

LABORATORY WORK BOOK

			RAGHERLA	SANTH	OSH			11	Roll	Numb	er				
Class IT-B Semester 03 Course Code ACSD11 Course Name DS Laboratory							3	9	5. 1			2	C	3	
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No.	Number	EXERCISE NAME	Preparation	Performanc	e in the Lab	Calculations and Graphs	Results and Error Analysis				
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1	2.1	Linear Search			*	ř.		R of			
2	2.2	Binary Search					-	,			
3	2.3	Uniform Binary Search									
4	2.4	Interpolation Search						÷			
5	2.5	Fibonacci Search		e	S	A	,				
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2.1 Linear / Sequential Search:

Algorithm where the list or data set is traversed from one end to find the desired value. Given an array array of n elements, Write a recursive function to search a given element x in array.

PROGRAM :-

import java. util. Scanner.

class Linear Search

Public Static -void main int linear Search (int[] and, int Key)

for (int i=0; i< au. length; i++)

if (our [i] == Key)

```
return i.
        A party of fire to the second
           return -1;
Public Static void main (String [] args)
                  the state of the second of the
         Scanner Sc = new Scanner (System.in);
        System. out. print ("Enter the size of avery: ");
        int Size = sc. nextInt ();
         int[] avoi = new int[Dize];
       System. out. pountln ("Enter the elements of away:");
      for (int i=0; iz dize; i++)
              aux [i] = se. next Int ();
      y
   System. out. pount (" Enter the Key to Search: ");
   int Key = sc. nextInt();
    int Yesult = Timear Search (aur, Key);
```

```
if (result ==-1)
  System. out. pointly (" key not found in away");
 4
 else
  System. out. pointle ("Key found at index" +
                     result + " in the avery");
Sc. close ();
 3
RESULT : -
INPUT : WH[] = (10, 20, 80, 30, 60, 50, 110, 100,
                130, 1704
        x = 110
             OUTPUT :
        Element x is present at Index 6.
```

2.2

Binary Search: -

AIM: - Binary Search is defined as a Searching algorithm used in a sorted away by repeatedly dividing the Search interval in helf. The Idea of Binary Search is to use the information that the away is sorted and reduce the time complexity to 0 (log N).

PROGRAM :-

împort sava. util. Sanner.

import Java. util. Avorages;

Class Binary Search

Public Static int binary Search (int [] array, int key)

int left = 0;

int right = avoing. length -1;

while (left <= right)

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int mid = left + (right - left)/2;
  if (away [mid] = = Key)
  return mid;
if ( avery [mid] < key)
   left = mid + 1;
  else
     right = mid -1;
return -1;
Public Static void main (String [] args)
 Scanner & = new Scanner (System.in);
 System. out. point (" Enter the Dize of away: ");
int size = se. nextInt();
int [] aw = new int [size];
 System. out. pointln (" Enter the elements of avery: ").
for (int i=0; i& Size; i++)
```

```
ROLL NUMBER
 1
  our[i] = sc. nextInt();
y
Arrays . Sort (aux);
System. out. println (" After sorting: ");
   for (int i=0; i< Dite; i++)
     System. out. pountln ( avr [i]);
   System. out. pount (" Enter the Key to Search;").
  int key = sc. next Int();
  int result = binary Search (aver, Key);
  if ( result ! = 1
     System. out. println (" Elemento found at index "+
                           result).
  else
     System. out. pointln (" Element not found in the
```

wwy "); 4

RESULT: -

INPUT: 000 = [2, 5, 8, 12, 16, 23, 38, 56, 72, 91]

OUTPUT: twget = 23

Element 23 is present at Index 5.

2.3 Uniform Binary Search:

AIM: - It is an optimization of Binary Search Algorithm when many Dearches are made on Same average or many average of Same Size. In Normal Binary Search, We do with motic operations to find the mid points. Here We Compute precompute mid points de fills them in Sookup table. The away look-up generally works faster than withmetic done (addition & Shift) to find the mid-point. It is wood to modify the index of the pointer in the average which makes the Search Faster.

```
PROGRAM : -
import java. util. Scanner;
class Uniform Binary Search
  pouvate Static int[][] < reatelookup Table (int length)
   int[][] lookup Table = new int [length][length];
   for (int i = 0; i < length; i++)
     for (int j=i; j < length; j++)
        lookup Table [i][i] = i + (i-i)/2;
  z
 Public Static int uniform Binary Search (int [7 aur, intx)
    int length = au. length;
    int[][] lookup Table = < reate Lookup Table (length);
    int left = 03
   int Yight = length - 1;
   while ( left < = right)
```

```
int mid = lookup Table (left] [right];
  if ( over [ mid ] ) = = x )
    return mid;
  else if (our [mid] < x)
   left = mid + 1;
  else
   right - mid - 1.
return -1;
Public State void main (Strang [] args)
 Scanner = new Scanner ( System.in);
```

```
System. out, pointly (" Enter the number of elements in
                      the away: ").
 int n = scanner.next Int ();
 int[] our = new int[n];
System. out. println (" Enter the elements of the away
                    (Dorted in ascending Order): ");
for (int i = 0; i < n; i++)
  Our [i] = Scanner. next Int ();
 3
System. out. pount (" Enter the value to Dewich for:").
int X = scamper. next Int():
int result = uniform Binary Search (our, x);
If ( Verult ! = -1)
  System. out. pointln ("Position of "+ x +" in avery ="
                         + result);
else
```

```
System.out. pointly ("Element" + x + "not found in the array");

Scanner. close();

