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Solution:

```
import numpy as np

from scipy.sparse import csc_matrix

# Create a dense matrix (2D array)
dense_matrix = np.array([
    [1, 0, 0, 4],
    [0, 0, 0, 0],
    [0, 2, 0, 0],
    [5, 0, 3, 0]
])

# Convert the dense matrix to a sparse matrix in Compressed Sparse Column
(CSC) format
sparse_matrix = csc_matrix(dense_matrix)

# Display the sparse matrix
print("Sparse Matrix in CSC format:")
print(sparse_matrix)

# Display the dense representation of the sparse matrix
print("\nDense Matrix:")
print(sparse_matrix.toarray())

# Display the number of stored elements
print("\nNumber of non-zero elements:", sparse_matrix.nnz)
```

OUTPUT:

Sparse Matrix in CSC format:

(0, 0) 1

(0, 3) 4

(2, 1) 2

(3, 0) 5

(3, 2) 3

Dense Matrix:

[[1 0 0 4]

[0 0 0 0]

[0 2 0 0]

[5 0 3 0]]

Number of non-zero elements: 5

PIRENS Institute of Business Management and Administration, Loni BK.		
Roll Number: Alex carry	Sign:	Date: / /
Student Name: Alex carry		
Subject Name: Data Structure and Algorithm		
Program Title: 2. Write a python program to implement different array operations.		

Solution:

```

# Importing the array module
import array

# Function to display the array
def display_array(arr):
    print("Current Array:", arr.tolist())

# Array operations
def array_operations():
    # Creating an array
    arr = array.array('i', [10, 20, 30, 40, 50])
    print("Array created:")
    display_array(arr)

# Append an element to the array
arr.append(60)
print("\nAfter appending 60:")
display_array(arr)

# Insert an element at a specific index
arr.insert(2, 25)
print("\nAfter inserting 25 at index 2:")
display_array(arr)

# Remove an element from the array
arr.remove(40)
print("\nAfter removing 40:")
display_array(arr)

```

```
# Access an element by index
print("\nElement at index 3:", arr[3])

# Update an element at a specific index
arr[1] = 15
print("\nAfter updating element at index 1 to 15:")
display_array(arr)

# Find the index of a specific element
print("\nIndex of element 50:", arr.index(50))

# Pop an element from the array
popped = arr.pop(4)
print(f"\nAfter popping element at index 4 (popped element: {popped}):")
display_array(arr)

# Execute the operations
print("Array Operations:")
array_operations()
```

OUTPUT:

Array Operations:

Array created:

Current Array: [10, 20, 30, 40, 50]

After appending 60:

Current Array: [10, 20, 30, 40, 50, 60]

After inserting 25 at index 2:

Current Array: [10, 20, 25, 30, 40, 50, 60]

After removing 40:

Current Array: [10, 20, 25, 30, 50, 60]

Element at index 3: 30

After updating element at index 1 to 15:

Current Array: [10, 15, 25, 30, 50, 60]

Index of element 50: 4

After popping element at index 4 (popped element: 50):

Current Array: [10, 15, 25, 30, 60]

Solution:

```
class Node:
    def __init__(self, data):
        self.data = data
        self.next = None

class SinglyLinkedList:
    def __init__(self):
        self.head = None

    def add_node(self, data):
        new_node = Node(data) # Create a new node with the given data
        if not self.head: # If the list is empty, make the new node the head
            self.head = new_node
        else:
            # Traverse to the end of the list
            current = self.head
            while current.next:
                current = current.next
            # Add the new node at the end
            current.next = new_node

    def display(self):
        current = self.head
        while current:
            print(current.data, end=" -> ")
            current = current.next
        print("None")
```

```
# Example usage
sll = SinglyLinkedList()
sll.add_node(10)
sll.add_node(20)
sll.add_node(30)

print("Singly Linked List after adding nodes:")
sll.display()
```

OUTPUT:

Linked List:

