

Program 2:

Aim: To merge two sorted arrays

Algorithm:

Step 1: start

Step 2: Declare the variables

Step 3: Read the size of first array

Step 4: Read elements of first array in sorted order

Step 5: Read the size of second array

Step 6: Read the elements of second array in sorted order

Step 7: Repeat step 8 and 9 while $i < m$ & $j < n$

Step 8: check if $a[i] \geq b[j]$ then $c[k++] = b[j++]$

Step 9: Else $c[k++] = a[i++]$

Step 10: Repeat Step 11 while $j < n$

Step 11: $c[k++] = a[i++]$

Step 12: Repeat Step 13 while $j < n$

Step 13: $c[k++] = b[j++]$

Step 14 : print The first array

Step 15 : print The second array

Step 16 : print The merged array

Step 17 : stop

Output

Size of first array

2

Enter value in sorted order

2

7

Size of second array

2

Enter value in sorted Order

11

12

Array A

2

7

Array B

11

12

Merged array

5

9

10

17

Program d

Aim: To perform stack operations

Algorithm:

Step 1: Start

Step 2: Declare the node and the required variables.

Step 3: Declare the functions for push, pop, display and search an element.

Step 4: Read the choice from the user

Step 5: If the user choose to push an element. Then read the element to be pushed and call the function to push the element by passing the value to the function.

Step 5.1: Declare the newnode and allocate memory for the newnode.

Step 5.2: Set newnode → data = value.

Step 5.3: Check if top == null. Then set newnode → next = null.

Step 5.4: Set newnode → next = top

Step 5.5: Set top = new node and then print insertion is successful.

Step 6: If user choose to pop an element from the stack. Then call the function to pop the element.

Step 6.1: Check if top == null. Then print stack is empty.

Step 6.2: Else declare a pointer variable temp and initialize it to top.

Step 6.3: Print the element that being deleted.

Step 6.4: Set temp → temp → next

Step 6.5: free the temp

Step 7: if The user choose the display then call the function to display the element in the stack.

Step 7.1: check if $\text{top} = \text{NULL}$ Then print stack is empty

Step 7.2: Else declare a pointer variable temp and initialize it to top

Step 7.3: Repeat steps below while $\text{temp} \rightarrow \text{next} \neq \text{NULL}$

Step 7.4: print $\text{temp} \rightarrow \text{data}$

Step 7.5: set $\text{temp} = \text{temp} \rightarrow \text{next}$.

Step 8: if The user choose to search an element from the stack then call the function to search an element.

Step 8.1: Declare a pointer variable ptr and other necessary variable.

Step 8.2: initialize $\text{ptr} = \text{top}$

Step 8.3: check if $\text{ptr} = \text{NULL}$ then print stack empty.

Step 8.4: Else read the element to be searched.

Step 8.5: Repeat 8.6 and 8.8 while $\text{ptr} \neq \text{NULL}$

else

Step 8.6: check if $\text{ptr} \rightarrow \text{data} == \text{item}$ then print element founded and to be located and set flag = 1

Step 8.7 Else set flag = 0

Step 8.8 check if flag = 0 then print the element not found.

Step 9: stop.

Output:

menu

1. Push

2. POP

3. display

4. search

5. Exit

enter The choice : 1

Enter the element to be inserted : 2
insertion is successful

menu

1. Push

2. POP

3. display

4. search

5. Exit

enter The choice : 1

Enter the element to be inserted : 4
insertion is successful.

menu

1. Push

2. POP

3. display

4. Search

5. Exit

enter The choice : 1

enter The element to be inserted : 10
insertion is successful.

menu

1. Push

2. POP

3. display

4. search

5. exist

enter the choice : 2

element deleted : 10

menu

1. Push

2. POP

3. display

4. Search

5. exist

enter the choice : 3

c → → null

Program 3

Aim: To perform circular queue operations

Algorithm

Step 1: Start

Step 2: Declare The queue and The other variables.

