

Rajalakshmi Engineering College

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Batch: 2028

Degree: B.E - CSE

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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 5_CY_Updated

Attempt : 1

Total Mark : 30

Marks Obtained : 30

Section 1 : Coding

1. Problem Statement

Dhruv is working on a project where he needs to implement a Binary Search Tree (BST) data structure and perform various operations on it.

He wants to create a program that allows him to build a BST, traverse it in different orders (inorder, preorder, postorder), and exit the program when needed.

Help Dhruv by designing a program that fulfils his requirements.

Input Format

The first input consists of the choice.

If the choice is 1, enter the number of elements N and the elements inserted into

the tree, separated by a space in a new line.

If the choice is 2, print the in-order traversal.

If the choice is 3, print the pre-order traversal.

If the choice is 4, print the post-order traversal.

If the choice is 5, exit.

Output Format

The output prints the results based on the choice.

For choice 1, print "BST with N nodes is ready to use" where N is the number of nodes inserted.

For choice 2, print the in-order traversal of the BST.

For choice 3, print the pre-order traversal of the BST.

For choice 4, print the post-order traversal of the BST.

For choice 5, the program exits.

If the choice is greater than 5, print "Wrong choice".

Refer to the sample output for the formatting specifications.

Sample Test Case

Input: 1

5

12 78 96 34 55

2

3

4

5

Output: BST with 5 nodes is ready to use

BST Traversal in INORDER

12 34 55 78 96

BST Traversal in PREORDER

12 78 34 55 96

BST Traversal in POSTORDER

55 34 96 78 12

Answer

// You are using GCC

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

```
#include <stdlib.h>
```

```
struct Node {
```

```
    int data;
```

```
    struct Node* left;
```

```
    struct Node* right;
```

```
};
```

```
struct Node* createNode(int data) {
```

```
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
```

```
    newNode->data = data;
```

```
    newNode->left = newNode->right = NULL;
```

```
    return newNode;
```

```
}
```

```
struct Node* insert(struct Node* root, int data) {
```

```
    if (root == NULL)
```

```
        return createNode(data);
```

```
    if (data < root->data)
```

```
        root->left = insert(root->left, data);
```

```
    else
```

```
        root->right = insert(root->right, data);
```

```
    return root;
```

```
}
```

```
void inorder(struct Node* root) {
```

```
    if (root != NULL) {
```

```
        inorder(root->left);
```

```
        printf("%d ", root->data);
```

```
        inorder(root->right);
```

```
    }
```

```
}
```

```
void preorder(struct Node* root) {
```

```
    if (root != NULL) {
```

```
        printf("%d ", root->data);
```

```
        preorder(root->left);
```

```
        preorder(root->right);
```

```
    }
```

```
}  
void postorder(struct Node* root) {  
    if (root != NULL) {  
        postorder(root->left);  
        postorder(root->right);  
        printf("%d ", root->data);  
    }  
}
```

```
int main() {  
    int choice;  
    struct Node* root = NULL;  
  
    while (1) {  
        if (scanf("%d", &choice) != 1)  
            break;  
  
        if (choice == 1) {  
            int n, i, val;  
            root=NULL;  
            scanf("%d", &n);  
            for (i = 0; i < n; i++) {  
                scanf("%d", &val);  
                root = insert(root, val);  
            }  
            printf("BST with %d nodes is ready to use\n", n);  
        }  
        else if (choice == 2) {  
            printf("BST Traversal in INORDER\n");  
            inorder(root);  
            printf("\n");  
        }  
        else if (choice == 3) {  
            printf("BST Traversal in PREORDER\n");  
            preorder(root);  
            printf("\n");  
        }  
        else if (choice == 4) {  
            printf("BST Traversal in POSTORDER\n");  
            postorder(root);  
            printf("\n");  
        }  
    }  
}
```

```
        else if (choice == 5) {
            break;
        }
        else {
            printf("Wrong choice\n");
        }
    }

    return 0;
}
```

Status : Correct

Marks : 10/10

2. Problem Statement

Kishore is studying data structures, and he is currently working on implementing a binary search tree (BST) and exploring its basic operations. He wants to practice creating a BST, inserting elements into it, and performing a specific operation, which is deleting the minimum element from the tree.

Write a program to help him perform the delete operation.

Input Format

The first line of input consists of an integer N, representing the number of elements Kishore wants to insert into the BST.

The second line consists of N space-separated integers, where each integer represents an element to be inserted into the BST.

