

{

printf("\n Enter the size of an array");

scanf("%d", &n);

printf("\n Enter elements of an array in
sorted form: \n");

for (i=0; i<n; i++)

scanf("%d", &a[i]);

printf("\n Enter ITEM to be searched:");

scanf("%d", &item);

binary-search();

getch();

}

void binary-search();

{

beg=0

end=n-1

mid = (loc + end) / 2;

while (beg <= end) && (a[mid] != item)

{ if (item < a[mid])

end = mid - 1;

beg = mid + 1

mid = (beg + end) / 2

}

if [a[mid] == item)

printf("\n\n ITEM found at location %d", mid + 1);

else

printf("\n\n ITEM doesn't exist");

}

6) #include <stdio.h>

int main()

{ int arr[10];

int sum, product;

printf("\n Enter elements : \n");

for (i = 0; i < 10; i++)

{ printf("Enter arr[%d]: ", i);

scanf("%d", &arr[i]);

}

sum = 0;

product = 1;

for (i = 0; i < 10; i++)

{ sum = sum + arr[i];

product = product * arr[i];

```

printf("In sum of array is : %.d, sum);
printf("In product of array is : %.d," In product);

Return 0;
}

```

②

```

#include <stdio.h>
#include <stdio.h>
void merge [int arr], int i, int m, int d)
{
    int i, j, k;
    int n1 = m - 1 + 1;
    int n2 = n - m;
    int L[n1], R[n2];
    for (i = 0; i < n1; i++)
        L[i] = arr[i];
    for (j = 0; j < n2; j++)
        R[j] = arr[m + 1 + j];
    i = 0;    // initial index of 1st subarray
    j = 0;    // initial index of 2nd subarray
    k = 0;
    while (i < n1 and j < n2)
    {
        if (L[i] <= R[j])
        {
            arr[k] = L[i];
            i++;
        }
    }
}

```



```
j++;
```

```
}
```

```
k++;
```

```
}
```

```
while (j < n2)
```

```
{ arr[k] = arr[j];
```

```
j++;
```

```
k++;
```

```
}
```

```
void mergesort(int arr[], int l, int r)
```

```
{ if (l < r)
```

```
{ int m = l + (r - l) / 2;
```

```
mergesort(arr, l, m);
```

```
mergesort(arr, m + 1, r);
```

```
merge(arr, l, m, r);
```

```
}
```

```
}
```

```
void printarray(int A[], int size)
```

```
{ int i;
```

```
for (i = 0; i < size; i++)
```

```
printf("%d", A[i]);
```

```
printf("\n");
```

```

{
    int arr[] = {12, 11, 13, 5, 6, 7};
    int arr_size = sizeof(arr) / sizeof(arr[0]);
    printf("Given array is\n");
    printArray(arr, 0, arr_size - 1);
    printf("\n sorted array is\n");
    printArray(arr, arr_size);
    return 0;
}

```

3) Selection sort

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

```
void swap(int *a, int *b)
```

```
{
    int temp = *a;
```

```
    *a = *b
```

```
    *b = temp
```

```
}
```

```
void selectionSort(int array[], int size())
```

```
{
    for (int step = 0; step < size - 1; step++)
```

```
{
    int min_idx = step;
```

```
    for (int i = step + 1; i < size; i++)
```

```
    min-index = i;
```

```
}
```

```
swap printarray (int array min-index, &array[step])
```

```
}
```

```
}
```

```
void printarray (int array[], int size)
```

```
{
```

```
    for (int i=0; i<size; i++)
```

```
    { printf ("%d", array[i]);
```

```
}
```

```
    printf ("\n");
```

```
}
```

```
}
```

```
int main()
```

```
{ int data[] = { 20, 12, 10, 15, 18};
```

```
    int size = sizeof(data) / (sizeof(data[0]));
```

```
    selectionsort (data, size)
```

```
    printf ("sorted array in ascending order\n");
```

```
    printarray (data, size);
```

```
}
```


3) #include <math.h>

#include <stdio.h>

void insertion sort (int arr[], int n)

{ int i, key, j;

for (i=1; i<n; i++)

{ key = arr[i];

j = i-1

while (j >= 0 && arr[j] > key)

