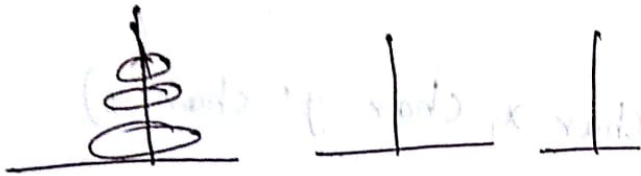


## PART-A

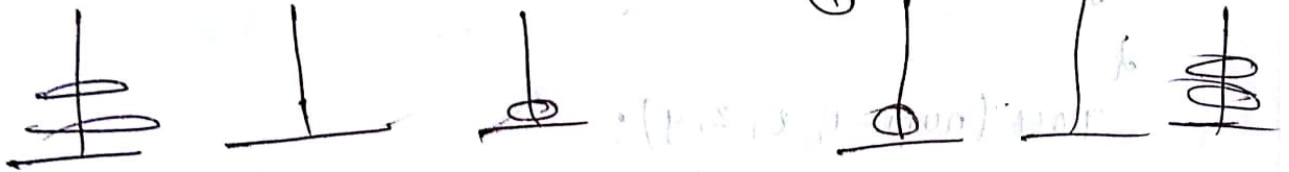
- ① write a function to demonstrate the movement of disks in tower of hanoi using recursive method. also show the pictorial representation of three disk movement of ToH.

Soln:- The diagram below shows the move

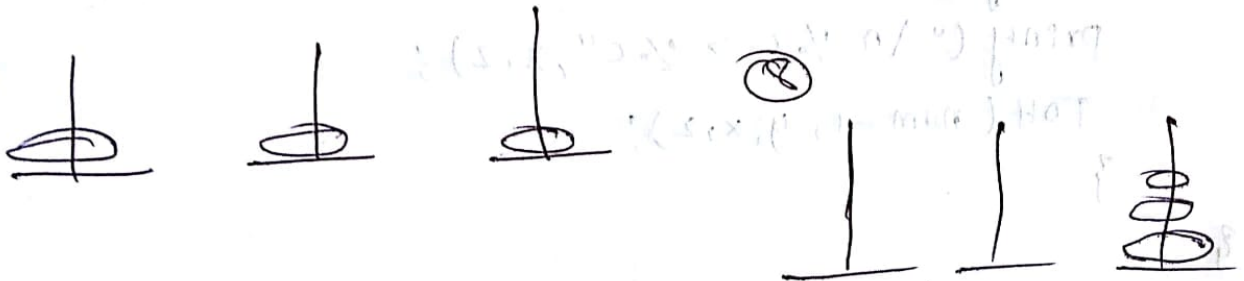
①



②



③



④



⑤



⑥



Program :-

```
void ToH (int, char, char, char);
```

```
{
```

```
    int num;
```

```
    printf("\n Enter number of plates: ");
```

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

```
    ToH (num-1, 'A', 'B', 'B');
```

```
    return 0;
```

```
}
```

```
void ToH (int num, char x, char y, char z)
```

```
{
```

```
    if (num > 0)
```

```
    {
```

```
        ToH (num-1, x, z, y);
```

```
        printf(" move a disk from %d to %d x, z);
```

```
        printf("\n %c → %c", x, z);
```

```
        ToH (num-1, y, x, z);
```

```
    }
```

```
}
```

② write a recursive function to computer gcd of two numbers, also trace the function with gcd (84, 246)

solu:- Recursive function:

$$\text{gcd}(n, m) = \begin{cases} \text{gcd}(n, m) & \text{if } n > m \\ m, & \text{if } n = 0 \\ \text{gcd}(n, m \% (m, n)) & \text{other wise} \end{cases}$$

Trace :-

gcd (84, 246)	
gcd (246, 84)	gcd (n, m)
gcd (84, 246 mod 84)	gcd (n, mod (m, n))
gcd (84, 78)	gcd (n, m)
gcd (78, 6)	gcd (n, mod (m, n))
return 6.	

③ By using parameter passing method, implement a C program to demonstrate the working of a circular queue.