Output Format

The output prints the remaining elements of the BST in ascending order (in-order traversal) after deleting the minimum element.

Refer to the sample output for formatting specifications.

Sample Test Case

Input: 6

5 3 8 2 4 6

Output: 3 4 5 6 8

Answer

// You are using GCC

#include <stdio.h>

#include <stdlib.h>

```
struct Node {
    int data;
    struct Node* left;
    struct Node* right;
};

struct Node* createNode(int data) {
    struct Node* newNode = (struct Node*) malloc(sizeof(struct Node));
    newNode->data = data;
    newNode->left = newNode->right = NULL;
    return newNode;
}

struct Node* insert(struct Node* root, int data) {
    if (root == NULL) return createNode(data);
    if (data < root->data)
        root->left = insert(root->left, data);
    else
        root->right = insert(root->right, data);
    return root;
}

struct Node* findMinNode(struct Node* root) {
    while (root && root->left != NULL)
        root = root->left;
    return root;
}

struct Node* deleteMinNode(struct Node* root) {
    if (root == NULL) return NULL;
    if (root->left == NULL) {
        struct Node* rightChild = root->right;
        free(root);
        return rightChild;
    }
}
```

```

        root->left = deleteMinNode(root->left);
        return root;
    }

    void inorder(struct Node* root) {
        if (root == NULL) return;
        inorder(root->left);
        printf("%d ", root->data);
        inorder(root->right);
    }

    int main() {
        int N, i, val;
        struct Node* root = NULL;

        scanf("%d", &N);
        for (i = 0; i < N; i++) {
            scanf("%d", &val);
            root = insert(root, val);
        }

        root = deleteMinNode(root);

        inorder(root);
        printf("\n");

        return 0;
    }

```

Status : Correct

Marks : 10/10

3. Problem Statement

Edward has a Binary Search Tree (BST) and needs to find the k-th largest element in it.

Given the root of the BST and an integer k, help Edward determine the k-th largest element in the tree. If k exceeds the number of nodes in the BST, return an appropriate message.

Input Format

The first line of input consists of integer n, the number of nodes in the BST.

The second line consists of the n elements, separated by space.

The third line consists of the value of k.

Output Format

The output prints the kth largest element in the binary search tree.

For invalid inputs, print "Invalid value of k".

Refer to the sample output for formatting specifications.

Sample Test Case

Input: 7
8 4 12 2 6 10 14
1

Output: 14

Answer

```
// You are using GCC
#include <stdio.h>
#include <stdlib.h>

// Node structure
struct Node {
    int data;
    struct Node* left;
    struct Node* right;
};

// Create new node
struct Node* createNode(int data) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    newNode->data = data;
    newNode->left = newNode->right = NULL;
    return newNode;
}
```



```
}
```

```
// Insert into BST
```

```
struct Node* insert(struct Node* root, int data) {
```

```
    if (root == NULL)
```

```
        return createNode(data);
```

```
    if (data < root->data)
```

```
        root->left = insert(root->left, data);
```

```
    else
```

```
        root->right = insert(root->right, data);
```

```
    return root;
```

```
}
```

```
void kthLargestUtil(struct Node* root, int k, int* count, int* result) {
```

```
    if (root == NULL || *count >= k)
```

```
        return;
```

```
    kthLargestUtil(root->right, k, count, result);
```

```
    (*count)++;
```

```
    if (*count == k) {
```

```
        *result = root->data;
```

```
        return;
```

```
    }
```

```
    kthLargestUtil(root->left, k, count, result);
```

```
}
```

```
int findKthLargest(struct Node* root, int k) {
```

```
    int count = 0;
```

```
    int result = -1;
```

```
    kthLargestUtil(root, k, &count, &result);
```

```
    return result;
```

```
}
```

```
int main() {
```

```
    int n, k, i, val;
```

```
    struct Node* root = NULL;
```

```
    if (scanf("%d", &n) != 1 || n < 1 || n > 100) return 0;
```

```
    for (i = 0; i < n; i++) {
```

```
        if (scanf("%d", &val) != 1 || val < 1 || val > 1000) return 0;
```

```
        root = insert(root, val);
```

```
}  
if (scanf("%d", &k) != 1) return 0;  
if (k <= 0 || k > n) {  
    printf("Invalid value of k\n");  
} else {  
    int result = findKthLargest(root, k);  
    printf("%d\n", result);  
}  
  
return 0;  
}
```

Status : Correct

Marks : 10/10