

ASSIGNMENT-6

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CSE-F

```
1) #include <stdio.h>
    #include <conio.h>
    Void main ()
    {
        clrscr ();
        int A[10], n, i, L=0, U=9, f=0, M;
        printf ("Enter 10 elements of an array in ascending
                order : \n");
        for (i=0; i<10; i++)
            scanf ("%d", &A[i]);
        printf ("Enter the elements to be searched in an arry");
        scanf ("%d", &n);
        while (L <= U)
        {
            M = (L+U)/2
            if (n > A[M])
                L = M + 1;
            else
                if (n < A[M])
                    U = M - 1;
                else
                {
                    f = 1
                    break;
                }
        }
        if (f == 0)
            ... // not found in array.
    }
```

else
printf("No. of elements present in array & Product of elements is
& getch();

#include <stdio.h>
#include <conio.h>
void main()

{
clrscr();
int A[10], n, i, L=0, U=9, f=0, M, sum=0, product;
printf("Enter 10 elements of an array in
ascending order:\n");

for (i=0; i<10; i++)
scanf("%d", &A[i]);
printf("\nEnter the elements to be searched:");
scanf("%d", &n);
while (L <= U)

{
M = (L+U)/2
if (n > A[M])
L = M+1;

else
if (n < A[M])
U = M-1;

else

{
f = 1

break;

}

~~a = array of 10 elements~~

while (L <= U)

{

M = (L+U)/2

if (P > A[M])

L = M+1;

else

if (P < A[M])

U = M-1;

else

{

f = 1

break;

}

if ($f == 0$)

printf ("In %d is not present in the array", d);

else

printf ("n enter the elements to be searched", n, p
MTI);

}

sum = sum + np;

product = product * n * p;

printf ("sum and product of the searched
elements", sum, product);

getch();

}

2)

#include <stdio.h>

#include <conio.h>

Void main ()

{

clrscr();

int A[5], B[5], C[10];

int i, j, k, temp;

printf ("n Enter 5 elements of first array : (n)");

for (i=0; i<5; i++)

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

printf ("n Enter the 5 elements of 2nd array : (n)");

for (i=0; i<5; i++)

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

for (i=0; i<4; i++)

{

for($j = i + 1$; $j < 5$; $j++$)

{ if ($A[i] > A[j]$)

{ temp = $A[i]$;
 $A[i] = A[j]$;
 $A[j] = temp$;

} if ($B[i] > B[j]$)

{ temp = $B[i]$;
 $B[i] = B[j]$;
 $B[j] = temp$;

} }

for($i = 0$; $j = 0$; $k = 0$; $i < 10$; $i++$)

{ if ($A[j] \geq B[k]$) /* $A[D] \leq B[D]$ */

{ $C[i] = A[j]$;

$j++$;

} else

{ $C[i] = B[k]$;

$k++$;

} if ($j == 5 || k == 5$)

{ $i++$;

? break;

```

for(j<5);
{
    c[i]=A[j];
    i++;
    j++;
}
for(k<5);
{
    c[i]=B[k];
    i++;
    k++;
}
printf("In Sorted array using merge sort:\n");
for(i=0; i<10; i++)
    printf("%d", c[i]);
getch();
}

```

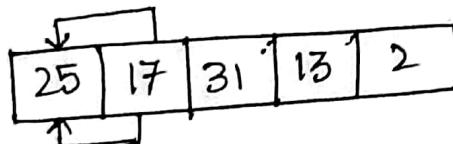
- 3) Insertion sort: Insertion sort is implemented by inserting a particular element at the appropriate position. In this method, the first iteration starts with comparison of 1^{st} element with 0^{th} element. In the second iteration, 2^{nd} element is compared with the 0^{th} and 1^{st} element. In general, in every iteration an element is compared with elements. During comparison it is found that the element is ~~not~~ in the given data can be inserted in the suitable position. This procedure is repeated for all elements of the array.

→ Selection Sort: This is the simplest method in the method of sorting. In this method, to sort the data in ascending order, the 0th element is compared with all the other elements. If 0th element is found to be greater than the compared element then it is interchanged. So after the overall iteration, the smallest element is placed at 0th position.

