#### PROGRAM-1

return 0;

Q. Check if a given sub string is present in a given main string:

```
#include<string.h>
#include<stdio.h>
#include<ctype.h>
int findSubString(char* mainString,char* subString,int mainLength,int subLength,int position,int
subPosition)
{
       if(position >= mainLength || subPosition >= subLength)
       {
              return 1;
       }
       if(isspace(subString[subPosition]))
       {
              return 1;
       }
       if(mainString[position] == subString[subPosition])
       {
              return findSubString(mainString,subString,mainLength,subLength,position +
1,subPosition + 1);
       }
```

```
}
int main()
{
       char mainString[100];
       char subString[100];
       int mainLength;
       int subLength;
       int i;
       int found = 0;
       printf("Enter main string : ");
       fgets(mainString, 100, stdin);
       printf("Enter sub string : ");
       fgets(subString, 100, stdin);
       mainLength = strlen(mainString);
       subLength = strlen(subString);
```

```
for(i = 0; i < mainLength - 1; i++)
       {
               if(mainString[i] == subString[0])
               {
                      if(findSubString(mainString,subString,mainLength,subLength,i,0))
                      {
                              printf("Input substring is found on position %d ",i+1);
                              found = 1;
                              break;
                      }
               }
       }
       if(found == 0)
       {
               printf("Input substring is not found in the string...");
       }
}
```

```
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```

### Q. Print all the permutations of the given string :

```
#include<stdio.h>
#include<string.h>
void swap(char *x, char *y)
{
    char temp;
    temp = *x;
    *x = *y;
    *y = temp;
}

void permute(char *a, int I, int r)
{
    int i;
    if (I == r)
```

```
printf("%s\n", a);
else
{
  for (i = I; i <= r; i++)
  {
     swap((a+l), (a+i));
     permute(a, I+1, r);
     swap((a+l), (a+i));
  }
}
}
int main()
{
  char str[10];
        printf("Enter the string : \n");
        scanf("%s", str);
  int n = strlen(str);
   permute(str, 0, n-1);
   return 0;
}
```

Q. Record containing SRN, name, semester and marks of 5 subjects of few students :

```
#include<stdio.h>
#include<string.h>
typedef struct stud
{
   char SRN[14];
   char name[25];
   int sem;
   struct marks
{
   int PH101;
   int MA151;
   int CS151;
   int ME101;
   int EE101;
}m;
```

```
}stud;
void swap(stud*,stud*);
void main()
{
int n;
printf("Enter number of students: ");
scanf("%d",&n);
stud s[n+1];
for(int i=0;i< n;i++)
{
printf("\nSRN: ");
scanf(" %[^\n]s",s[i].SRN);
printf("Name: ");
scanf(" %[^\n]s",s[i].name);
printf("Sem: ");
scanf("%d",&s[i].sem);
printf("Marks for PH101, MA151, CS151, ME101, EE101:\n");
scanf("%d%d%d%d
%d",&s[i].m.PH101,&s[i].m.MA151,&s[i].m.CS151,&s[i].m.ME101,&s[i].m.EE101);
}
float PHsum=0,MAsum=0,CSsum=0,MEsum=0,EEsum=0;
//a)
for(int i=0;i<n;i++)
{
PHsum+=s[i].m.PH101;
MAsum+=s[i].m.MA151;
CSsum+=s[i].m.CS151;
MEsum+=s[i].m.ME101;
EEsum+=s[i].m.EE101;
}
```

printf("\n\nClass average marks in:\nPhysics(PH101)=%.2f\nMaths(MA151)=%.2f\nComputer Science(CS151)=%.2f\nMechanics(ME101)=%.2f\nElectrical(EE101)= %.2f\n\n",PHsum/n,MAsum/n,CSsum/n,MEsum/n,EEsum/n);

```
//b)
     for(int i=0;i<n-1;i++)
     for(int j=0;i< n-i-1;i++)
     if(strcmp(s[j].SRN,s[j+1].SRN)>=1)
     swap(&s[j],&s[j+1]);
     for(int i=0;i<n;i++)
     {
     printf("\nSRN: %s",s[i].SRN);
printf("\nName: %s",s[i].name);
printf("\nSem: %d",s[i].sem);
printf("\nMarks:\nPH101:%d\nMA151:%d\nCS151:%d\nME101:%d\nEE101:%d\n",s[i].m.PH101,
s[i].m.MA151,s[i].m.CS151,s[i].m.ME101,s[i].m.EE101);
}
}
void swap(stud* n1, stud* n2)
{
stud temp=*n1;
*n1=*n2;
*n2=temp;
}
```

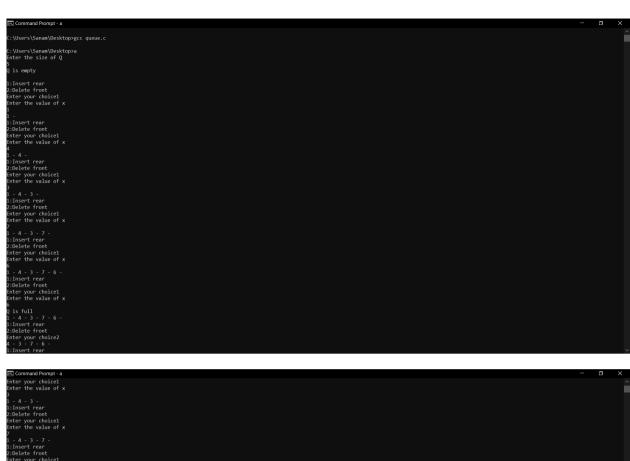
#### **PROGRAM**

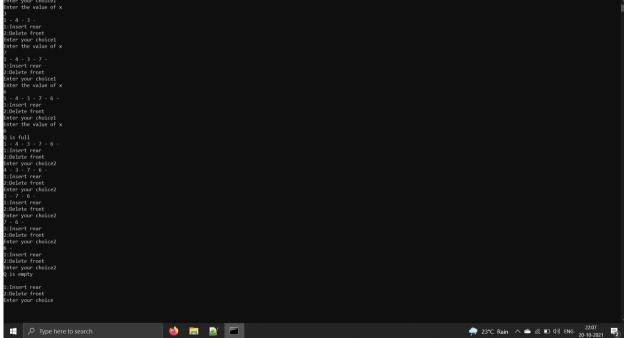
#### Q. Queue with proper limits:

```
#include<stdio.h>
#include<stdlib.h>
int insert_rear(int *q, int *f, int *r, int size, int x);
int delete_front(int *q, int *f, int *r, int size);
void display(int *q, int f, int r, int size);
int main()
{
     int *q;
     int f, r, size, ch, k, x;
     f=-1;
     r=-1;
     printf("Enter the size of Q\n");
     scanf("%d", &size);
     q=(int *)malloc(size*(sizeof(int)));
     while(1)
     {
           display(q, f, r, size);
           printf("\n1:Insert rear\n");
           printf("2:Delete front\n");
           printf("Enter your choice");
           scanf("%d", &ch);
           switch(ch)
           {
                 case 1:printf("Enter the value of x\n");
                     scanf("%d", &x);
                     insert rear(q, &f, &r, size, x);
```

```
break;
                 case 2:delete_front(q, &f, &r, size);
                      break;
                 case 3:exit(0);
           }
     }
}
int insert_rear(int *q, int *f, int *r, int size, int x)
{
  if(*r==size-1)
  {
     printf("Q is full\n");
     return -1;
  }
   (*r)++;
  q[*r]=x;
      if(*f==-1)
        *f=0;
   return 1;
}
int delete_front(int *q, int *f, int *r, int size)
{
     int x;
     if(*f==-1)
     {
           printf("Q is empty\n");
           return -1;
     }
```

```
x=q[*f];
     if(*f==*r)
        *f=*r=-1;
     else
       (*f)++;
     return x;
}
void display(int *q, int f, int r, int size)
{
  int i;
  if(f==-1)
     printf("Q is empty\n");
   else
  {
     for(i=f; i<=r; i++)
     {
           printf("%d - ", q[i]);
     }
  }
}
```





### PROGRAM-1

# Q. Josephus problem :

```
#include<stdio.h>
#include<stdlib.h>
typedef struct node
  int data;
  struct node* link;
}NODE;
typedef struct queue
  NODE* front;
  NODE* rear;
}Queue;
void init(Queue* pq)
{
  pq->front = NULL;
  pq->rear = NULL;
}
void enqueue(Queue *pq,int, int, int);
int dequeue_skip(Queue *pq, int);
```

```
int main()
{
  Queue pq;
  init(&pq);
  int n,skip,i;
  printf("enter the no. of person\n");
  scanf("%d", &n);
  printf("enter the number of skips\n");
  scanf("%d", &skip);
  for(i = 1; i <= n; i++)
     enqueue(&pq,i,n,skip);
  int winner = dequeue_skip(&pq, skip);
  printf("Survivor is %d\n",winner );
return 0;
}
void enqueue(Queue *pq, int value, int n, int skip)
{
  NODE* temp = (NODE*)malloc(sizeof(NODE));
  temp->data = value;
  temp->link = NULL;
  if (pq->front == NULL && pq->rear == NULL)
  {
     pq->front = temp;
     pq->rear = temp;
```

```
pq->rear->link = pq->front;
  }
  else
  {
     pq->rear->link = temp;
     pq->rear = temp;
     temp->link = pq->front;
  }
}
int dequeue_skip(Queue *pq, int skip)
{
  int i;
  NODE *p, *befp;
  p = pq->front;
  befp = NULL;
  while(p->link!=p)
  {
     for(i = 0; i < skip-1; i++)
     {
       befp = p;
        p = p->link;
     }
     befp->link = p->link;
```

p = befp->link;