Step 3: Declare The functions for enqueue, dequeue search and display

Step 4: Read The choice from The user

Step 5: if The user choose The choice enqueue Then
Read The element to be inserted from The user and call The enqueue function by passing The value.

Step 5.1: check if front == -1 and rear == -1 Then set front = 0, rear = 0 and set queue[rear] = element

Step 5.2: Else if rear + 1 > max == front or front == rear + 1 Then print queue is overflow

Step 5.3: Else set rear = rear + 1 > max and set queue [rear] = element.

Step 6: if The user choice is The option dequeue
Then call The function dequeue.

Step 6.1: check if front == -1 and rear == -1
Then print queue is underflow

Step 6.2: Else check if front == rear Then print
The element is to be deleted Then
set front = -1 and rear = -1

Step 6.3: Else print the element to be dequeued
Set front = front + 1 > max

Step 7: if The user choice is to display The queue
Then call The function display.

Step 7.1: check if front = -1 and rear = -1

Then print queue is empty.

Step 7.2: Else repeat the step 7.3 while
 $i < rear$

Step 7.3: print queue[i] and set $i = i + 1$ next

Step 8: if the user choose the search then call the function to search an element in the queue.

Step 8.1: Read the element to be searched in the queue

Step 8.2: check if item == queue[i] then print item found and its position and increment by 1

Step 8.3: check if i == 0 then print item not found.

Step 9: Stop

menu

- 1. insert
- 2. delete
- 3. display
- 4. search
- 5. exist

enter the choice : 1

enter the number to insert : 10

menu

- 1. insert
- 2. delete
- 3. display
- 4. search
- 5. exist

enter the choice : 1

enter the number to insert : 20

menu

- 1. insert
- 2. delete
- 3. display
- 4. search
- 5. exist

enter the choice : 1

enter the number to insert : 30

menu

- 1. insert
- 2. delete
- 3. display
- 4. search
- 5. exist

enter the choice : 3

10, 20, 30

menu

1. insert
2. Delete
3. display
4. search
5. exist

enter The choice : 4

enter The element which is to be searched : 20
item found at location 3 :

menu

1. insert
2. Delete
3. display
4. search
5. exist

enter The choices : 2.
10 was deleted

menu

1. insert
2. Delete
3. display
4. search
5. exist

enter The choice : 5.

Program: C

Aim: To perform doubly linked list operations:

Algorithm:

Step 2: Start

Step 3: Declare a structure and related variables

Step 4: Declare functions to create a node, insert a node in the beginning at the end and given position, display the first list and search and delete in the list.

Step 5: Define function to create a node, declare the required variables.

Step 6.1: Set memory allocated to the node = temp
then set temp \rightarrow prev = null and temp \rightarrow next = null

Step 6.2: Read the value to be inserted to the node.

Step 6.3: Set temp \rightarrow n = data and increment count by 1.

Step 7: Read the choice from the user to perform different operations on the list at the beginning. Then call the function to perform the insertion.

Step 8.1: Check if head == null. Then call the function to create a node, perform Step 6.3

Step 8.2: Set head = temp and temp \rightarrow head.

Step 8.3 Else call the function to create a node, perform Step 4 to 6.3. Then set temp \rightarrow next = head, set head \rightarrow prev = temp and head = temp.

Step 7: if The user choice is to perform insertion at The end of the list, then call the function to performs the insertion at The end.

Step 7.1 check if head == null then call the function to create a newnode then set temp = head and then set head = temp

Step 7.2 : else call the function to create a new node then set temp->next = temp temp->prev = temp1 and temp1 = temp

Step 8: if The user choose to perform insertion in The list at any position then call the function to performs the insertion operation.

Step 8.1 : Declare The necessary Variables

Step 8.2: Read the position where The node need to be inserted ,set temp 2 = head

Step 9: if The user choose to perform deletion operation is the list then all The function to perform the deletion operation.

