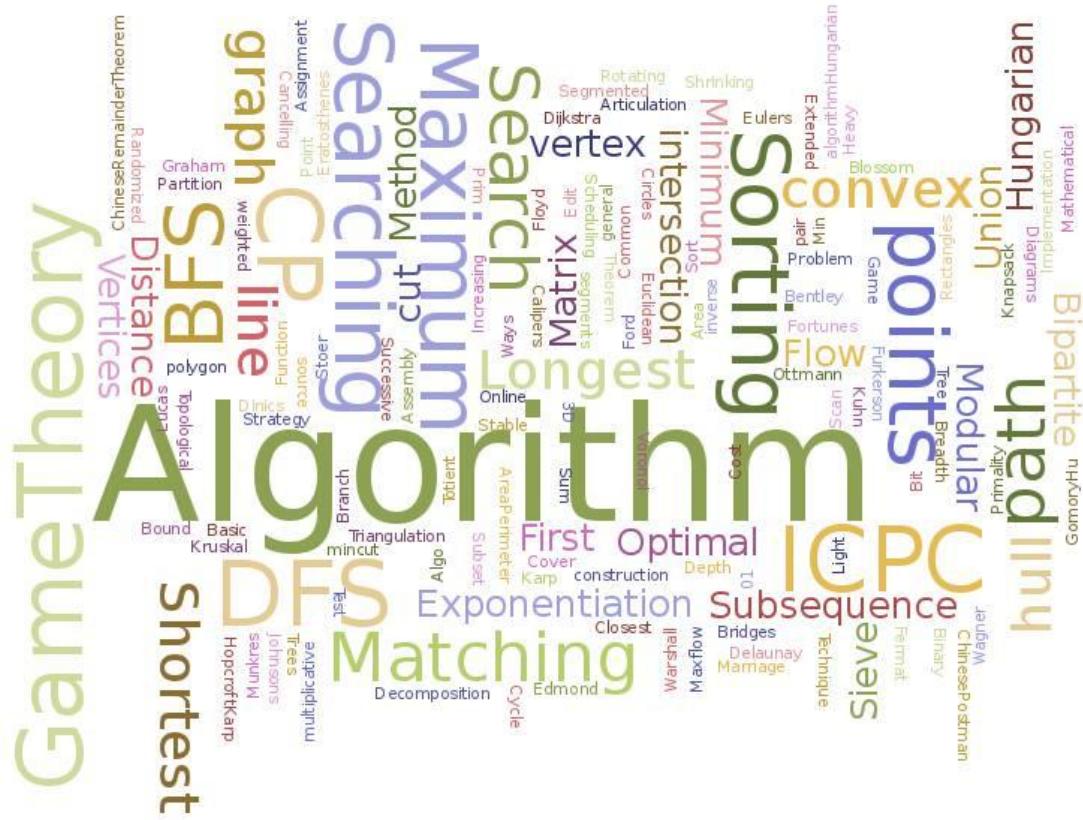


SCHOOL OF COMPUTING

Design and Analysis of Algorithms Lab 6 Report

(Course Code: 23CSE211)



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1. Write a program to find the sum of first n natural numbers using a function.
2. Write a program to find the sum of squares of first n natural numbers.
3. Write a program to find the sum of cubes of first n natural numbers.
4. Write a program to find factorial of a number using a recursive function.
5. Write a program to find the transpose of a 3×3 matrix.
6. Write a program to print the Fibonacci series using recursion.

Solutions:

Write a program to find the sum of first n natural numbers using a function.

```
#include <stdio.h>

int sumOfNums(int n){
    return ((n*(n+1))/2);
}

int main(){
    int n;
    scanf("%d", &n);
    int sum = sumOfNums(n);
    printf("The sum is: %d\n", sum);
}
```

Justification: Uses the formula $n(n+1)/2$, which calculates the total directly.