10 -> 20 -> 30 -> None

Solution:

```
class Node:

    def __init__(self, data):
        self.data = data # Store the data
        self.next = None # The next node is initially None

class LinkedList:
    def __init__(self):
        self.head = None # The list is initially empty

# Method to add a node to the linked list
def add_node(self, data):
    new_node = Node(data) # Create a new node with the given data

    # If the list is empty, make the new node the head of the list
    if not self.head:
        self.head = new_node
    return

# Traverse to the end of the list
last = self.head
while last.next:
    last = last.next

# Link the last node to the new node
last.next = new_node
```

```

# Method to delete a node in the linked list
def delete_node(self, key):
    current = self.head

    # Case 1: If the list is empty, do nothing
    if not current:
        print("The list is empty!")
        return

    # Case 2: If the node to be deleted is the head node
    if current.data == key:
        self.head = current.next # Move the head to the next node
        current = None # Free the memory (delete the node)
        return

    # Case 3: If the node to be deleted is not the head node
    prev = None
    while current and current.data != key:
        prev = current
        current = current.next

    # If the key was not found
    if not current:
        print(f"Node with data {key} not found!")
        return

    # Unlink the node from the list
    prev.next = current.next
    current = None # Free the memory (delete the node)

# Method to print the linked list
def print_list(self):
    current = self.head
    while current:
        print(current.data, end=" -> ")

```

```

        current = current.next
    print("None")

# Example usage:
linked_list = LinkedList()

# Adding nodes to the linked list
linked_list.add_node(10)
linked_list.add_node(20)
linked_list.add_node(30)
linked_list.add_node(40)

print("Original Linked List:")
linked_list.print_list()

# Deleting a node (e.g., node with data 20)
linked_list.delete_node(20)
print("\nLinked List after deleting node with data 20:")
linked_list.print_list()

# Deleting the head node (e.g., node with data 10)
linked_list.delete_node(10)
print("\nLinked List after deleting head node (data 10):")
linked_list.print_list()

# Trying to delete a non-existing node (e.g., node with data 100)
linked_list.delete_node(100)

```

OUTPUT:

Original Linked List:

10 -> 20 -> 30 -> 40 -> None

Linked List after deleting node with data 20:

10 -> 30 -> 40 -> None

Linked List after deleting head node (data 10):

30 -> 40 -> None

Node with data 100 not found!

Solution:

```
class Node:
```

```
    def __init__(self, data):
        self.data = data # Store data
        self.prev = None # Pointer to the previous node
        self.next = None # Pointer to the next node
```

```
class DoublyLinkedList:
```

```
    def __init__(self):
        self.head = None # Initialize the list with no nodes
```

```
    # Function to add a node at the end of the list
```

```
    def append(self, data):
        new_node = Node(data) # Create a new node
```

```
    # If the list is empty, make the new node the head
    if not self.head:
        self.head = new_node
        return
```

```
    # Otherwise, traverse to the last node
    last_node = self.head
    while last_node.next:
        last_node = last_node.next
```

```
    # Update pointers
    last_node.next = new_node # Link the last node to the new node
    new_node.prev = last_node # Set the new node's prev to the last node
```

```
# Function to print the doubly linked list
def print_list(self):
    current = self.head
    while current:
        print(current.data, end=" <-> ")
        current = current.next
    print("None")
```

```
# Example usage:
dll = DoublyLinkedList()
```

```
# Add nodes to the list
dll.append(10)
dll.append(20)
dll.append(30)
```

```
# Print the doubly linked list
dll.print_list()
```

