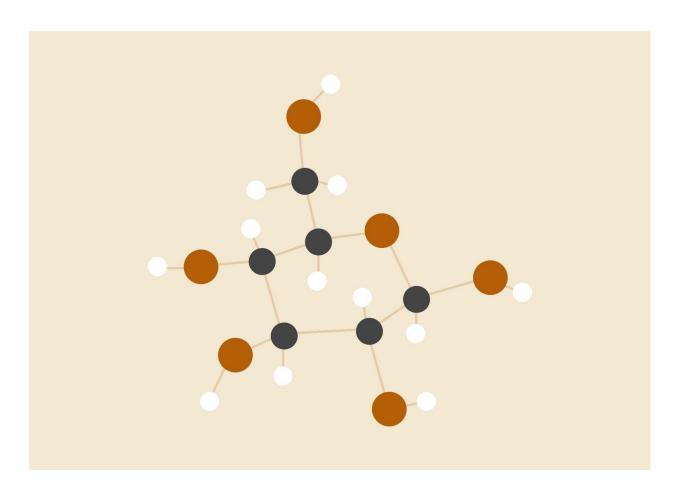
DSA LAB REPORT

CLASS BCSE II

SEM FIRST

SESSION 2020-21



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ASSIGNMENT SET - 1

PROBLEM STATEMENT

Write a program to compute the factorial of an integer n iteratively and recursively. Check when there is overflow in the result and change the data types for accommodating higher values of inputs.

SOLUTION APPROACH

For recursive solution, use recurrence relation **factorial** (n) = n * **factorial** (n-1) with base condition **factorial** (0) = 1.

For iterative solution, factorial of n > 0 can be computed by multiplying consecutive integers from 1 to n in a loop. For n = 0, factorial (n) = 1.

STRUCTURED PSEUDOCODE

```
function factRecursive (n)
    if n < 2
        return 1
    else
        return n * factRecursive (n-1)
    endif

function factIterative (n)
    init f = 1
    while n > 0
        f = f * n
        n = n - 1
    end while
    return f
```

RESULTS

For data type: int,

```
Assignment 1$ gcc -o a1 sol1.c

Assignment 1$ ./a1

Enter number: 12

By Recursive method, 12! = 479001600

By Iterative method, 12! = 479001600

Assignment 1$ ./a1

Enter number: 13

By Recursive method, 13! = 1932053504

By Iterative method, 13! = 1932053504
```

For data type: long long int,

```
Assignment 1$ gcc -o a1 sol1.c
Assignment 1$ ./a1
Enter number: 20
By Recursive method, 20! = 2432902008176640000
By Iterative method, 20! = 2432902008176640000
Assignment 1$ ./a1
Enter number: 21
By Recursive method, 21! = -4249290049419214848
By Iterative method, 21! = -4249290049419214848
```

DISCUSSION

DATA TYPE	NUMBER	EXPECTED VALUE	OBTAINED VALUE		
int	12	479001600	479001600		
	13	6227020800	1932053504		
long long int	20	2432902008176640000	2432902008176640000		
	21	51090942171709440000	-4249290049419214848		

For int data type, overflow occurs at n = 13.

For long long data type, overflow occurs at n = 21.

SOURCE CODE

sol1.c

PROBLEM STATEMENT

Write a program to generate the nth Fibonacci number iteratively and recursively. Check when there is overflow in the result and change the data types for accommodating higher values of inputs. Plot the Fibonacci number vs n graph.

SOLUTION APPROACH

For recursive solution, use recurrence relation fib (n) = fib (n-1) * factorial (n-2) with base condition fib (1) = 0 and fib (2) = 1.

For iterative solution, 1st and 2nd terms are returned directly. For n > 3, the last two terms are added iteratively to the current variable, till we get the nth term.

```
function fibRecursive (n)
      if n == 1 or n == 2
              return n - 1
       else
              return fibRecursive (n-1) + fibRecursive (n-2)
       endif
function factIterative (n)
      if n == 1 or n == 2
              return n -1
       endif
       init previous = 0, current = 1
       for i = 2 to n - 1 in steps of 1
              init tmp_previous = precious
              previous = current
              current = tmp_previous + current
       end for
```

return current

RFSULTS

For int data type,

```
[Assignment 1$ gcc -o a2 sol2.c

[Assignment 1$ ./a2

Enter number (> 0): 46

By iterative method, 46th Fibonacci Number = 1134903170

By recursive method, 46th Fibonacci Number = 1134903170

[Assignment 1$ ./a2

Enter number (> 0): 47

By iterative method, 47th Fibonacci Number = 1836311903

By recursive method, 47th Fibonacci Number = 1836311903

[Assignment 1$ ./a2

Enter number (> 0): 48

By iterative method, 48th Fibonacci Number = -1323752223

By recursive method, 48th Fibonacci Number = -1323752223
```

