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PRACTICAL NO- 01

The binary search procedures to search on element in a given list.

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

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

```
void main()
```

```
{
```

```
clrscr();
```

```
inta[5] = {1, 2, 3, 4, 5};
```

```
int Beg = 1, End = 5, temp = 0, mid, n;
```

```
printf("Enter any number\n");
```

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

```
while (temp == 0 && End > Beg)
```

```
{
```

```
mid = (End + Beg) / 2;
```

```
if (n > a[mid])
```

```
{
```

```
Beg = mid;
```

```
}
```

```
if (n < a[mid])
```

```
{
```

```
End = mid;
```

```
}
```

```
if (n == a[mid])
```

}

temp = 1;

}

if (temp == 1)

}

printf("%d is at location %d, n, mid);

}

getch();

}

/

The selection sort technique.

Include <stdio.h>

Include <conio.h>

void main()

{

clrscr();

int i, j, temp, a[5] = {5, 2, 1, 4, 3};

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

{

for

(j=1; j<=4; j++)

{

if (a[i] < a[j+1])

{

temp = a[i];

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

a[j+1] = temp;

}

{

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

{

for (j=1; j<=4; j++)

{

if (a[i] < a[j+1])

{

temp = a[j];

a[j] = a[j+1];

a[j+1] = temp;

}

}

}

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

{

printf ("%d\n", a[i]);

}

getch();

}

/

PRACTICAL NO - 03

The factorial of given number with recursion.

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

```
void main()
```

```
{
```

```
clrscr();
```

```
unsigned int n;
```

```
printf ("Enter any number\n");
```

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

```
printf ("The factorial of %d is %d",
```

```
n, fact(n));
```

```
getch();
```

```
}
```

```
(long fact unsigned int x)
```

```
{
```

```
if (x == 0)
```

```
{
```

```
return 1;
```

```
}
```

```
else
```

```
{
```

```
return fact(x-1)*x;
```

```
}
```

PRACTICAL NO- 04

The fibonacci series with recursion,

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

void main()
{
    clrscr();
    int n;
    void fibo(int);
    printf("Enter any number (n):");
    scanf("%d", &n);
    printf("The fibonacci series:");
    fibo(n);
    getch();
}

void fibo(int x)
{
    int a=0, b=1, i;
    printf("%d\n%d\n", a, b);
    for(i=0; i<1; ++i)
    {
        c = a+b;
        printf("%d\n", c);
        a=b;
        b=c;
    }
}
```

PRACTICAL NO- 05

Addition of two matrix using function.

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

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

```
int row, column;
```

```
void matrix addition (int mat1 [ ] [10], int mat2  
[ ] [10] int mat3 [ ] [10]
```

```
{
```

```
int i, j;
```

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

```
{
```

```
for (j=0; j < column; j++)
```

```
mat3 [i] [j] = mat1 [i] [j] + mat2 [i] [j];
```

```
}
```

```
return;
```

```
}
```

```
int main ()
```

```
{
```

```
int matrix 1 [10] [10], matrix 2 [10] [10];
```

```
int matrix 3 [10] [10], i, j;
```

```
printf ("Enter the no of row and (column/10=  
10);");
```

```
scanf ("%d %d", &row, &column);
```

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

```
{
```


PRACTICAL NO- 06

multiplication of two matrix.

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

```
int main()
```

```
{
```

```
clrscr()
```

```
int a[10][10], b[10][10], c[6][10];
```

```
int r1, c1, r2, c2;
```

```
int i, j;
```

```
printf ("Enter the row and column of second matrix:");
```

```
scanf ("%d %d", &r1, &c1);
```

```
printf ("Enter the row and column of second matrix:");
```

```
scanf ("%d %d", &r2, &c2);
```

```
if (c1 == r2);
```

```
{
```

```
printf ("In matrix are not multiplication\n");
```

```
{
```

```
printf ("Enter element of matrix A: \n");
```

```
for (i=0; i<r1; i++)
```

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

```
}
```

```
}
```

```
print f("%n Enter element of matrix b:\n");
```

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

```
{
```

```
scanf ("%d", &b[i][j]);
```

```
}
```

```
}
```

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

```
{
```

```
for (j=0; j < columns; j++)
```

```
{
```

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

```
}
```

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

```
}
```

```
return 0;
```

```
}
```

PRACTICE No-07

Push and pop operation in stack.

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

define max 5 // maximum number of element that can be stored.

```
int top = -1, stack [max];

void push();
void pop();
void display();
void main();
```

{

```
int ch;
```

while (1) // infinite loop, will end when choice will be 4 {

```
printf ("%s\n", "Stack memory");
```

```
printf ("%s\n\n 1. push\n 2. pop\n 3. display\n 4. exit");
```

```
printf ("%s\n\n enter your choice (1-4): ");
scanf ("%d", &ch);
```

```
switch (ch)
```

{

```
stack [top] = val;
```

}

void pop()

{ if TOP == -1 }

printf("%d\n", stack[TOP])

top = top - 1;

}

}

void display()

{

int i;

if (top == -1)

printf("%d\n", stack is empty.);

case 1 : PUSH();

~~case break;~~

case 2 : POP();

break;

case 3 : display();

~~break;~~

case 4 : Exit(0);

default : printf("%d\n", wrong choice.);

}

void PUSH()

{

int val;

if (top == max-1)

printf("%d n Stack is full !. !.");

}

printf("%d\n Enter element of push :");

scanf("%d", &.);

top = top + 1;