Soln:-

```
#include <stdio.h>
#include <stdlib.h>
#define SIZE 5
int q_full (count, qsize)
{
    return (count == qsize) ? 1 : 0;
}

int q_empty (int count)
{
    return (count == 0) ? 1 : 0;
}

void q_insert (item, int queue[], int rear, int count)
{
    if (q_full (count))
    {
        printf("overflow of queue\n");
        return;
    }
    rear = (rear + 1) % qsize;
    queue[rear] = item;
    count++;
}

void q_delete (int queue[], int to front, int count)
{
    if (q_empty (count))
    {
        printf("queue empty\n");
    }
}
```



```

}
printf("The deleted element is %d", queu[front]);
front = (front + 1) % qsize;
*count = 1;

```

```

}
void display (int queu[], int front, int count)

```

```

{

```

```

    int i, j;

```

```

    if (qempty(count))

```

```

    {
        printf("Queue empty\n");

```

```

        return;

```

```

    }
    printf("Content of Queue is\n");

```

```

        i = front;

```

```

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

```

```

        {
            printf("%d", queu[i]);

```

```

            i = (i + 1) % queu_size;

```

```

        }
        printf("\n");

```

```

}

```

```

void main()

```

```

{
    int choice, item, front, rear, count, queu[20];
    front = 0; rear = -1; count = 0;
    for (;;)

```

```

    {
        printf("1: insert 2: delete\n");

```

```

        printf("3: display 4: exit\n");

```

```

        printf("Enter the choice\n");

```

```

        scanf("%d", &choice);

```

```

        switch (choice)

```

```

        {

```

```
case 1 : printf("enter the item to be insert\n");  
scanf("%d", &item);  
eq_insert(item, queue, &rear, count);  
break;
```

```
case 2 : eq_delete(queue, &front, &count);  
break;
```

```
case 3 : display(queue, front, count);  
break;
```

```
default : exit(0);
```

```
}
```

```
}
```

```
}
```

4. convert the infix expression  $((A+B-C) * D) / E + F$  to postfix expression. write a c program to evaluate postfix expression

Solu:-  $((A+B-C) * D) / E + F$

$$((A+T_1 \cdot D) / E + F)$$

$$(A+T_2) (E+F)$$

$$T_3$$

$$(T_3 / E + F)$$

$$(T_4 + F)$$

$$T_4 F +$$

$$T_3 E / F +$$

$$A T_2 + E / F +$$

$$A T_1 D + T E / F +$$

$$ABC - D * + E / F +$$

$$T_1 = BC$$

$$T_2 = T_1 D$$

$$T_3 = A T_2 +$$

$$T_4 = T_3 E /$$

$$T_4 F +$$

⑤ write the node structure for representing singly linked. Also write c functions

i) To insert the node from the front in the

ii) display the nodes in the list

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

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

```
typedef struct node
```

```
{
```

```
    char usn [10], name [20], branch [20];
```

```
    int sem;
```

```
    long int ph;
```

```
    struct node link;
```

```
} node;
```

```
typedef struct node
```

```
{
```

```
    int count;
```

```
    NODE link;
```

```
} HEAD;
```

```
void int-front (HEAD *head);
```

```
void del-front (HEAD *head);
```

```
void display (HEAD *head);
```

```
void main()
```

```
{
```

```
    HEAD *head = (HEAD) malloc (size of (HEAD));
```

```
    int choice;
```

```
    head->count = 0;
```

```
    head->link = NULL;
```

```
    for(;;)
```

```
{
```

```
    printf("\nEnter\n 1. Insert at front\n 2. Delete at front\n 3. display\n 4. Exit");
```



```

scanf("%d", &choice);
switch (choice)

```

```

{
    case 1: ins-front (head); break;
    case 2: delete-front (head); break;
    case 3: display (head); break;
    case 4: Exit(0);
}

```

```

}

void ins-front (HEAD *head)

```

```

{
    NODE *newN = (NODE *) malloc (size of (NODE));
    printf ("Enter USN, name, branch, sem. phone of the student\n");

    newN -> link = head -> link;
    (head -> count) ++;
    head -> link = newN;
}

```

```

void delete-front (HEAD *head)

```

```

{
    NODE *temp;
    if (head -> link == NULL)
    {
        printf ("list empty !!!\n");
        return;
    }
}

```

```

temp = head -> link;
printf ("deleted record :\n");
printf ("%s, (%s) (%s) (%s) (%s)", (temp -> USN), (temp ->
    name), (temp -> branch), (temp -> sem), (temp -> ph));
head -> link = temp -> link;
(head -> count) --;
free(temp);
}