For long long int data type,

```
Assignment 1$ gcc -o a2 sol2.c

Assignment 1$ ./a2

Enter number (> 0): 92

By iterative method, 92th Fibonacci Number = 4660046610375530309

By recursive method, 92th Fibonacci Number = 4660046610375530309

Assignment 1$ ./a2

Enter number (> 0): 93

By iterative method, 93th Fibonacci Number = 7540113804746346429

By recursive method, 93th Fibonacci Number = 7540113804746346429

Assignment 1$ ./a2

Enter number (> 0): 94

By iterative method, 94th Fibonacci Number = -6246583658587674878

By recursive method, 94th Fibonacci Number = -6246583658587674878
```

DISCUSSION

DATA TYPE	NUMBER	EXPECTED VALUE	OBTAINED VALUE		
int	47	1836311903	1836311903		
	48	2971215073	-1323752223		

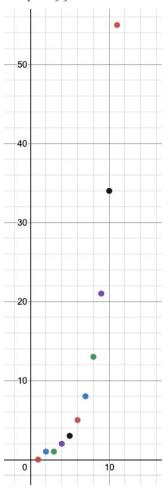
long long int	93	7540113804746346429	7540113804746346429		
	94	12200160415121876738	-6246583658587674878		

For int data type, overflow occurs at n = 48.

For long long data type, overflow occurs at n = 94.

Iterative solution takes fraction of seconds to execute for both the data types. But the recursive solution for large values of n takes much longer, the one for n = 94 takes around 30 min.

Graph of fib (n) vs n:-



SOURCE CODE

sol2.c

PROBLEM STATEMENT

Write programs for linear search and binary search for searching integers, floating point numbers and words in arrays of respective types.

SOLUTION APPROACH

Linear search: Traverse the array and stop when the desired element is found.

Binary search: The array needs to be sorted first. Then, a sliding window is maintained with the help of two indices left and right which are initialised to 0 and (size of array) - 1. A middle index is computed as (left + right) / 2. If the element to be found happens to be at the middle index, we have achieved the goal and hence we return, else, the middle index is assigned the value of left or right depending on the magnitude of the element to be found with respect to the one at the middle index. This loop continues till the left index becomes equal to the right index.

```
function binary_search (array a, n, x)
    sort array a
    init left = 0, right = n
    while left <= right
        init mid = left + (right - left) / 2
        if a[mid] is equal to x
            print ("Element found")
            return
    endif
    if a[mid] > x
            right = mid - 1
    else
        left = mid + 1
    endif
```

```
end while
    print ("Not found.")

function linear_search (array a, n, x)
    for i = 0 to n - 1 in steps of 1
        if a[i] is equal to x
            print ("Found by linear search.")
            return
        end for
    print ("Not found.")
```

```
Assignment 1$ gcc -o a3 sol3.c
Assignment 1$ ./a3
1. Integer 2. Floating point number 3. Word
Enter choice: 1
Enter no of integers: 4
Enter integers: 56 99 23 73
Enter the integer to be searched: 23
Found 23 by linear search.
Found 23 by binary search.
```

```
[Assignment 1$ ./a3
1. Integer 2. Floating point number 3. Word Enter choice: 3
Enter no of words: 4
Enter words: dog deer cat cow Enter the word to be searched: deer Found deer by linear search.
Found deer by binary search.
```

```
Assignment 1$ ./a3
1. Integer 2. Floating point number 3. Word
Enter choice: 2
Enter no of floating point numbers: 4
Enter floating point numbers: 45.9 56.2 50.1 89.3
Enter the floating point number to be searched: 56.2
Enter the error margin: 0.1
Found 56.200001 by linear search.
Found 56.200001 by binary search.
```

DISCUSSION

For linear search, the worst time complexity is O(n).

For binary search, the worst time complexity is O(nlogn) since sorting is performed before proceeding to search operation.