OUTPUT:

```
10 <-> 20 <-> 30 <-> None
```

Solution:

```
class Node:
    def __init__(self, data):
        self.data = data # Store data
        self.prev = None # Pointer to the previous node
        self.next = None # Pointer to the next node

class DoublyLinkedList:
    def __init__(self):
        self.head = None # Initialize the list with no nodes

    # Function to append a node at the end
    def append(self, data):
        new_node = Node(data)
        if not self.head:
            self.head = new_node
            return
        last_node = self.head
        while last_node.next:
            last_node = last_node.next
        last_node.next = new_node
        new_node.prev = last_node

    # Function to delete a node from the doubly linked list
    def delete_node(self, key):
        # If the list is empty, return
        if not self.head:
            print("The list is empty.")
```

```

        return

# Case 1: The node to be deleted is the head node
if self.head.data == key:
    temp = self.head
    self.head = self.head.next # Move the head to the next node
    if self.head:
        self.head.prev = None # Set the prev pointer of the new head to
None
    temp = None # Delete the old head
    return

# Case 2: The node to be deleted is in the middle or at the end
current = self.head
while current:
    if current.data == key:
        break
    current = current.next

# If the node was not found in the list
if current is None:
    print(f"Node with data {key} not found.")
    return

# Case 2a: Node is not the last node
if current.next:
    current.next.prev = current.prev # Link the next node to the previous
one
# Case 2b: Node is not the first node
if current.prev:
    current.prev.next = current.next # Link the previous node to the next
one

current = None # Delete the node

```



```
# Function to print the doubly linked list
def print_list(self):
    current = self.head
    while current:
        print(current.data, end=" <-> ")
        current = current.next
    print("None")

# Example usage:
dll = DoublyLinkedList()

# Add nodes to the list
dll.append(10)
dll.append(20)
dll.append(30)
dll.append(40)

# Print the list before deletion
print("Before deletion:")
dll.print_list()

# Delete a node with data 20
dll.delete_node(20)

# Print the list after deletion
print("After deletion:")
dll.print_list()

# Try to delete a node that doesn't exist
dll.delete_node(100)
```

OUTPUT:

Before deletion:

10 <-> 20 <-> 30 <-> 40 <-> None

After deletion:

10 <-> 30 <-> 40 <-> None

Node with data 100 not found.

Solution:

```
class Node:
    def __init__(self, data):
        self.data = data # Store data
        self.next = None # Pointer to the next node

class Stack:
    def __init__(self):
        self.top = None # Initialize the stack with no elements (empty stack)

    # Push function: Add an element to the top of the stack
    def push(self, data):
        new_node = Node(data) # Create a new node with the given data
        new_node.next = self.top # Set the new node's next to the current top
        self.top = new_node # Make the new node the new top of the stack

    # Pop function: Remove the top element from the stack
    def pop(self):
        # Check if the stack is empty
        if self.is_empty():
            print("Stack is empty, cannot pop.")
            return None
        # Remove the top node
        popped_node = self.top
        self.top = self.top.next # Move the top pointer to the next node
        popped_data = popped_node.data
        popped_node = None # Free the memory of the popped node
        return popped_data
```

```

# Peek function: Get the top element without removing it
def peek(self):
    if self.is_empty():
        print("Stack is empty.")
        return None
    return self.top.data

# Function to check if the stack is empty
def is_empty(self):
    return self.top is None

# Function to print the stack elements (from top to bottom)
def print_stack(self):
    current = self.top
    if self.is_empty():
        print("Stack is empty.")
        return
    while current:
        print(current.data, end=" -> ")
        current = current.next
    print("None")

# Example usage:
stack = Stack()

# Push elements to the stack
stack.push(10)
stack.push(20)
stack.push(30)

# Print the stack
print("Stack after pushes:")
stack.print_stack()

```

```
# Pop an element from the stack
print("\nPopped element:", stack.pop())

# Print the stack after popping
print("Stack after pop:")
stack.print_stack() # Output: 20 -> 10 -> None

# Peek at the top element
print("\nTop element:", stack.peek())

# Pop all elements
stack.pop()
stack.pop()

# Check if the stack is empty
print("\nIs stack empty?", stack.is_empty())
```