```

```
void display (HEAD * head)
```

```
{
```

```
    NODE temp;
```

```
    if (head → link == NULL)
```

```
    {  
        printf("list empty!!!\n");  
        return;  
    }
```

```
}
```

```
else
```

```
{
```

```
    printf("Number of nodes: %d\n", head → count);
```

```
    printf("contents of the list\n");
```

```
    temp = head → link;
```

```
    while (temp != NULL)
```

```
    {
```

```
        printf("%s\t%s\t%d\t%d\t\t", (temp → usn),
```

```
            (temp → name), (temp → branch), (temp → sem),
```

```
            (temp → ph));
```

```
        temp = temp → link;
```

```
    }
```

```
}
```

```
}
```

⑥ design, develop and implement a menu driven program in c for the following operation on doubly linked list of Employee data with the fields:

- SSN, Name, Dept, designation, salary, phno
- create a DDL of N Employee data by using end insertion
  - display the struct of and count the numbers of nodes in it
  - perform insertion at end of list
  - perform deletion at front of all

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

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

```
typedef struct EMP
```

```
{
    char SSN[10], name[10], department[10], designation[20];
    float salary;
    long int ph;
    struct EMP *link, *link;
```

```
} NODE;
```

```
typedef struct head-node
```

```
{
    int count;
```

```
    NODE *link;
```

```
} HEAD;
```

```
void ins-front (HEAD *head);
```

```
void ins-rear (HEAD *head);
```

```
void del-front (HEAD *head);
```

```
void del-rear (HEAD *head);
```

```
void display (HEAD *head);
```

```
void main()
```

```
{
```

```
    HEAD *head = (HEAD *) malloc (size of (HEAD));
```

```

int choice;
head → count = 0;
head → link = NULL;
for (;;)

```

```

1 printf("Enter\n1. insert at front\n2. insert at rear\n3. delete at front\n4. delete at rear\n5. display the list, chose option (and 3 or 4 or 2 and 3 or 4 for demonstration of deque)\n7. ex\n");

```

```

scanf("%d", &choice);
switch(choice)

```

```

2 case 1: ins-front(head);
break;

```

```

case 2: ins-rear(head);
break;

```

```

case 3: del-front(head);

```

```

case 4: del-rear(head);
break;

```

```

case 5: display(head);

```

```

case 6: exit(0);

```

```

}

```

```

}

```

```

3

```

```

NODE *newN = (NODE) malloc (size of (NODE));

```

```

printf("Enter SSN, Employee name, department,

```

```

designation, salary, phone:\n");

```

```

scanf("%s %s %s %s %d", (newN-SSN), (newN-
name), (newN → department), (newN designation
(newN → salary) & (newN → ph);

```



```

newN → rlink = head → link;
head → link = newN;
head → (count) ++;
return;

```

```

}

```

```

void ins-rear (HEAD *head)

```

```

{
    NODE * newN = (NODE *) malloc (size of (NODE));

```

```

    NODE temp

```

```

    printf ("Enter SSN, employee name, department, salary, phno");

```

```

    newN → link = NULL;

```

```

    if (head → link == NULL)

```

```

    {

```

```

        head → link = newN;

```

```

        return;

```

```

    }

```

```

    temp = head → link;

```

```

    while (temp → link != NULL)

```

```

    {

```

```

        temp = temp → link;

```

```

    }

```

```

    temp → rlink = newN;

```

```

    (head → count) ++;

```

```

}

```

```

void del-front (HEAD *head)

```

```

{

```

```

    NODE * temp;

```

```

    if (head → link == NULL)

```

```

    {

```

```
void display (HEAD * head)
```

```
{
```

```
    NODE * temp;
```

```
    if (head → link == NULL)
```

```
    {
```

```
        printf("list empty!!\n");
```

```
        return;
```

```
    }
```

```
    temp = head → link;
```

```
    printf("number of nodes %d\n", (head → count));
```

```
    printf("Records \n SSN name department  
            designation salary phono\n");
```

```
    while (temp != NULL)
```

```
    {
```

```
        printf("%s\t %s\t %s\t %f\t %d\t %d\n",
```

```
            temp → SSN, (temp → name), (temp → department,
```

```
            (temp → designation), (temp → salary), (temp →  
            ph));
```

```
        temp = temp → rlink
```

```
    }
```

```
}
```

## PART - B

- ⑦. consider a scenario where your web browser keeps track of the web pages, browser suggests a method to implement a back button on the browser that takes you to the previous page. develop a data structure to store this information and enable the browser to display the previous page.