Space Complexity: O(1)

Write a program to find the sum of squares of first n natural numbers.

```
#include <stdio.h>

int sumOfSquaresNums(int n){
    return ((n*(n+1)*(2*n+1))/6);
}

int main(){
    int n;
    scanf("%d", &n);
    int sum = sumOfSquaresNums(n);
    printf("The sum is: %d\n", sum);
}
```

Justification: Uses the formula $n(n+1)(2n+1)/6$, computes the sum directly.

Space Complexity: O(1)

Write a program to find the sum of cubes of first n natural numbers.

```
#include <stdio.h>

int sumOfCubeNums(int n){
    return ((n*n*(n+1)*(n+1))/4);
}

int main(){
    int n;
    scanf("%d", &n);
    int sum = sumOfCubeNums(n);
    printf("The sum is: %d\n", sum);
}
```

Justification: Uses the formula $[(n(n+1)/2)^2]$, which calculates the total directly.

Space Complexity: O(1)

Write a program to find factorial of a number using a recursive function.

```
#include <stdio.h>

int factorial(int n){
    if(n == 0 || n == 1){
        return 1;
    }
    else{
        return n*factorial(n-1);
    }
}

int main(){
    int n;
    scanf("%d", &n);
    int res = factorial(n);
    printf("The factorial is: %d\n", res);
}
```

Justification: Uses recursive calls that reduce n step-by-step until the base case is reached.

Space Complexity: O(n)

Write a program to find the transpose of a 3×3 matrix.

```
#include <stdio.h>

int main(){
    int arr[3][3];
    for(int i = 0; i<3; i++){
        for(int j = 0; j<3; j++){
            scanf("%d", &arr[j][i]);
        }
    }

    for(int i = 0; i<3; i++){
        for(int j = 0; j<3; j++){
            printf("%d ", arr[i][j]);
        }
        printf("\n");
    }
}
```

Justification: Uses a fixed 3×3 array and stores each element directly in its transposed position during input.

Space Complexity: O(1)

Write a program to print the Fibonacci series using recursion.

```
#include <stdio.h>

int fibonacci(int n){
    if(n == 1){
        return 0;
    } else if (n == 2){
        return 1;
    }
    else{
        return fibonacci(n-1) + fibonacci(n-2);
    }
}

int main(){
    int n;
    scanf("%d", &n);
    for(int i = 1; i≤n; i++){
        printf("%d ", fibonacci(i));
    }
}
```

Justification: Uses recursive calls that expand until the base cases are reached.

Space Complexity: O(n)

1. Bubble Sort in C
2. Insertion Sort in C
3. Selection Sort in C
4. Bucket Sort in C
5. Heap Sort in C (Max Heap)
6. Heap Sort in C (Min Heap)

Bubble Sort in C

```
#include <stdio.h>

void bubbleSort(int a[], int n) {
    for(int i = 0; i < n-1; i++) {
        for(int j = 0; j < n-i-1; j++) {
            if(a[j] > a[j+1]) {
                int temp = a[j];
                a[j] = a[j+1];
                a[j+1] = temp;
            }
        }
    }
}

int main() {
    int a[] = {5, 1, 4, 2, 8};
    int n = sizeof(a)/sizeof(a[0]);
    bubbleSort(a, n);
    for(int i = 0; i < n; i++) printf("%d ", a[i]);
    return 0;
}
```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> gcc bubblesort.c
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> ./a.exe
- 1 2 4 5 8

Time Complexity (Worst): $O(n^2)$

Justification: Every pass compares and swaps almost all elements.

Space Complexity (Worst): $O(1)$

Justification: In-place sorting using only a temporary variable

Insertion Sort in C

```
#include <stdio.h>

void insertionSort(int a[], int n){
    for (int i = 1; i < n; i++){
        int key = a[i];
        int j = i - 1;

        while (j ≥ 0 && a[j] > key){
            a[j + 1] = a[j];
            j--;
        }
        a[j + 1] = key;
    }

    int main(){
        int a[] = {12, 11, 13, 5, 6};
        int n = sizeof(a) / sizeof(a[0]);

        insertionSort(a, n);

        for (int i = 0; i < n; i++)
            printf("%d ", a[i]);
        return 0;
    }
}
```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> gcc insertionsort.c
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> ./a.exe
5 6 11 12 13
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> █

Time Complexity (Worst): $O(n^2)$

Justification: Each new element may shift through the entire sorted portion.