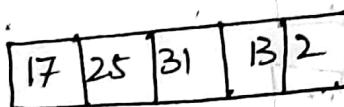
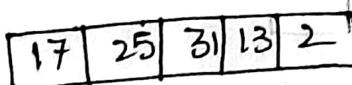
Examples:

Insertion sort:

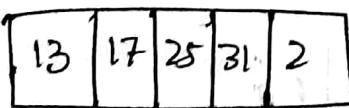
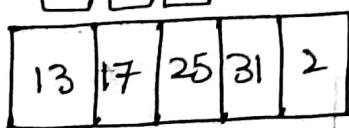
1st Iteration:



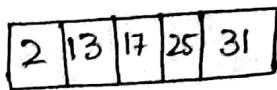
2nd Iteration:



3rd Iteration:

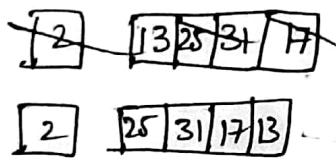
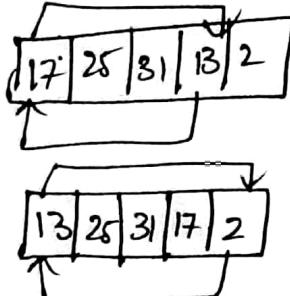
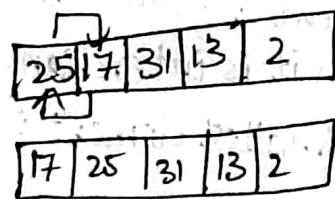


4th Iteration:

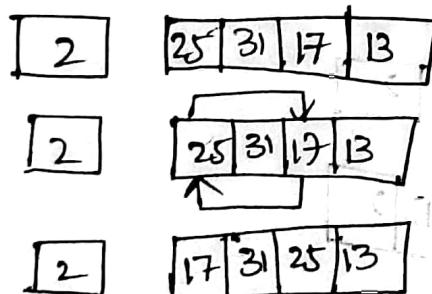


Selection Sort:

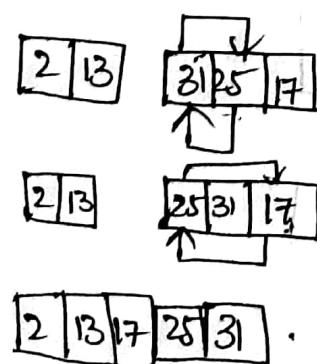
1st Iteration:



2nd Iteration:



3rd Iteration:



5) #include <stdio.h>

Void binary-search (int [], int, int, int);
Void bubble-sort (int [], int);

int main ()

{

 int key, size, i;
 int list[25];

 printf ("Enter the size of a list : ");
 scanf ("%d", &size);
 printf ("Enter the 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 sort (int list [], int size)

```
{  
    int temp, i, j;  
    for (i=0; i<size; i++)  
    {  
        for (j=0; j<size; j++)  
        {  
            if (list[i] > list[j])  
            {  
                temp = list[i];  
                list[i] = list[j];  
                list[j] = temp;  
            }  
        }  
    }  
}
```

Void binary-search (int list [], int lo, int p, int ice cream)

```
{  
    int mid;  
    if (lo > p)  
    {  
        printf ("icecream not found\n");  
        return;  
    }  
    mid = lo + p / 2;  
    if (list[mid] == key)  
    {  
        printf ("icecream found\n");  
    }  
}
```

else if (list[mid] > key)

```
{     binary_search(list, lo, mid-1, icecream);
```

} else if (list[mid] < key) icecream)

{ binary-search(list, mid+), p, iceCream);

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1) #include <stdio.h>

```
#include <conio.h>
```

{

g'drsor();

```
static void twoWaySort(int a[], int n)
```

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int l=0,r=n-1;

int=k=0;

while ($C < r$)

while (~~arr~~[l] % 2 == 0) {

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k++;

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while ($\text{arr}[r] \neq 0 \& r >= 0$)

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if ($l < r$) {

int temp = a[1];

`temp = arr[1] = a[r];`

$$a[r] = temp;$$

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array.sort(a, 0, k)

array.reverse(a, kn+k);

Input:

$a[5] = \{1, 2, 7, 9, 4\}$, $k=2$

Output:

Sorted ~~a~~ $a[] = \{1, 2, 4, 7, 9\}$

reverse $a[] = \{9, 7, 4, 2, 1\}$

$\{2, 4\}$ is divisible by 2.