Aim \(\text{Y} \) To perform basic operations on Search and Sorting.

Objectives ↔

Applications of Divide and Conquer

- i. Write a program to compare linear search and binary search.
- ii. Write a program to implement Merge Sort Algorithm.
- iii. Write a program to implement Quick Sort algorithm.

Software Required → Visual Studio Code

Code 1 ↔

```
#include <stdio.h>
int linearSearch(int arr[], int size, int key) {
  for (int i = 0; i < size; i++) {
     if (arr[i] == key) return i;
  }
  return -1;
}
int binarySearch(int arr[], int size, int key) {
  int low = 0, high = size - 1, mid;
  while (low <= high) {
     mid = (low + high) / 2;
     if (arr[mid] == key) return mid;
     if (arr[mid] < key) low = mid + 1;
     else high = mid - 1;
  }
  return -1;
}
int main() {
  int size, key, result;
  printf("Enter the number of elements: ");
  scanf("%d", &size);
  int arr[size];
```

```
printf("Enter the elements in ascending order:\n");
for (int i = 0; i < size; i++) {
    scanf("%d", &arr[i]);
}

printf("Enter the key to search: ");
scanf("%d", &key);

result = linearSearch(arr, size, key);
if (result != -1) printf("Linear Search: Key found at index %d\n", result);
else printf("Linear Search: Key not found\n");

result = binarySearch(arr, size, key);
if (result != -1) printf("Binary Search: Key found at index %d\n", result);
else printf("Binary Search: Key not found\n");
return 0;
}</pre>
```

Output ↔

```
Enter the number of elements: 5
Enter the elements in ascending order:
11
22
33
44
55
Enter the key to search: 33
Linear Search: Key found at index 2
Binary Search: Key found at index 2
```

Code 2 ↔

```
#include <stdio.h>
void merge(int arr[], int left, int mid, int right) {
  int n1 = mid - left + 1;
```

```
int n2 = right - mid;
  int L[n1], R[n2];
  for (int i = 0; i < n1; i++) L[i] = arr[left + i];
  for (int j = 0; j < n2; j++) R[j] = arr[mid + 1 + j];
  int i = 0, j = 0, k = left;
  while (i < n1 \&\& j < n2) {
     if (L[i] \le R[j]) arr[k++] = L[i++];
     else arr[k++] = R[j++];
  }
  while (i < n1) arr[k++] = L[i++];
  while (j < n2) arr[k++] = R[j++];
}
void mergeSort(int arr[], int left, int right) {
  if (left < right) {</pre>
     int mid = left + (right - left) / 2;
     mergeSort(arr, left, mid);
     mergeSort(arr, mid + 1, right);
     merge(arr, left, mid, right);
  }
}
void printArray(int arr[], int size) {
  for (int i = 0; i < size; i++) printf("%d ", arr[i]);
  printf("\n");
}
int main() {
  int size;
  printf("Enter the number of elements: ");
  scanf("%d", &size);
```

```
int arr[size];

printf("Enter the elements:\n");
for (int i = 0; i < size; i++) {
    scanf("%d", &arr[i]);
}

mergeSort(arr, 0, size - 1);

printf("Sorted array: ");
printArray(arr, size);

return 0;
}</pre>
```

Output ↔

```
Enter the number of elements: 4
Enter the elements:
22
44
66
88
Sorted array: 22 44 66 88
```

Code 3 ↔

```
#include <stdio.h>
int partition(int arr[], int low, int high) {
  int pivot = arr[high];
  int i = low - 1;
  for (int j = low; j < high; j++) {
    if (arr[j] < pivot) {
        i++;
        int temp = arr[i];
        arr[i] = arr[j];
}</pre>
```

```
arr[j] = temp;
     }
  }
  int temp = arr[i + 1];
  arr[i + 1] = arr[high];
  arr[high] = temp;
  return i + 1;
}
void quickSort(int arr[], int low, int high) {
  if (low < high) {
     int pi = partition(arr, low, high);
     quickSort(arr, low, pi - 1);
     quickSort(arr, pi + 1, high);
  }
}
void printArray(int arr[], int size) {
  for (int i = 0; i < size; i++) printf("%d ", arr[i]);
  printf("\n");
}
int main() {
  int size;
  printf("Enter the number of elements: ");
  scanf("%d", &size);
  int arr[size];
  printf("Enter the elements:\n");
  for (int i = 0; i < size; i++) {
     scanf("%d", &arr[i]);
  }
  quickSort(arr, 0, size - 1);
```

```
printf("Sorted array: ");
printArray(arr, size);
return 0;
}
```

Output ↔

```
Enter the number of elements: 5
Enter the elements:
12
223
44
56
78
Sorted array: 12 44 56 78 223
```

Result ↔

The programs effectively implemented and compared:

- Search Algorithms: Linear and Binary Search.
- Sorting Algorithms: Merge Sort and Quick Sort.

Conclusion ↔

The experiment demonstrated the successful implementation of search and sorting algorithms, providing insights into their performance and efficiency.

Precautions ↔

- Ensure input data is valid and sorted correctly for binary search.
- Manage memory allocation and deallocation effectively.
- Handle edge cases, such as empty arrays or invalid indices.