Space Complexity (Worst): $O(1)$

Justification: Uses the same array for sorting.

Selection Sort in C

```
#include <stdio.h>

void selectionSort(int a[], int n){
    for (int i = 0; i < n - 1; i++){
        int min = i;
        for (int j = i + 1; j < n; j++)
            if (a[j] < a[min])
                min = j;

        int temp = a[i];
        a[i] = a[min];
        a[min] = temp;
    }

    int main(){
        int a[] = {64, 25, 12, 22, 11};
        int n = sizeof(a) / sizeof(a[0]);

        selectionSort(a, n);

        for (int i = 0; i < n; i++)
            printf("%d ", a[i]);
        return 0;
    }
}
```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> gcc selectionsrt.c
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> ./a.exe
11 12 22 25 64
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> █

Time Complexity (Worst): $O(n^2)$

Justification: Always scans remaining elements to find the minimum.

Space Complexity (Worst): $O(1)$

Justification: Only one extra variable is used.

Bucket Sort in C

```
#include <stdio.h>

#define MAX 100

void bucketSort(int a[], int n){
    int bucket[MAX] = {0};

    for (int i = 0; i < n; i++)
        bucket[a[i]]++;

    int k = 0;
    for (int i = 0; i < MAX; i++)
        while (bucket[i]--)
            a[k++] = i;
}

int main(){
    int a[] = {4, 1, 3, 4, 2, 8, 7};
    int n = sizeof(a) / sizeof(a[0]);
    bucketSort(a, n);
    for (int i = 0; i < n; i++)
        printf("%d ", a[i]);
    return 0;
}
```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> gcc bucketsort.c
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> ./a.exe
1 2 3 4 4 7 8
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> █

Time Complexity (Worst): $O(n^2)$

Justification: All elements may fall into a single bucket.

Space Complexity (Worst): $O(n + k)$

Justification: Requires extra buckets plus storage for all elements.

Heap Sort using Max Heap in C

```
#include <stdio.h>

void heapifyMax(int a[], int n, int i){
    int largest = i;
    int left = 2 * i + 1;
    int right = 2 * i + 2;

    if (left < n && a[left] > a[largest])
        largest = left;
    if (right < n && a[right] > a[largest])
        largest = right;

    if (largest != i){
        int temp = a[i];
        a[i] = a[largest];
        a[largest] = temp;

        heapifyMax(a, n, largest);
    }
}

void heapSortMax(int a[], int n){
    for (int i = n / 2 - 1; i ≥ 0; i--)
        heapifyMax(a, n, i);

    for (int i = n - 1; i ≥ 0; i--){
        int temp = a[0];
        a[0] = a[i];
        a[i] = temp;

        heapifyMax(a, i, 0);
    }
}

int main(){
    int a[] = {10, 7, 9, 2, 15};
    int n = sizeof(a) / sizeof(a[0]);
    heapSortMax(a, n);
    for (int i = 0; i < n; i++)
        printf("%d ", a[i]);
    return 0;
}
```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> gcc maxheapsort.c
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> ./a.exe
2 7 9 10 15
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> █

Time Complexity (Worst): $O(n \log n)$

Justification: Each of the n deletions requires heapify ($\log n$).

Space Complexity (Worst): $O(1)$

Justification: Array-based heap uses no extra memory.