Space complexity is O(1) in both cases.

SOURCE CODE

sol3.c

PROBLEM STATEMENT

Write a program to generate 1,00,000 random integers between 1 and 1,00,000 without repetitions and store them in a file in character mode one number per line. Study and use the functions in C related to random numbers.

SOLUTION APPROACH

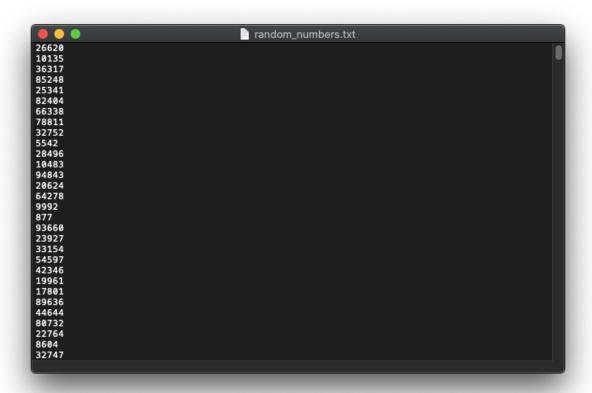
An array arr of size n is allocated dynamically and values are assigned as **value at index** i = i + 1. Then, a loop runs from i = 0 to n - 1, and for each value of i, value at index i is swapped with value at a random index r between 0 to n-1 generated each time. Finally, this array of n random integers is returned.

In main() function, a file is opened in write mode and each integer from the array of 100000 random integers is stored digit-wise as character, followed by a newline character at the end of each integer.

```
function generate_random (n)
    init p = pointer to dynamically allocated array of size n
    for i = 0 to n - 1 in steps of 1
        p[i] = i + 1
    end for
    srand (time (0))
    for i = 0 to n - 1 in steps of 1
        init r = rand() % n
        swap values of p[i] and p[r]
    end for
    return p

function main()
    init n = 100000
```

```
init fp = pointer to file opened in write mode
if fp is NULL
       print ("File could not be created")
       exit
end if
init random = call generate_random (n)
for i = 0 to n-1 in steps of 1
       init t = random[i], x = -1
       while t > 0
              x = x + 1
              t = t / 10
       end while
       init divisor = 10^x
       while divisor > 0
              init c = (cast to character data type) ((random[i] / divisor) % 10)
              write c in fp
              divisor = divisor / 10
       end while
       write '\n' in fp
end for
close file pointed to by fp
free space pointed to by random
```



DISCUSSION

The following code uses Fisher-Yates shuffle algorithm to generate a random permutation of integers from 1 to 100000. The algorithm works in O(n) time complexity and O(1) space complexity.

SOURCE CODE

sol4.c

PROBLEM STATEMENT

Write a program to generate 1,00,000 random strings of capital letters of length 10 each, without repetitions and store them in a file in character mode one string per line.