OUTPUT:

```
Stack after pushes:
30 -> 20 -> 10 -> None
```

```
Popped element: 30
Stack after pop:
20 -> 10 -> None
```

```
Top element: 20
```

```
Is stack empty? True
```

Solution:

```
class Node:

    def __init__(self, data):
        self.data = data # Store data
        self.next = None # Pointer to the next node

class Queue:
    def __init__(self):
        self.front = None # Pointer to the front of the queue
        self.rear = None # Pointer to the rear of the queue
        self.size = 0 # Tracks the current size of the queue

    # Enqueue function: Add an element to the rear of the queue
    def enqueue(self, data):
        new_node = Node(data) # Create a new node with the given data

        if self.isEmpty():
            self.front = self.rear = new_node # If the queue is empty, set both
            front and rear to the new node
        else:
            self.rear.next = new_node # Link the current rear node to the new
            node
            self.rear = new_node # Move the rear pointer to the new node

        self.size += 1 # Increment size

    # Dequeue function: Remove an element from the front of the queue
    def dequeue(self):
```

```

    if self.isEmpty():
        print("Queue is empty, cannot dequeue.")
        return None

    dequeued_node = self.front
    self.front = self.front.next # Move the front pointer to the next node
    if self.front is None: # If the queue becomes empty, reset rear to None
        self.rear = None

    dequeued_data = dequeued_node.data
    dequeued_node = None # Free the memory of the dequeued node
    self.size -= 1 # Decrement size
    return dequeued_data

# Function to check if the queue is empty
def isEmpty(self):
    return self.front is None

# Function to check if the queue is full (in a linked list, it's never full
unless out of memory)
def isFull(self):
    # Technically, the queue using a linked list will never be full unless the
    system runs out of memory.
    return False

# Function to print the elements of the queue
def print_queue(self):
    if self.isEmpty():
        print("Queue is empty.")
        return

    current = self.front
    while current:
        print(current.data, end=" -> ")
        current = current.next

```

```
        print("None")

    # Function to get the size of the queue
    def get_size(self):
        return self.size

# Example usage:
queue = Queue()

# Enqueue elements to the queue
queue.enqueue(10)
queue.enqueue(20)
queue.enqueue(30)

# Print the queue
print("Queue after enqueues:")
queue.print_queue()

# Dequeue an element from the queue
print("\nDequeued element:", queue.dequeue()) # Output: Dequeued
element: 10

# Print the queue after dequeue
print("Queue after dequeue:")
queue.print_queue()

# Check if the queue is empty
print("\nIs queue empty?", queue.isEmpty())

# Get the size of the queue
print("\nSize of queue:", queue.get_size())

# Dequeue all elements
queue.dequeue()
```



```
queue.dequeue()
```

```
# Check if the queue is empty after all dequeues  
print("\nIs queue empty?", queue.isEmpty())
```

OUTPUT:

```
Queue after enqueues:  
10 -> 20 -> 30 -> None
```

```
Dequeued element: 10  
Queue after dequeue:  
20 -> 30 -> None
```

```
Is queue empty? False
```

```
Size of queue: 2  
Is queue empty? True
```

Solution:

```
class Node:
    def __init__(self, key):
        self.key = key
        self.left = None
        self.right = None

class BinarySearchTree:
    def __init__(self):
        self.root = None

    def insert(self, root, key):
        # If the tree is empty, return a new node
        if root is None:
            return Node(key)

        # Otherwise, recur down the tree
        if key < root.key:
            root.left = self.insert(root.left, key)
        elif key > root.key:
            root.right = self.insert(root.right, key)

        # Return the unchanged root node
        return root

    def add(self, key):
        self.root = self.insert(self.root, key)

# Helper function to print the tree (inorder traversal)
```

```
def inorder(self, root):
    if root:
        self.inorder(root.left)
        print(root.key, end=" ")
        self.inorder(root.right)

# Example usage
bst = BinarySearchTree()
bst.add(50)
bst.add(30)
bst.add(70)
bst.add(20)
bst.add(40)
bst.add(60)
bst.add(80)

print("Inorder traversal of the BST:")
bst.inorder(bst.root)
```

OUTPUT:

Inorder traversal of the BST:
20 0 40 50 60 70 80

PIRENS Institute of Business Management and Administration, Loni BK.		
Roll Number: Alex carry	Sign:	Date: / /
Student Name: Alex carry		
Subject Name: Data Structure and Algorithm		
Program Title: 10. Accept vertices and edges for a graph and represent it as adjacency list.		