Heap Sort using Min Heap in C

```
#include <stdio.h>

void heapifyMin(int a[], int n, int i){
    int smallest = i;
    int left = 2 * i + 1;
    int right = 2 * i + 2;

    if (left < n && a[left] < a[smallest])
        smallest = left;
    if (right < n && a[right] < a[smallest])
        smallest = right;

    if (smallest != i){
        int temp = a[i];
        a[i] = a[smallest];
        a[smallest] = temp;

        heapifyMin(a, n, smallest);
    }
}

void heapSortMin(int a[], int n){
    for (int i = n / 2 - 1; i ≥ 0; i--)
        heapifyMin(a, n, i);

    for (int i = n - 1; i ≥ 0; i--){
        int temp = a[0];
        a[0] = a[i];
        a[i] = temp;

        heapifyMin(a, i, 0);
    }
}

int main(){
    int a[] = {12, 3, 19, 6, 5};
    int n = sizeof(a) / sizeof(a[0]);
    heapSortMin(a, n);
    for (int i = 0; i < n; i++)
        printf("%d ", a[i]);
    return 0;
}
```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> gcc minheapsort.c
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> ./a.exe
19 12 6 5 3
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> █

Time Complexity (Worst): $O(n \log n)$

Justification: Same heap operations as max heap.

Space Complexity (Worst): $O(1)$

Justification: Sorting is done in-place.

Path Tracing Algorithms

Date: 04-12-2025

1. Breadth first search in C
2. Depth first search in C

Breadth First Search in C

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

#define MAX 100

typedef struct Node{
    int vertex;
    struct Node *next;
} Node;

Node *adjList[MAX];
int visited[MAX];
int queue[MAX];
int front = 0, rear = -1;

void addEdge(int u, int v){
    Node *newNode = (Node *)malloc(sizeof(Node));
    newNode->vertex = v;
    newNode->next = adjList[u];
    adjList[u] = newNode;
}

void BFS(int start){
    visited[start] = 1;
    queue[++rear] = start;

    printf("BFS Traversal: ");

    while (front <= rear){
        int curr = queue[front++];
        printf("%d ", curr);

        Node *temp = adjList[curr];
        while (temp != NULL){
            if (!visited[temp->vertex]){
                visited[temp->vertex] = 1;
                queue[++rear] = temp->vertex;
            }
            temp = temp->next;
        }
    }
}
```

```

int main(){
    int n = 5;
    for (int i = 0; i < n; i++)
        adjList[i] = NULL;

    addEdge(0, 1);
    addEdge(0, 2);
    addEdge(1, 3);
    addEdge(2, 4);

    BFS(0, n);
    return 0;
}

```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> gcc bfs.c
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> ./a.exe
- BFS Traversal: 0 2 1 4 3
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> █

Time Complexity (Worst Case): $O(V + E)$

Justification for Time Complexity: BFS visits every vertex once and checks every edge once while exploring adjacency lists. Hence total work is proportional to the number of vertices plus edges.

Space Complexity (Worst Case): $O(V)$

4. Justification for Space Complexity: The queue can hold up to V vertices in the worst case, and the visited[] array also requires $O(V)$. (Adjacency list is part of input storage.)

Depth First Search in C

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

#define MAX 100

typedef struct Node{
    int vertex;
    struct Node *next;
} Node;

Node *adjList[MAX];
int visited[MAX];

void addEdge(int u, int v){
    Node *newNode = (Node *)malloc(sizeof(Node));
    newNode->vertex = v;
    newNode->next = adjList[u];
    adjList[u] = newNode;
}

void DFS(int v){
    visited[v] = 1;
    printf("%d ", v);

    Node *temp = adjList[v];
    while (temp != NULL){
        if (!visited[temp->vertex]){
            DFS(temp->vertex);
        }
        temp = temp->next;
    }
}

int main(){
    int n = 5;
    for (int i = 0; i < n; i++){
        adjList[i] = NULL;
        visited[i] = 0;
    }

    addEdge(0, 1);
    addEdge(0, 2);
    addEdge(1, 3);
    addEdge(2, 4);

    printf("DFS Traversal: ");
    DFS(0);

    return 0;
}
```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> `gcc dfs.c`
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> `./a.exe`
- DFS Traversal: 0 2 4 1 3
- PS C:\Users\sarva\OneDrive\Desktop\daa-lab> █

Time Complexity (Worst Case): $O(V + E)$

Justification for Time Complexity: DFS recursively explores every vertex and inspects all edges exactly once through the adjacency list, giving a total cost of $V + E$.