{ arr[j+1] = arr[j];

j = j-1

}

arr[j+1] = key;

}

}

void print array (int arr[], int n)

{ int i;

for (i=0; i<n; i++)

printf ("%d ", arr[i]);

printf ("\n");

}

int main()

{ int arr[] = {12, 11, 13, 5, 6};

```
int n = sizeof(arr) / sizeof(arr[0]);
```

```
insertionsort(arr, n);
```

```
printarray(arr, n);
```

```
return 0;
```

```
}
```

④ 1) #include <stdio.h>

```
#include <math.h>
```

```
int main()
```

```
{ int a[] = {16, 17, 11, 15, 10, 12, 14};
```

```
int i, j;
```

```
for (i = 0; i < 7; i++)
```

```
{ int swapped = 0;
```

```
i = 0;
```

```
while (i < 7)
```

```
{ if (a[i] > a[i+1])
```

```
{ int temp = a[i];
```

```
a[i] = a[i+1];
```

```
a[i+1] = temp;
```

```
swapped = 1;
```

```
i++;
```

```
} if (swapped)
```



```

    for (i=0; i<7; i++)
        printf("%d \n", a[i]);

    return 0;
}

void bubblesort(int)

```

(4) ii)

```

#include <stdio.h>
#include <conio.h>
{
    int num, evenSum=0, oddProd=1, temp;

    printf("Enter any number: ");

    scanf("%d", &num);

    while (num > 0)
    {
        sum = num % 10;

        if (num % 10 == 0)

            evenSum = evenSum + sum;
        else
            oddProd = oddProd * sum;

        num = num / 10;
    }
}

```

```
scanf("%d", &size)
```

```
printf("Enter elements\n");
```

```
for(i=0; i<size; i++)
```

```
{ scanf("%d", &list[i])
```

```
}
```

```
bubble-sort (list, size);
```

```
printf("\n");
```

```
printf("Enter key to search\n");
```

```
scanf("%d", &key);
```

```
binarysearch (list, 0, size, key);
```

```
}
```

```
void bubble-search (list, 0, size, key);
```

```
{ int temp, i, j;
```

```
for(i=0; i<size; i++)
```

```
{ for(j=i; j<size; j++)
```

```
{ if (list[i] > list[j])
```

```
{ temp = list[i];
```



```
printf("%d", arr[0]);
```

```
printf("\n");
```

```
}
```

```
int main()
```

```
{ int arr[] = {64, 54, 25, 12, 22, 11, 80};
```

```
int n = sizeof(arr) / sizeof(arr[0]);
```

```
bubbleSort(arr, n);
```

```
printf("Sorted array: \n");
```

```
PrintArray(arr, n);
```

```
return 0;
```

```
}
```

⑤ #include <stdio.h>

```
void binarySearch(int[], int, int, int);
```

```
void bubbleSort(int[], int);
```

```
int main()
```

```
{
```

```
int key, size, i;
```

```
int list[25];
```

```
printf("Enter size of array:");
```



```
scanf( "%d", &size)
```

```
printf( "Enter elements\n");
```

```
for(i=0; i<size; i++)
```

```
{ scanf( "%d", &list[i])
```

```
}
```

```
bubble-sort (list, size);
```

```
printf( "\n");
```

```
printf( "Enter key to search\n");
```

```
scanf( "%d", &key);
```

```
binary search (list, 0, size, key);
```

```
}
```

```
void bubble - search (list, 0, size, key);
```

```
{ int temp, i, j;
```

```
for(i=0; i<size; i++)
```

```
{ for(j=i; j<size; j++)
```

```
{ if ( list[i] > list[j])
```

```
{ temp = list[i] // swap
```

list[i] = list[j]

list[j] = temp;

}

}

}

}

void binary-search (int list[], int lo, int hi, int key)

{

int void;

if (lo > hi)

{

print("key not found");

return 0;

}

mid = (lo + hi) / 2;

if (list[mid] == key)

{

printf("key found\n");

}

else if (list[mid] > key)

{

binary-search (list, lo, mid - 1, key);

}

else if (list[mid] < key)

{

binary-search (list, mid+1, hi, key);

{

}