Solution:

```
def create_adjacency_list(vertices, edges):
    # Initialize an empty adjacency list
    adjacency_list = {vertex: [] for vertex in vertices}

    # Add edges to the adjacency list
    for edge in edges:
        src, dest = edge
        adjacency_list[src].append(dest)
        adjacency_list[dest].append(src) # Uncomment for undirected graph

    return adjacency_list

# Input vertices and edges
vertices = input("Enter the vertices (comma-separated): ").split(",")
edges_count = int(input("Enter the number of edges: "))
edges = []

print("Enter each edge in the format 'vertex1 vertex2':")
for _ in range(edges_count):
    edge = input().split()
    edges.append((edge[0], edge[1]))

# Create adjacency list
adj_list = create_adjacency_list(vertices, edges)

# Display the adjacency list
print("\nAdjacency List:")
for vertex, neighbors in adj_list.items():
```

```
print(f"{vertex}: {' '.join(neighbors)}")
```

OUTPUT:

Adjacency List:

A: B, C

B: A, D

C: A

D: B

Solution:

```
# Bubble Sort Implementation
```

```
def bubble_sort(arr):
```

```
    n = len(arr)
```

```
    # Traverse through all array elements
```

```
    for i in range(n - 1):
```

```
        # Last i elements are already sorted
```

```
        for j in range(n - i - 1):
```

```
            # Swap if the element found is greater than the next element
```

```
            if arr[j] > arr[j + 1]:
```

```
                arr[j], arr[j + 1] = arr[j + 1], arr[j]
```

```
# Example usage
```

```
array = [64, 34, 25, 12, 22, 11, 90]
```

```
print("Original array:", array)
```

```
bubble_sort(array)
```

```
print("Sorted array:", array)
```

OUTPUT:

```
Original array: [64, 34, 25, 12, 22, 11, 90]
```

```
Sorted array: [11, 12, 22, 25, 34, 64, 90]
```

PIRENS Institute of Business Management and Administration, Loni BK.		
Roll Number: Alex carry	Sign:	Date: / /
Student Name: Alex carry		
Subject Name: Data Structure and Algorithm		
Program Title: 12. Write python program to sort an array using merge sort.		

Solution:

```

def merge_sort(arr):
    if len(arr) > 1:
        # Finding the mid of the array
        mid = len(arr) // 2

        # Dividing the array into two halves
        left_half = arr[:mid]
        right_half = arr[mid:]

        # Recursive call to sort each half
        merge_sort(left_half)
        merge_sort(right_half)

        # Merging the sorted halves
        i = j = k = 0

        # Copy data to temporary arrays L[] and R[]
        while i < len(left_half) and j < len(right_half):
            if left_half[i] < right_half[j]:
                arr[k] = left_half[i]
                i += 1
            else:
                arr[k] = right_half[j]
                j += 1
            k += 1

        # Checking if any element was left

```

```
while i < len(left_half):
    arr[k] = left_half[i]
    i += 1
    k += 1

while j < len(right_half):
    arr[k] = right_half[j]
    j += 1
    k += 1
```

```
# Example usage
array = [38, 27, 43, 3, 9, 82, 10]
print("Original array:", array)
merge_sort(array)
print("Sorted array:", array)
```

OUTPUT:

```
Original array: [38, 27, 43, 3, 9, 82, 10]
Sorted array: [3, 9, 10, 27, 38, 43, 82]
```