Step 9.1: Declare the necessary variables

Step 9.2: Read the position where node need to be deleted set temp 2 > head

Step 9.3: check if pos < 1 or pos >= count - 1 then print positions out of range.

Step 9.4: check if head == null The print The list is empty

Step 9.5: write if pos then temp2 = temp2
→ next and increment i by 1 .

Step 10: if the user choose to perform the display operation then all the function to display The list

Step 10.1: set temp₂ = 2

Step 10.2: check if temp₂ = null then print list
is empty.

Step 11: if the user choose to performs the search
operation then call the function to
perform search operation

Step 11.1: Declare the necessary variables

Step 11.2 step temp₂ = head

Step 11.3: check if temp₂ == null then print
the list is empty.

Step 11.4: Read The value to be searched.

Step 11.5: while temp₂ != null then check if
temp₂ → == data then print element
found at position count + 1

Step 11.6: else set temp₂ = temp₂ → next
and increment count by 1

Step 11.7: Print element not found in the list

Step 12: stop.

Output:

1. insert at beginning
2. insert at end
3. insert at position
4. delete
5. display
6. search
7. exist

enter choice : 1

enter the value to node : 5

1. insert at beginning
2. insert at end
3. insert at position
4. delete
5. display
6. search
7. exist

enter choice : 1

enter the value to node : 10

1. insert at beginning
2. insert at end
3. insert at position
4. delete
5. display
6. search
7. exist

enter choice : 2

enter value to node 9

program 5

Aim: To perform set operations

Algorithm:

Step 1: start

Step 2: Declare the necessary variable

Step 3: Read the choice from the user to perform set operation.

Step 4: if the user choose to perform union

Step 4.1 Read the cardinality of 2 sets.

Step 4.2: check ~~else~~ if $m=n$ then print cannot perform union

Step 4.3: check else read the elements in both the sets.

Step 4.4: Repeat the step 4.5 to 4.7 until $i \leq m$

Step 4.5: $C[i] = A[i] \cup B[i]$

Step 4.6: print $C[i]$

Step 4.6: increment i by 1

Step 5: Read the choice from the user to perform insertion.

Step 5.1: read the cardinality of 2 sets.

Step 5.2: check if $m=n$ then print cannot perform intersection.

Step 5.3: else read the elements in both the ~~sets~~ sets.

Step 5.4: Repeat the step 5.5 to 5.7 until $i \leq m$

Step 5.5: $C[i] = A[i] \cap B[i]$

Step 5.6: print $C[i]$

Step 5.7: increment i by 1

Step 6: if the user choose to perform set difference operation.

Step 6.1: Read the cardinality of a sets

Step 6.2: check if $m_1 = n$ Then print cannot perform set difference operation

Step 6.3: Else read the element in both sets

Step 6.4: Repeat the step 6.5 to 6.8 until $i < n$

Step 6.5: check if $A[i] = -\infty$ Then $c[i] = 0$

Step 6.6: Else if $B[i] = -1$ Then $c[i] = 0$

Step 6.7: Else if $B[i] = 1$ Then $c[i] = 0$

Step 6.8: increment i by 1

Step 7: repeat step 7.1 and 7.2 until $i < m$

Step 7.1: print $c[i]$

Step 7.2: increment i by 1

Output:

press 1 for union

press 2 for intersection

press 3 for subtraction

press 4 for enist

enter choice

enter The size of set 1

3

enter The elements of set 1

1

2

3

enter The size of set 2

2

enter The elements of set 2

0

1

union: 1, 2, 3

Program : 6

Aim: To perform Binary search tree operations

Algorithm

Step 1: start

Step 2: declare a structure and structure pointers for insertion deletion and search operations and also declare a function for inorder traversal

Step 3: Declare a pointer as root and also the required variable.