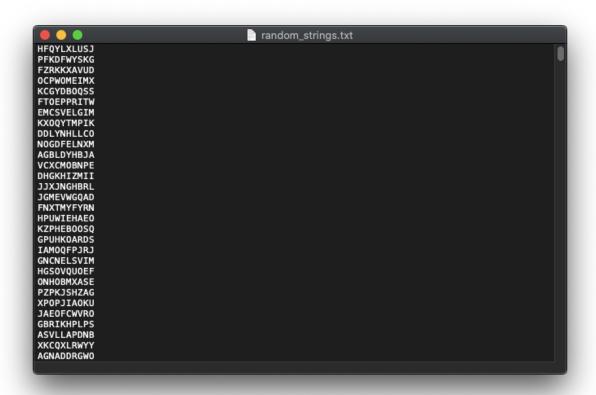
SOLUTION APPROACH

A two-dimensional character array **a** of dimensions (100000, 11) is declared. A loop runs from **i** = 0 to 100000. For each value of **i**, a random string **t** is generated by declaring a character array of size 11 and assigning **value at index i** = **random uppercase alphabet between A - Z** and t[10] = '\0'. This random string is compared with all the strings from a[0] to a[i]. If it turns out to be unique, this random string is copied into a[i], else the loops goes for another extra iteration. Thus, array **a** is generated which contains 10,000 random strings of size 10 without any repetitions. These strings are then stored in a file with one string on each line.

```
function get_random_string (t[])
    for i = 0 to 9 in steps of 1
        t[i] = random uppercase alphabet between A - Z
    end for
    t[10] = '\0'

function main ()
    declare 2d character array a[100000][11]
    for i = 0 to 99999 in steps of 1
        declare 1d character array t[11]
        get_random_string (t);
        init flag = 1;
        for j = 0 to i - 1 in steps of 1
            if t and a[i] are same
```

```
flag = 0
              endif
       if (flag)
              copy t in a[i]
       else
              i = i - 1
       endif
end for
init *fp = pointer to file opened in write mode
if fp is NULL
       print ("File could not be opened.")
       exit
endif
for i = 0 to 99999 in steps of 1
       write a[i] in fp
end for
close file pointed to by fp
```



DISCUSSION

The following code generates a random string in O(m) time complexity, m = length of each word, and uses a brute-force algorithm to check duplicate strings which works in $O(n^2)$ time complexity, n = number of words.

The overall time-complexity is $O(n^*(n+m))$. Space complexity is $O(n^*(n+m))$

SOURCE CODE

sol5.c

PROBLEM STATEMENT

Store the names of your classmates according to roll numbers in a text file one name per line. Write a program to find out from the file, the smallest and largest names and their lengths in number of characters. Write a function to sort the names alphabetically and store in a second file.

SOLUTION APPROACH

A two-dimensional character array **names** of dimensions (100, 31) is taken and names from the file are stored in it. This array is passed to the sort() function. A loop runs from i = 0 to n - 2. Inside this, a nested loop runs from j = 0 to n - i - 2. Whenever names[j] > names[j + 1], the values of the two arrays are swapped. Thus, in each iteration of the outer loop, the lexicographically largest array between names[0] to names[n - i - 1] is stored in names[n - i - 1]. At the last iteration, we get the sorted array.

```
function main ()
    init fp = pointer to file opened in read mode containing unsorted names
```

```
if fp is NULL
       print ("File could not be opened")
       exit
endif
declare 2d character array names[100][31];
init n = 0
while end of file pointed by fp is not reached
       read one line of fp into names [n]
       n = n + 1
end while
close file pointed to by fp
init M = 0, m = a large integer value, index_M = -1, index_m = -1;
for i = 0 to n - 1 in steps of 1
       init slen = length of name[i]
       if slen > M
              M = slen
              index M = i
       endif
       if slen < m
              m = slen
              index m = i
       endif
end for
print names[index_m], m
print names[index_M], M
call sort (names, n)
init fp = pointer to file opened in read mode containing unsorted names
if fp is NULL
       print ("Second file could not be opened.")
       exit
endif
for i = 0 to n - 1 in steps of 1
       write names[i] in fp
```

end for

close file pointed to by fp

RESULTS

```
[Assignment 1$ gcc -o a6 sol6.c
[Assignment 1$ ./a6
Smallest name (length):- Saif Raj (7)
Largest name (length):- Debanjan Bhattacharjee (21)
```

```
Aadarsh Ganesh Goenka
Abhinaba, Chowdhury
Abhinaba, Chowdhury
Abhinaba, Chowdhury
Abhinaba, Chowdhury
Adhinav Aarya
Agniv Ghosh
Agoixa Bhattacharya
Alsik Saha
Akash Pal
Anirban Das
Anubhab Ghosh
Apurba Halder
Aritra Chakraborty
Aritra Das
Arjun Mallick
Arka Choudhuri
Arkadesp De
Arpan Mandal
Arpan Nandi
Aryapriyo Mandal
Atanu Ghosh
Avigyan Bhattacharya
Aviruet Sharma
Avirup Bhattacharyya
Ayush Chowdhury
Bhaswata, Sarkar
Chirantan Nath
Debadrita Roy
Debanjan Bhattacharjee
Debargha Mukherjee
```

DISCUSSION

The following code uses bubble sort to sort the strings which works in $O(n^2)$ time complexity and O(1) space complexity.

SOURCE CODE

sol6.c

PROBLEM STATEMENT

Take a four-digit prime number P. Generate a series of large integers L and for each member L_i compute the remainder R_i after dividing L_i by P. Tabulate Li and Ri. Repeat for seven other four digit prime numbers keeping L_i fixed.