Soln:

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 20
int push (int [max], int, int [], int *);
int pop (int [max], int, int [], int [], int *);
void main ()
{
    int stack [max], data, n, size, sno;
    int top [10], bot [10], limit [10];
    int i, option, reply;
    printf ("C Language program\n");
    printf ("How many stack\n");
    scanf ("%d", &n);
    size = MAX / n;
    bot [0] = +1;
    for (i = 1, i < n; i++)
        bot [i] = bot [i-1] * size;
    for (i = 0, i < n-1; i++)
        limit [i] = bot [i] + size;
    for (i = 0; i < n; i++)
```

top [i] = bot [p];

do  
d

printf("Language program to implement the

printf(" 1. push\n");

printf(" 2. pop\n");

printf(" 3. exit\n");

scanf("%d", &option);

{

case 1 :

printf("Enter a logical stack  
number (0 to %d)\n", n-1);

scanf("%d", &sno);

printf("Enter a value\n");

scanf("%d", &data);

reply = push(stack, sno, top,  
limit, &stack);

if (reply == -1)

printf("\nStack %d is

full\n", sno);

else

printf("%d is pushed in stack  
no %d\n", data, sno);

break;

case 2 : printf("Enter a logical stack  
number (0 to %d)\n", n-1);

scanf("%d", &sno);

reply = pop(stack, sno, top, bot,  
&data);

if (reply == -1)



```

printf("stack %d is empty \n", sno);
else
printf("%d is popped from stack no: %d \n", sno);
break;
case: break;
}
}
}

int push (int stack[max], int sno, int top[], int
limit[], int *data)
{
if (top[sno] == bot[sno])
return (-1);
else
{
*data = stack[top[sno]];
top[sno]--;
return;
}
}

```

⑧ case study : discuss the method to check if the SLL contains a palindrom were each node in the SLL store one characters.

Solu:-

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

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

```
struct node
```

```
{  
    int num;  
    struct node *next;  
};
```

```
int
```

```
create (struct node *);
```

```
int palin-check (struct node *, int);
```

```
void release (struct node *);
```

```
int main()
```

```
{
```

```
    struct node *p = NULL;
```

```
    int result, count;
```

```
    printf("Enter data into the list\n");
```

```
    count = create (&p);
```

```
    result = palin-check (p, count);
```

```
    if (result == -1)
```

```
    {
```

```
        printf("The linked list is a palindrom\n");
```

```
    }
```

```
    else
```

```
    {
```

```
        printf("The linked list is not a palindrom\n");
```

```
    }
```

```
    release (&p);
```

```
    return 0;
```

```
}
```

```
int pair-check (struct node *p, int count)
```

```
{
```

```
    int i=0;
```

```
    struct node *front, *rear;
```

```
    while (i != count/2)
```

```
    {
```

```
        front=rear=p;
```

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

```
        {
```

```
            front = front->next;
```

```
        }
```

```
        for j=0; j < count-(i+1); j++)
```

```
        {
```

```
            rear = rear->next;
```

```
        }
```

```
        if (front->num != rear->num)
```

```
        {
```

```
            return 0;
```

```
        }
```

```
        else
```

```
        {
```

```
            i++;
```

```
        }
```

```
    }
```

```
    return 1;
```

```
}
```

```
int create (struct node *head)
```

```
{
```

```
    int ch, count=0;
```

```
    struct node *temp;
```

```
    do
```

```
    {
```

```
        printf("Enter numbers");
```

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

```
        count++;
```

```
        temp = (struct node *) malloc (size of (struct node*));
```

```
        temp->num = c;
```

temp → next = \*head;

\*head = temp;

printf("do you wish to continue (y/n): ");

scanf("%d", &ch);

while (ch != 0);

printf("\n");

return count;

}

void release (struct node \*head)

{

struct node \*temp = \*head;

while ((head) != NULL) ;

{

(\*head) = (\*head) → next;

free(temp);

temp = \*head;

}

}