G. H. Raisoni College Of Engineering And Management, Wagholi Pune				
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## EXPERIMENT NO. ]

PAGE NO.: DATE:

Aim - Consider a student database of sy comy class (at least no seconds). Parabase contains different fields of every student Life Roll No.

Name, and SGPA. (array of objects of class).

(a) Design a roll call list, arrange list of students according to roll numbers in asending order (Bubble Sort)

- (Use Incertion Sort).
- (c) Assunge list of Students to Find out first 10 topers from a class (use quick sort)
- (d) Se arching Students according to SGPA IF more than the one student having Sume SGPA them point list of all Students having Sume & SGPA.
- (e) search a particular student according to name using binary search without removation

### # Objective >

- ) To Study The concepts of array
- 2) Apply different sorting techniques on array of structure (Bubble, Insertion and quick sort)
- 3) display the output For every pass
- 4) Apply different Sorting techniques on growy of structure (Linear Search, Bingary Search) and display output for every pass.

  5) calculate time complexity.

abta items in such a way that they can be selfered as single unit.

DATE

December a Structure

Struct student

INT woll no;

Chrox name[15];

Floort Sgpa;

Hear Struct keyword used to delure structure Student is nome of Structure In the example, threet types of variables int Char floor.

Declaring Structure Variable - After declaring structure, we can define structure variables for instance, variables are defined with structure data type of automobile

Structure data type of automobile

Structure student Si, sz, sz;

He 95.

suppose, to declare array of 20 elements we write

Struct Stutents [20]; it may a

This creat 20 sets of variables that are arganised.

Indeed , to access a specific structure

index array name

If we want to print name of 3rd cortomy we write is the adding a took sudge () Cout << S[2] none; Referring Structure Members with Dot operation: given the struct student and so is is variable of type struct student we can access the fields in following ways: SI DOLL-no:

SI name: 1200 And pointed to Structure we can declare a pointer variable as State Struct Student \* pointer or Struct student \* ptr Find suppose if we have Structure variable declared as; Struct state Student Szin Then p+x can store address by:

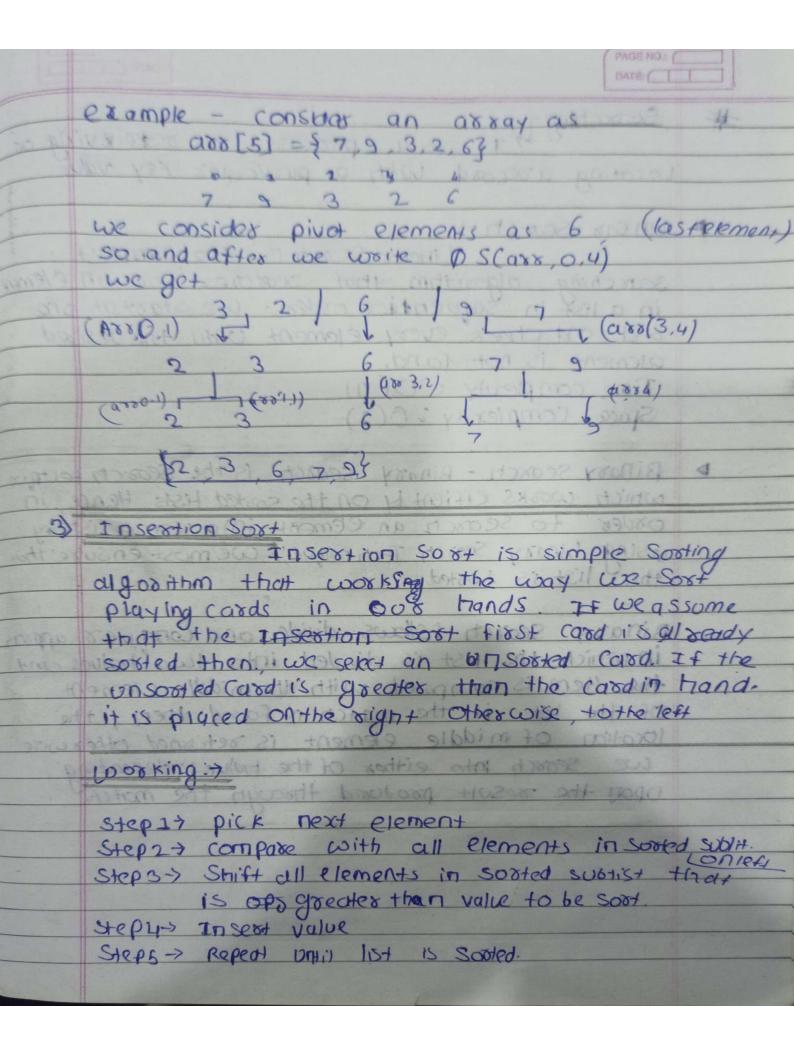
P+x = 4 S+ Reforing a Structure member with (-): using pto we can access fields of Sias

pto > name of (\* pto). name. Array of structure - To declare and then declare array voriables of that Type.