SOLUTION APPROACH

8 four-digit prime numbers are taken as input in an one dimensional integer array of size 8 and a sequence of 10 large random integers of length 9 are generated by taking a random value for each digit of a certain number. The remainders on dividing the large integers by the prime numbers are then printed in tabular format.

```
function main ()
       declare 1d integer array prime [8]
       for i = 0 to 7 in steps of 1
              input prime[i]
       end for
       declare 1d integer array L [10]
       for i = 0 to 9 in steps of 1
              L[i] = random value between 1 to 9
              for j = 1 to 8 in steps of 1
                     L[i] = L[i] * 10 + random value between 0 to 9
              end for
       end for
       print ("Prime Numbers ->")
       for i = 0 to 7 in steps of 1
              print prime[i]
       end for
```

Assignment 1\$ gcc -o a7 sol7.c Assignment 1\$./a7 Enter 8 four-digit prime numbers: 1009 1033 1061 2857 3593 3677 4523 4969								
Prime Numbers ->	1009	1033	1061	2857	3593	3677	4523	4969
344951743	877	1020	484	420	2185	1342	625	3763
388222003	172	976	1042	1415	1946	666	3867	3971
357448581	241	624	864	740	2569	57	414	3566
763459917	67	607	391	949	1312	730	132	2881
419083839	734	904	510	1937	3505	1441	751	3348
915187272	56	922	502	1605	3463	357	3452	1821
984839580	85	106	282	253	1873	2931	1560	3656
171790380	58	414	687	1827	1864	940	2317	2112
794905650	315	787	206	2540	1109	759	1969	4782
645366511	21	794	529	1638	2630	1533	2256	2729

SOURCE CODE

sol7.c

PROBLEM STATEMENT

Convert your Name and Surname into large integers by juxtaposing integer ASCII codes for alphabet. Print the corresponding converted integer. Cut the large integers into two halves and add the two halves. Compute the remainder after dividing the by the prime numbers *P* in problem 7.

SOLUTION APPROACH

Name is taken as input. The corresponding ASCII values are stored in a large_int 1d character array with each digit occupying one index. Two-separate 1-d integer arrays left_half and right_half are declared and the values from large_int are copied index-wise into the two arrays depending on the value of the index, whether it falls on the left half or the right half. Then, array addition is performed to obtain the sum in the form of a 1d integer array. Finally, the four-digit prime number P is taken as input and modular arithmetic is performed to get the remainder on dividing the sum by P.

```
function main ()
    declare 1d character array name[31]
    input name
    init 1d character array large_int[62] = ""

for i = 0 until name[i] equals '\0' in steps of 1
        declare char temp[4]
        write ASCII value of name[i] in temp
        append temp to large_int
    end for

print large_int
    init len = length (large_int)
```

```
declare 1d integer array left_half[31], right_half[31]
init p =0, q =0
for i = 0 to len - 1 in steps of 1
       if i < len / 2
              left_half[p] = (casted to integer data type) large_int[i]
              p = p + 1
       else
              right_half[q] = (casted to integer data type) large_int[i]
              q = q + 1
       endif
declare sum[32], reverse_sum[32]
init k = 0, carry = 0;
while p > 0 AND q > 0
       int s = left_half[p] + right_half[q] + carry
       p = p - 1
       q = q - 1
       reverse_sum[k] = s % 10
       k = k + 1
       carry = s / 10
end while
while q > 0
       init s = right_half[q] + carry
       q = q - 1
       reverse_sum[k] = s % 10
       k = k + 1
       carry = s / 10
end while
if carry > 0
       reverse_sum[k] = carry
       k = k + 1
endif
for i = 0 to k - 1 in steps of 1
       print reverse_sum[k - i - 1]
end for
```

```
Assignment 1$ gcc -o a8 sol8.c
Assignment 1$ ./a8
Enter name: Neeladri Pal

Converted integer = 7810110110897100114105328097108
Sum of two halves = 0895116339186818
Enter a 4-digit prime number: 2857
Remainder when divided by 2857 = 1680
```

DISCUSSION

Since the large integer formed by juxtaposing ASCII values of name may exceed the maximum limit of an integer data type, it is essential to use arrays in order to accommodate the actual integer.

Also, since remainder is required, modular addition and multiplication helps.

```
(x + y) \% p = (a \% p + b \% p) \% p

(x * y) \% p = ((x \% p) * (y \% p)) \% p
```

SOURCE CODE

sol8.c