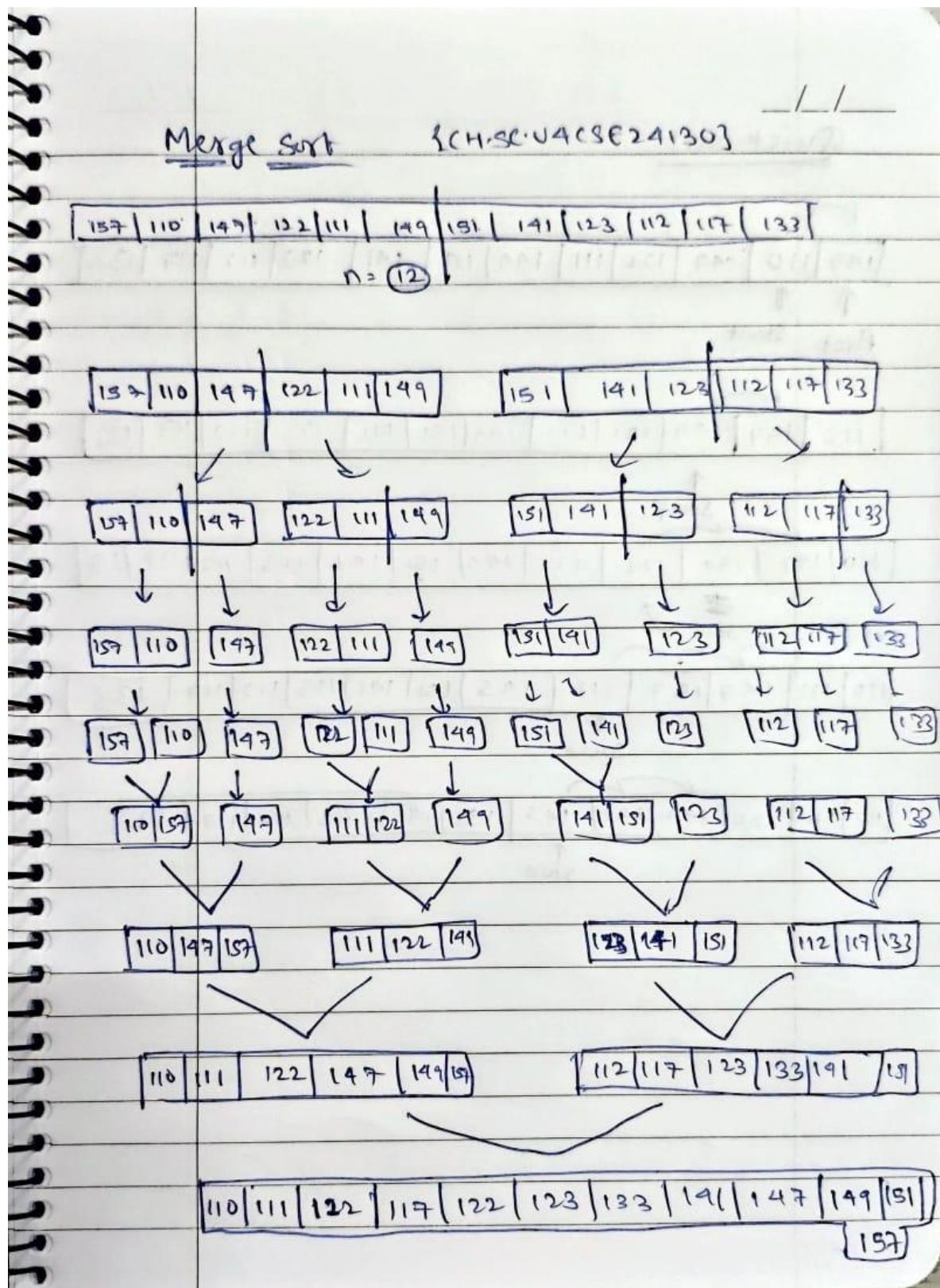
Space Complexity (Worst Case): $O(V)$

Justification for Space Complexity: The recursion stack can grow up to V levels (in a straight-chain graph), and the `visited[]` array stores V entries.

Divide & Conquer Techniques

Date: 03-01-2026

1. Merge Sort
2. Quick Sort



Merge Sort Code:

```
#include <stdio.h>

// Function to merge two subarrays
void merge(int arr[], int left, int mid, int right) {
    int i, j, k;
    int n1 = mid - left + 1;
    int n2 = right - mid;
    int L[n1], R[n2];

    // Copy data to temp arrays
    for (i = 0; i < n1; i++)
        L[i] = arr[left + i];
    for (j = 0; j < n2; j++)
        R[j] = arr[mid + 1 + j];

    i = 0;
    j = 0;
    k = left;

    // Merge the temp arrays back into arr[]
    while (i < n1 && j < n2) {
        if (L[i] <= R[j]) {
            arr[k++] = L[i++];
        } else {
            arr[k++] = R[j++];
        }
    }

    // Copy remaining elements
    while (i < n1)
        arr[k++] = L[i++];

    while (j < n2)
        arr[k++] = R[j++];
}

// Recursive merge sort function
void mergeSort(int arr[], int left, int right) {
    if (left < right) {
        int mid = left + (right - left) / 2;
        mergeSort(arr, left, mid);
        mergeSort(arr, mid + 1, right);
        merge(arr, left, mid, right);
    }
}

// Main function
int main() {
    int n;
    printf("Enter number of elements: ");
    scanf("%d", &n);
    int arr[n];
    printf("Enter %d elements:\n", n);
    for (int i = 0; i < n; i++) {
        scanf("%d", &arr[i]);
    }
    mergeSort(arr, 0, n - 1);
    printf("Sorted array:\n");
    for (int i = 0; i < n; i++) {
        printf("%d ", arr[i]);
    }
    return 0;
}
```

Output:

```
PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> gcc mergesort.c
PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> ./a.exe
Enter number of elements: 12
Enter 12 elements:
157 110 147 122 111 149 151 141 123 112 117 133
Sorted array:
110 111 112 117 122 123 133 141 147 149 151 157
```

Justifications:

- **Time Complexity (Best, Average & Worst Case): $O(n \log n)$**
- **Justification for Time Complexity:**

The array is always divided into two equal parts, and merging checks all elements every time. This process repeats $\log n$ times, so the total time is $n \log n$.

- **Space Complexity (Worst Case): $O(n)$**
- **Justification for Space Complexity:**

An extra array is used to store elements while merging, which requires space equal to the number of elements.

Quick sort

157	110	149	122	111	149	151	141	123	112	117	133
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

↑
start

↑
end

Pivot = 157 increment start till any number \leq
decrement end till any number $< \text{Pivot}$

133	110	149	122	111	149	151	141	123	112	117	157
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

↑
start

↑
end

Pivot = 133

117	110	122	111	123	112	133	149	151	141	147	157
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

↑
pivot

112	110	111	117	122	128	133	149	151	141	147	157
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

↑
pivot

111	110	112	117	122	123	133	149	151	141	147	157
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

↑
pivot

110	111	112	117	122	123	133	149	151	141	147	157
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

↑
pivot

110	111	112	117	122	123	133	149	151	141	147	157
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

↑
pivot

110	111	112	117	122	123	133	141	147	149	151	157
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