# Soxting: > smar years rotal a) Bubble Soxt :> Bubble soxt is simplest soxtling order method that works by repetendly Swapping adjacent elements if they are in en song Eimproper) Order Sort is & O(N2), where n' is a pratoral a no of Hem Maridials of type struct student were an actual # Wooking - wow price of a Step 1 - Storating with first element computer computer current element with next relement of array. Stept - If Current element is greater than next, Swap them Steps If Coosent element is less than next. move to next element Step4 Repeat Step = , till list is sorted. #9) quick sort - quick Sort is algorithm based on divide and conquer approach in which croway is split into sub-arrays and there sub arrays are recursively called sort element. It's worst case compexity is olded my late Aug. case is o (nogn): 1+ occurs when pivot. elements lies in extreme end of sorted array one sub array is catted also empty and another tras(n-1) elements - Statistize to YorkA

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army whiches of that THE



Searching 1, It is a process of retroieving or Locating a record with a particular key value

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Linear Search >

Linear Search is the Simplest

Searching algorithm that searches for an element
in a list in sequential order. We start at one
end and check every element until the desired
element is not found.

Time complexity: O(n)

Space. Complexity: O(1)

Binary Search - Binary search is the Search techque which works efficiently on the sorted lists Hence in order to search an element into some list by using binary search Technique, we must ensure that the list is sorted.

Binary Search follows divide and conquer approximation which, the list is divided into two trainers and the item is compared with the middle element of the list if the match is found then it the location of middle element is returned otherwise we search into either of the trainers depending upon the result produced through the match.

Stepp > compass with all elements in southed senation

sor shot who medic solo and side code

Chord - Record Days Is to Scoled

## **ALGORITHM / PSEUDOCODE:**

#### > Create a structure Create database(struct student s[]) Step 1: Accept how many records user need to add, say, no of records as n **Step 2:** For i = 0 to n - 1i. Accept the record and store it in s[i] Step 3: End For Step 4: stop Display\_database(struct student s[], int n) **Step 1:** For i = 0 to n - 1i. Display the fields s.roll no, s.name, s.sgpa Step 2: End For Step 3: Stop **Bubble Sort student according to sort to roll numbers** BubbleSort(Student s[], n) **Step 1:** For Pass = 1 to n-1 **Step 2:** For i = 0 to (n - pass - 1)i. If s[i].roll no < s[i+1].roll no 20 **a.** Swap (s[i]. s[i+1]) iii. End if Step 3: End for Step 4: End For Step 5: Stop > Insertion Sort to sort student on the basis of names insertion\_Sort (Struct student S[], int n) **Step 1:** For i = 1 to n-1 i. Set key to s[i] ii. Set j to i-1 iii. While j>=0 AND strcmp(s[i].name,key.name)>0 a. Assign s[j] to s[j+1] **b.** Decrement i iv. End While **Step 2:** Assign key to s[j+1] Step 3: End for Step 4: end of insertion sort > Quick Sort to sort students on the basis of their sgpa. partition ( struct student s[], int l, int h) // where s is the array of structure , I is the index of starting element // and h is the index of last element. **Step 1:** Select s[l].sgpa as the pivot element **Step 2:** Set i = l **Step 3:** Set j = h-1 **Step 4:** While i ≤ j

i. Increment i till s[i].sgpa ≤ pivot element

```
ii. Decrement j till s[j].sgpa > pivot element
iii. If i < j
iv. Swap(s[i], s[j])
v. End if
Step 5:End while
Step 6: Swap(s[j],s[l])
Step 7: return j
Step 8 :end of Partition
quicksort( struct student s[], int I, int h)
//where s is the array of structure , I is the index of starting element
//and h is the index of last element.
Step 1: If I<h
i. P=partition(s,l,h)
ii. quicksort (s,l,p-1)
iii. quicksort (s,p+1,h)
Step 2: End if
Step 3: end of quicksort
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> Algorithm for Line ar Search to search students with sgpa given and display all of them
Linear_search (struct student s[], float key, int n)
//Here s is array of structure student, key is sgpa of student to be searched and
// displayed, n is total number of students in record
Step 1: Set i to 0 and flag to 0
Step 2: While i<n
i. If s[i].sgpa==key
a. Print s[i].roll no, s[i].name
b. Set flag to 1
c. i++
Step 3: End while
Step 4: If flag==0
i. Print No student found with sgpa=value of key
Step 5: End if
Step 6: End of linear_ sear
> Algorithm for Binary Search to search students having given string in their names
Binary_Search (s, n , Key )
// Where s is an array of structure , n is the no of records, and key is element to be searched
Step 1: Set I = 0 \& h = n-1
Step 2:While I ≤ h
i. mid = (l + h) / 2
ii. If strcmp (s[mid].name, key)==0)
a. foun
b. stop
iii. Else
a. if (strcmp (key, s[mid].name)<0
i. h = mid - 1
b. Else
ii. I = mid + 1
```