3
```

RESULT : -

INPUT: average = $\{1,3,5,6,7,8,9\}$ V=3OUTPUT: position of 3 in average = 2.

2.4 Interpolation Search: -

AIM: - Interpolation Search go to different locations according to Bearch-Key. If the value of the Search-Key is close to the last element, Interpolation Search is likely to start search toward the End Side. Interpolation Search is more officient than binary Search

when the elements in the list are uniformly distributed. Intempolation Search can take larger to implement than binary search, as it requires the use of additional calculations to estimate the position of the target element.

PROGRAM :-

```
import java. util. Scanner:
class Interpolation Search
 Public Static int interpolation Search (int [] avn, int x)
     int low = 0 ;
     int high = avr. length - 1;
     While (low <= high && x >= avr [low] &&
             X <= our [high])
      int pas = low + ((x-avr [10w]) * (high - low)/
                          ( our [high] - our [low]));
    if ( our [ pos] = x )
```

```
return pos;
    if (\text{av} [\text{pos}] < x)
      low = pos + 1;
   else
     high = pas - 1;
  return -1;
Public Static void main (String [] aug
 Scanner - new Scanner ( System. in):
 System. out. pount (" Enter the number of elements
                in the averay: ");
 int n = Scanner. nextInt();
```

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```
int() our - new int(n):
System. out. pointln (" Enter the elements of away
                       ( Dorted in ascending order ):");
 for (int i=0; i<n; i++)
 1
   Qui [i] = scanner. next Int ();
 3
 System. out. point (" Enter the value to Sewich for;");
 int x = Scanner. nextInt ();
int result = interpolation Search (ave, x);
if ( result ! = -1)
1
   System. out. pointer (" Position of" + x + " in
                        array = " + Vesult).
else
  System. out. println (" Element" + x + " not
                       found in the avery "):
3
Scanner, close ();
4
```

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RESULT : -

INPUT: $\Delta v_1 = [1, 2, 3, 4, 5, 6, 7, 8, 9]$

OUTPUT: target = 5.

2.5 Fibonacci Search :-

AIM: - Given a sorted away avrill of Size n & an element x to be Searched in it. Return index of x if it is present in away else return -1.

PROGRAM: -

import java. util. Scanner;

class Fibonacci Search

Private Static int[] fibonacciNumbers (int length)

int fibmm2 = 0;

int fibmm1 = 1;

int fibm = fibMm1 + fibMm2;

While (fibM < length)

Di

```
fibmm2 = fibmm1;
   fibmm1
          = fibM.
   fibm = fibmm1 + fibmm2;
  y
  return new int [] { fibm, fibmm1, fibmm2 };
z
Poiwate static unt fibonacci Search (int[] arm, intx)
  int n = avor. length;
  int [] fibs = fibonacci Numbers (n).
 unt fibm = fibs[0];
 int fibmm1 = fibs[1];
 unt fibmm2 = fibs[2];
int offset = -1;
 while (fibM > 1)
   int i = Math. min (Offset + fibmm2, n-1);
   if (our [i] == \times)
     return i;
```

```
else if (audij < x)
    1
       fibm = fibmm1;
       fibMm1 = fibMm2;
      fibmm2 = fibm - fibmm1;
      Off Set = i ;
   y else {
      fibm = fibmm2;
      fibmmi = fibmm1 - fibmm2.
      flbMme = fibm - fibmm1;
  y
if (fib Mm1 == 1 && ovy [offset + 1] == \times)
   return Offset +1;
   Veturn -1:
Public Static Void main (String[] args)
  Scanner = new Scanner (System. in);
  System. out. point ("Enter the number of elements
                      in the array: ");
```

```
int n = Scanner. next Int ();
     int() au = new int (n);
    System. out. pountly ("Enter the elements of the avery:");
     for (int i=0; i<n; i++) {
        aur [i] = Scanner. next Int();
     ž
    System.out. pount ("Enter the value to search for:");
    int x = sconner. next Int();
    int result = fibonacci Search (aux, x),
    if (result ! = -1) {
      System. out. pointln ("Position of" + x + " in averay = " + Verult);
    y else {
      System. out. pountln ("Element" + X+" not found in avery");
    z
    Scanner. < lose();
y
RESULT : -
INPUT: 0 \forall i = \{2, 3, 4, 10, 40 \}, x = 10
OUTPUT: 3
         Element x is present at index 3.
```

VIVA VOCE :-

1) What is Binary Search?

A) Binary Search finds a value in a Sorted list by repeatedly halving the Search range. It's fast, with a time complexity of O (log n).

Write the Difference between Linear & Binary Search?

Linear Search : -

Approach: Checks each element one by one.

Time Complexity: 0 (n)

List Requirement: Works with both Sorted and unsorted lists.

Binary Search: -

Approach: Divides the Dearch range in half repeatedly.

Time Complexity: O (log n)

List Requirement: Requires a Sorted list.

3) What is Recursion?

Recursion is when a function callo itself to Dolve Donaller instances of the Dame Problem. It

has a base case to Stop the recursion and a recursive case to break down the Problem.

4) Write the Steps Involved In Linear Search?

- (1) Start at the Beginning: Begin with the first element of the list.
- (2) Compare: Check if the current element is equal to the target Value.
- (3) Match: If the coverent element mother the target, return its Index.
- (4) Move to Next: If the Current element does not match, move to the next element.
- (5) Repeat: Continue Steps 2-4 Until the target is found on the end of the list is reached.
- (6) END: If the end of the Ilst is reached without finding, the target, return an indication that the target is not Present.

(e.g. -1 (or) null).

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