↑
pivot

Quick Sort Code:

```
#include <stdio.h>

// Function to swap two elements
void swap(int *a, int *b) {
    int temp = *a;
    *a = *b;
    *b = temp;
}

// Partition function
int partition(int arr[], int low, int high) {
    int pivot = arr[high];    // Choosing last element as pivot
    int i = low - 1;
    for (int j = low; j < high; j++) {
        if (arr[j] <= pivot) {
            i++;
            swap(&arr[i], &arr[j]);
        }
    }
    swap(&arr[i + 1], &arr[high]);
    return i + 1;
}

// Quick Sort function
void quickSort(int arr[], int low, int high) {
    if (low < high) {
        int pi = partition(arr, low, high);
        quickSort(arr, low, pi - 1);
        quickSort(arr, pi + 1, high);
    }
}

int main() {
    int n;
    printf("Enter number of elements: ");
    scanf("%d", &n);
    int arr[n];
    printf("Enter %d elements:\n", n);
    for (int i = 0; i < n; i++) {
        scanf("%d", &arr[i]);
    }
    quickSort(arr, 0, n - 1);
    printf("Sorted array:\n");
    for (int i = 0; i < n; i++) {
        printf("%d ", arr[i]);
    }
    return 0;
}
```

Output:

```
PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> gcc quicksort.c
PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> ./a.exe
Enter number of elements: 12
Enter 12 elements:
157 110 147 122 111 149 151 141 123 112 117 133
Sorted array:
110 111 112 117 122 123 133 141 147 149 151 157
PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab>
```

Justifications:

- **Time Complexity (Worst Case): $O(n^2)$**

- **Justification for Time Complexity:**

If the pivot is always the smallest or largest element, the array gets divided very unevenly. In this case, comparisons keep increasing for each step, leading to $n \times n$ operations.

- **Space Complexity (Worst Case): $O(n)$**

- **Justification for Space Complexity:**

In the worst case, recursive calls go one by one, so the recursion stack stores up to n function calls.

Balancing BST

Date: 08-01-2026

1. Balancing BST (AVL Rotations)
2. Balancing BST (Red Black Tree)

AVL Code:

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

/* ----- NODE STRUCTURE ----- */
struct Node{
    int key;
    struct Node *left;
    struct Node *right;
    int height;
};

/* ----- UTILITY FUNCTIONS ----- */
int max(int a, int b){
    return (a > b) ? a : b;
}

int height(struct Node *n){
    if (n == NULL)
        return 0;
    return n->height;
}

/* ----- CREATE NODE ----- */
struct Node *newNode(int key){
    struct Node *node = (struct Node *)malloc(sizeof(struct Node));
    node->key = key;
    node->left = NULL;
    node->right = NULL;
    node->height = 1; // new node is initially added at leaf
    return node;
}

/* ----- RIGHT ROTATION ----- */
struct Node *rightRotate(struct Node *y){
    struct Node *x = y->left;
    struct Node *T2 = x->right;

    // Perform rotation
    x->right = y;
    y->left = T2;

    // Update heights
    y->height = max(height(y->left), height(y->right)) + 1;
    x->height = max(height(x->left), height(x->right)) + 1;

    // Return new root
    return x;
}
```

```

/* ----- LEFT ROTATION ----- */
struct Node *leftRotate(struct Node *x){
    struct Node *y = x->right;
    struct Node *T2 = y->left;

    // Perform rotation
    y->left = x;
    x->right = T2;

    // Update heights
    x->height = max(height(x->left), height(x->right)) + 1;
    y->height = max(height(y->left), height(y->right)) + 1;

    // Return new root
    return y;
}

/* ----- BALANCE FACTOR ----- */
int getBalance(struct Node *n){
    if (n == NULL)
        return 0;
    return height(n->left) - height(n->right);
}

/* ----- INSERT ----- */
struct Node *insert(struct Node *node, int key){
    // 1. Normal BST insertion
    if (node == NULL)
        return newNode(key);
    if (key < node->key)
        node->left = insert(node->left, key);
    else if (key > node->key)
        node->right = insert(node->right, key);
    else
        return node; // Duplicate keys not allowed