c. End if

iv. End if

Step 4: End while

Step 5: not found // search is unsuccessful

#### Validation:

- ☑ Limit of the array should not be –ve, and should not cross the lower and upper bound.
- Roll numbers should not repeat, should not -ve
- 2 Name should only contain alphabets, space and .
- 2 Should not allowed any other operations before the input list is entered by the user.
- 2 Before going to (binary search) records should be sorted according a names.

#### **Test Cases:**

Sorting:

#### Four test cases:

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- i. Already Sorted according to the requirement
- ii. Sorted in reverse order
- iii. Partially sorted
- iv. Completely Random List

#### Expected output /analysis is:

- i. Test algorithm for above four test cases
- ii. Analyze the algorithms based on no of comparisons and swapping/shifting required
- iii. Check for Sort Stability factor
- iv. No of passes needed
- v. Best /average/ worst case of the each algorithm based on above test case
- vi. Memory space required to sort

#### Searching:

- Find the max and minimum comparison required to search element
- 2 Calculate how many comparisons are required for unsuccessful search

#### **Application:**

Useful in managing large amount of data.

# Program code

```
#include <iostream>
#include <string.h>
using namespace std;
typedef struct student
{
  int roll_num;
  char name[20];
  float sgpa;
} stud;
void create(stud s[20], int n);
void display(stud s[20], int n);
void bubble_sort(stud s[20], int n);
void insertionSort(stud s[20], int n);
void quick_sort(stud s[20], int, int);
int partition(stud s[20], int, int);
void search(stud s[20], int n, float key);
int bsearch(stud s[20], char x[20], int low, int high);
int main()
{
  stud s[20];
  int ch, n, result;
  float key;
  char x[20];
  cout<<"\n\nSCOB77_pratham pitty\n\n";</pre>
  do
```

```
{
  cout << "\n 1) Create Student Database ";</pre>
  cout << "\n 2) Display Student Records ";</pre>
  cout << "\n 3) Bubble Sort ";</pre>
  cout << "\n 4) Insertion Sort ";</pre>
  cout << "\n 5) Quick Sort ";</pre>
  cout << "\n 6) Linear search ";</pre>
  cout << "\n 7) Binary search ";</pre>
  cout << "\n 8) Exit ";
  cout << "\n Enetr Your Choice:=";</pre>
  cin >> ch;
  switch (ch)
  {
  case 1:
     cout << "\n Enter The Number Of Records:=";</pre>
     cin >> n;
     create(s, n);
     break;
  case 2:
     display(s, n);
     break;
  case 3:
     bubble_sort(s, n);
     break;
  case 4:
     insertionSort(s, n);
```

```
break;
case 5:
  quick_sort(s, 0, n - 1);
  cout<<"\n"<< "\t"<< "Roll No"<< "\t\t"<<" Name" <<"\t\t"<< "sgap";
  for (int i = n - 1; i >= n - 10; i--)
  {
    cout << "\n";
    cout << "\t " << s[i].roll_num << "\t\t " << s[i].name << "\t\t " << s[i].sgpa;
  }
  break;
case 6:
  cout << "\n Enter the sgpa which u want to search:=";</pre>
  cin >> key;
  search(s, n, key);
  break;
case 7:
  cout << "\n Enter the name of student which u want to search:=";
  cin >> x;
  insertionSort(s, n);
  result = bsearch(s, x, 0, (n - 1));
  if (result == -1)
  {
    cout << " \n Student name you want to search for is not present ! \n";</pre>
  }
  else
  {
```

```
cout << " \n The student is present :\t" << s[result].name;</pre>
      }
      break;
    case 8:
      return 0;
    default:
      cout << "\n Invalid choice !! Please enter your choice again." << endl;</pre>
    }
  } while (ch != 8);
}
void create(stud s[20], int n)
{
  int i;
  for (i = 0; i < n; i++)
  {
    cout<<"\n Enter the ( roll number , Name , sgpa ) --> ";
    cin>>s[i].roll_num>>s[i].name>>s[i].sgpa;
  }
}
void display(stud s[20], int n)
{
  int i;
  cout<<"\n"<< "\t"<< "Roll No"<< "\t\t"<<" Name" <<"\t\t"<< "sgap";
  for (i = 0; i < n; i++)
  {
```

```
cout << "\n";
    cout << "\t " << s[i].roll_num << "\t \t" << s[i].name << "\t \t" << s[i].sgpa;
  }
}
//bubble sort to sort in ascending order on roll number
void bubble_sort(stud s[20], int n)
{
  int i, j;
  stud temp;
  for (i = 1; i < n; i++)
  {
    for (j = 0; j < n - i; j++)
    {
      if (s[j].roll_num > s[j + 1].roll_num){
         temp = s[j];
         s[j] = s[j + 1];
         s[j + 1] = temp;
      }
    }
  }
}
// insertion sort to sort on names in ascending order