```
}
pq->front = p;
return (p->data);
}
```

```
SC Command Prompt

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 7

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 7

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 7

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5

C: Uberrs (Samuell Desktop) week(1) to get the number of skips

Survivor is 5
```

## Q. Creat a queue using 2 stacks:

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

void push1(int);
void push2(int);
int pop1();
int pop2();
void enqueue();
void dequeue();
void display();
```

```
int st1[100], st2[100];
int top1 = -1, top2 = -1;
int count = 0;
int main()
{
  int ch;
   printf("\n1 - Enqueue element into queue");
  printf("\n2 - Dequeu element from queue");
  printf("\n4 - Exit\n");
  while (1)
  {
     display();
     printf("\nEnter choice : ");
     scanf("%d", &ch);
     switch (ch)
     {
     case 1:
        enqueue();
        break;
     case 2:
        dequeue();
        break;
     case 4:
        exit(0);
     }
```

```
}
}
void push1(int data)
{
  st1[++top1] = data;
}
int pop1()
  return(st1[top1--]);
}
void push2(int data)
{
  st2[++top2] = data;
}
int pop2()
  return(st2[top2--]);
}
void enqueue()
{
  int data, i;
  printf("Enter data into queue : ");
  scanf("%d", &data);
  push1(data);
```

```
count++;
}
void dequeue()
{
  int i;
  for (i = 0;i <= count;i++)
  {
     push2(pop1());
  }
  pop2();
  count--;
  for (i = 0; i \le count; i++)
  {
     push1(pop2());
  }
}
void display()
  int i;
  if(top1<0)
    {
          printf("Queue is empty\n");
    }
  else
  {
    for (i = 0; i \le top1; i++)
    {
```

```
printf(" %d ", st1[i]);
}
}
```

```
© Command Prompt - a

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```

#### PROGRAM-1

#### Q. Creat Binary Search tree to store SRNs:

```
#include<stdio.h>
#include<stdlib.h>
void insert(char *t, char *SRN);
void sort(char *t, int i);
void search(char *t, char *SRN);
int main()
{
       int ch, i;
       char t[100];
       char SRN[10];
       for(i=0;i<100;i++)
               t[i]=-1;
       while(1)
       {
               printf("\n1:Insert\n2:Sort\n3:Search\n");
               printf("Enter your choice : \n");
               scanf("%d", &ch);
               switch(ch)
               {
                       case 1:printf("Enter the SRN: \n");
                              scanf("%s", SRN);
                              insert(t, SRN);
                              break;
                      case 2:sort(t, 0);
                              break;
```

```
case 3:printf("Enter the SRN you want : \n");
                               scanf("%s", SRN);
                               search(t, SRN);
                               break;
               }
       }
}
void insert(char *t, char *SRN)
{
       int i=0;
       while(t[i]!=-1)
       {
               if(*SRN<t[i])
                       i=2*i+1;
               else
                       i=2*i+2;
       }
       t[i]=*SRN;
}
void sort(char *t, int i)
{
       if(t[i]!=-1)
       {
               sort(t, 2*i+1);
               printf("%c ", t[i]);
               sort(t, 2*i+2);
       }
```

```
void search(char *t, char *SRN)
{
    int i=0;
    while(t[i]!=*SRN)
        i++;
    printf("SRN = %c\n", *SRN);
    printf("Position = %d\n", i);
    }
```

}

Q. Creat a Binary tree and check if it's a Binary Search tree:

```
#include<stdio.h>
#include<stdlib.h>
void insert(int *t, int key);
void preorder(int *t, int i);
int ifBTS(int *t, int i);
int main()
{
        int i, ch, num;
        int t[100];
        for(i=0;i<100;i++)
         t[i]=-1;
        while(1)
 {
         printf("\n1:Insert\n2:Preorder\n3:Check for Binary search tree\n");
         printf("Enter your choice : \n");
         scanf("%d", &ch);
         switch(ch)
```

```
{
                 case 1:printf("Enter the value : ");
                       scanf("%d", &num);
                       insert(t, num);
                       break;
                 case 2:preorder(t,0);
                       break;
                 case 3:if(ifBTS(t,0))
                 {
                               printf("The above tree is a Binary search tree\n");
                 }
                 else
                 {
                               printf("The given tree is not a Binary search tree\n");
                 }
                               break;
         }
}
}
void insert(int *t, int key)
{
        int i=0;
        while(t[i]!=-1)
         į++;
        t[i]=key;
}
void preorder(int *t, int i)
{
```

```
if(t[i]!=-1)
        {
                 printf("%d ", t[i]);
                 preorder(t, 2*i+1);
                 preorder(t, 2*i+2);
        }
}
int ifBTS(int *t, int i)
{
        if(t[i]!=-1)
        {
                 if(t[i]<t[2*i+2] && t[i]>t[2*i+1])
                 {
                          ifBTS(t, 2*i+1);
                          ifBTS(t, 2*i+2);
                          return 1;
                 }
                 else
                        return 0;
}
}
```

```
Eliment Propriet

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Lifstert
2-Preorder
1-Check for Binary search tree
finer your choice :
finer the value : 1

Lifstert
2-Preorder
1-Check for Binary search tree
finer your choice :
finer the value : 3

1-Insert
2-Preorder
1-Check for Binary search tree
finer your choice :
finer the value : 3

1-Insert
2-Preorder
1-Check for Binary search tree
finer your choice :
finer the value : 3

1-Insert
2-Preorder
1-Check for Binary search tree
finer your choice :
finer your choice
```