Step 4: Read the choice from the user to perform insertion, deletion, searching and inorder traversal

Step 5: if the user chose to perform insertion operation then read the value which is to be inserted to the tree from the user

Step 5.1: pass the value to the insert pointer and also the root pointer

Step 5.2: check if ! root then allocate memory for the root.

Step 5.3: set the value to the info part of the root and then set left and right part of the root to null and return root.

Step 5.4: check if root → info > x then call the insert pointer to insert to left of the root.

Step 5.6: Return to boot.

Step 6: if the user choose to perform deletion operation then read the element to be deleted from trace pass the root pointer and the then to the delete pointer.

Step 6.1: check if not ptr then print node not found.

Step 6.2: else if $\text{ptr} \rightarrow \text{info} < x$ then call delete pointer by passing the right pointer and the item.

Step 6.3: else if $\text{ptr} \rightarrow \text{info} > x$ then call delete pointer by passing the left pointer and the item.

Step 6.4: check if $\text{ptr} \rightarrow \text{info} == \text{item}$ then check if $\text{ptr} \rightarrow \text{left} == \text{ptr} \rightarrow \text{right}$ then free ptr and return null

Step 7: if the user choose to perform search operation then call the pointer to perform search operation.

Step 7.1: declare the necessary pointers and variables

Step 7.2: read the elements to be searched.

Step 7.3: while $\text{ptr} \neq \text{null}$ check if $\text{item} > \text{ptr} \rightarrow \text{info}$ then $\text{ptr} = \text{ptr} \rightarrow \text{right}$.

Step 8: if the user choose to perform traversal then call the traversal function and pass the root pointers.

Step 8.1: if root not equals to null recursively call the functions by passing $\text{root} \rightarrow \text{left}$

Step 8.2: print root \rightarrow info

Step 8.3: call the traversal function recursively
by passing root \rightarrow right

Step 9: end

Output:

1. Insert in Binary tree
2. Delete from Binary tree
3. In order traversal of Binary tree
4. Search
5. exist

enter choice : 1

enter new element : 20

root is 20

In order traversal of binary tree is : 20

1. Insert in Binary tree
2. Delete from Binary tree
3. Inorder traversal of Binary tree
4. Search
5. exist

enter choice : 1

enter new element : 25

inorder traversal of binary tree is 20, 25

Program 7

Aim: To perform Disjoint set operations

Algorithm:

Step 1: start

Step 2: declare the structures and related variable

Step 3: declare function makeSet()

Step 3.1: repeat Step 3.2 to 3.4 until i < n

Step 3.2: disparent [i] is set to 1

Step 3.3: set distrank [i] is equal to 0

Step 3.4: increment i by 1

Step 4: declare a function display i < n

Step 4.1: print disparent [i]

Step 4.2: increment i by 1

Step 4.3: repeat Step 4.4 and 4.5 until i < n

Step 4.4: print disrank [i]

Step 4.5: increment i by 1

Step 5: declare a function find and pass x to the function.

Step 5.1: check if disparent [n] = n then set the return value to disparent [n]

Step 5.2: return disparent [x]

Step 6: declare a function union and pass to variables x and y.

Step 6.1 set x set to find (x)

Step 6.2: set y set to find (y)

Step 6.3 check if y set = -x set then return

Step 7: Read The number of elements

Step 8: Call The functions makeSet

Step 9: Read The choice from user to perform

union find and display operation

Step 10: if the user choose to perform union operation read the element to performs union and then call the functions to perform union operation.

Step 11: if the user choose to perform find operation read the element to check if connected.

Step 11.1: check if $\text{find}(x) == \text{find}(y)$ then print connected component.

Step 11.2: else print not connected component.

Step 12: if the user choose to perform display operation then call the display set function.

Output:

How many elements 4, 4

menu

1. union

2. find

3. display

enter choice 1

enter elements to perform union:

3

4

Do you wish to continue ? (y/n)

1

menu

1. union

2. find

3. display

enter choice 1

enter elements to perform union

5

6

Do you wish to continue ? (c, o)

o