void insertionSort(stud s[20], int n)
{
  int i, j;
```

```
stud key;
  for (i = 1; i < n; i++)
  {
    key = s[i];
    j = i - 1;
    /* Move elements of arr[0..i-1], that are
    greater than key, to one position ahead
    of their current position */
    while (j \ge 0 \&\& strcmp(s[j].name, key.name) > 0)
    {
       s[j + 1] = s[j];
      j = j - 1;
    }
    s[j + 1] = key;
  }
}
//Quick sort to sort on sgpa
void quick_sort(stud s[20], int I, int u)
{
  int j;
  if (I < u)
  {
    j = partition(s, l, u);
    quick_sort(s, l, j - 1);
    quick_sort(s, j + 1, u);
```

```
}
}
int partition(stud s[20], int I, int u)
{
  int i, j;
  stud temp, v;
  v = s[l];
  i = I;
  j = u + 1;
  do
  {
    do
       i++;
    while (s[i].sgpa < v.sgpa && i <= u);
     do
      j--;
    while (v.sgpa < s[j].sgpa);
    if (i < j)
    {
       temp = s[i];
       s[i] = s[j];
       s[j] = temp;
    }
```

```
} while (i < j);
  s[l] = s[j];
  s[j] = v;
  return (j);
// linear search for sgpa if more than one student having same sgpa print all of them
void search(stud s[20], int n, float key)
{
  int i; int c=0;
  cout<<"\n"<< "\t"<< "roll no"<< "\t\t"<<" name" <<"\t\t"<< "sgpa";
  for (i = 0; i < n; i++)
  {
    if (key == s[i].sgpa)
    {
      cout << "\n\t " << s[i].roll_num << "\t\t " << s[i].name << "\t\t " << s[i].sgpa;
      C++;
    }
  }
  if (c==0)
  {
    cout<<"No record found for this sgpa value";</pre>
  }
}
```

```
int bsearch(stud s[20], char x[20], int low, int high)
{
  int mid;
  while (low <= high)
  {
    mid = (low + high) / 2;
    if (strcmp(x, s[mid].name) == 0)
    {
      return mid;
    }
    else if (strcmp(x, s[mid].name) < 0)
    {
      high = mid - 1;
    }
    else
    {
      low = mid + 1;
    }
  }
  return -1;
}
```

```
File Edit Selection View Go Run Terminal Help
   \ensuremath{	ext{G}} SCOB77_Pratham_pitty_DSA_assignment_1.cpp 	imes
          int nantition(stud s[20] int int).
   Windows PowerShell Copyright (C) Microsoft Corporation. All rights reserved.
    Try the new cross-platform PowerShell https://aka.ms/pscore6
   Marning: PowerShell detected that you might be using a screen reader and has disabled PSReadLine for compatibility purposes. If you want to re-enable it, run 'Import-Module PSReadLine'.
   PS C:\Users\prath\vs code data> cd "c:\Users\prath\vs code data\" ; if (\$?) { g++ SCOB77_Pratham_pitty_DSA_assignment_1.cpp -o SCOB77_Pratham_pitty_DSA_assignment_1 } ; if (\$?) { .\SCOB77_Pratham_pitty_DSA_assignment_1 }
    SCOB77_pratham pitty
    1) Create Student Database
2) Display Student Records
3) Bubble Sort
4) Insertion Sort
5) Quick Sort
6) Linear search
7) Binary search
8) Exit
     8) Exit
Enetr Your Choice:=1
     Enter The Number Of Records:=10
     Enter the ( roll number , Name , sgpa ) --> 90
                                                                                     ram
                                                        sgpa ) --> 100
     Enter the ( roll number
                                     , Name
                                                                                     shyam
                                                                                                         9.4
     Enter the ( roll number
                                           Name
                                                         sgpa ) -->
     Enter the ( roll number ,
                                                         sgpa ) -->
                                                                                     pratham
     Enter the ( roll number , Name ,
                                                        sgpa ) --> 60
                                                                                     raju
     Enter the ( roll number \, , \, Name \, , \, sgpa ) \, --> \, 50
                                                                                     ajay
     Enter the ( roll number \, , \, Name \, , \, sgpa ) \, --> \, 40 \,
                                                                                     sivam
                                                                                                         6.6
```