    // 2. Update height
    node->height = 1 + max(height(node->left), height(node->right));
    // 3. Get balance factor
    int balance = getBalance(node);
    // 4. Rotations
    // LL Case
    if (balance > 1 && key < node->left->key)
        return rightRotate(node);
    // RR Case
    if (balance < -1 && key > node->right->key)
        return leftRotate(node);
    // LR Case
    if (balance > 1 && key > node->left->key){
        node->left = leftRotate(node->left);
        return rightRotate(node);
    }
    // RL Case
    if (balance < -1 && key < node->right->key){
        node->right = rightRotate(node->right);
        return leftRotate(node);
    }
    return node;
}

```

```

/* ----- INORDER TRAVERSAL ----- */
void inorder(struct Node *root){
    if (root != NULL){
        inorder(root->left);
        printf("%d ", root->key);
        inorder(root->right);
    }
}

/* ----- MAIN ----- */
int main(){
    struct Node *root = NULL;

    int keys[] = {157, 110, 147, 122, 111, 149, 151, 141, 123, 112, 117, 133};
    int n = sizeof(keys) / sizeof(keys[0]);

    for (int i = 0; i < n; i++)
        root = insert(root, keys[i]);

    printf("Inorder traversal of AVL Tree:\n");
    inorder(root);

    return 0;
}

```

Output:

```

PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> gcc avl_rotations.c
PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> ./a.exe
Inorder traversal of AVL Tree:
110 111 112 117 122 123 133 141 147 149 151 157

```

Time & Space Complexities table with justifications:

Operation	Time Complexity	Justification
Search	$O(\log n)$	Height is logarithmic
Insert	$O(\log n)$	BST insert + constant rotations
Delete	$O(\log n)$	Rebalancing bounded by height
Traversal	$O(n)$	Visit every node
Rotation	$O(1)$	Constant pointer updates
Space	$O(n)$	Store all nodes

Red Black Tree Code:

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

/* ----- COLORS ----- */
#define RED 1
#define BLACK 0

/* ----- NODE STRUCTURE ----- */
struct Node{
    int data;
    int color;
    struct Node *left, *right, *parent;
};

struct Node *root = NULL;

/* ----- CREATE NODE ----- */
struct Node *createNode(int data){
    struct Node *node = (struct Node *)malloc(sizeof(struct Node));
    node->data = data;
    node->color = RED; // New node is always RED
    node->left = node->right = node->parent = NULL;
    return node;
}

/* ----- LEFT ROTATION ----- */
void leftRotate(struct Node *x){
    struct Node *y = x->right;
    x->right = y->left;
    if (y->left != NULL)
        y->left->parent = x;
    y->parent = x->parent;
    if (x->parent == NULL)
        root = y;
    else if (x == x->parent->left)
        x->parent->left = y;
    else
        x->parent->right = y;
    y->left = x;
    x->parent = y;
}

/* ----- RIGHT ROTATION ----- */
void rightRotate(struct Node *y){
    struct Node *x = y->left;
    y->left = x->right;
    if (x->right != NULL)
        x->right->parent = y;
    x->parent = y->parent;
    if (y->parent == NULL)
        root = x;
    else if (y == y->parent->left)
        y->parent->left = x;
    else
        y->parent->right = x;

    x->right = y;
    y->parent = x;
}
```

```

/* ----- FIX VIOLATIONS ----- */
void fixInsert(struct Node *z){
    while (z != root && z->parent->color == RED){
        if (z->parent == z->parent->parent->left){
            struct Node *y = z->parent->parent->right; // Uncle
            // Case 1: Uncle is RED
            if (y != NULL && y->color == RED){
                z->parent->color = BLACK;
                y->color = BLACK;
                z->parent->parent->color = RED;
                z = z->parent->parent;
            }
            // Case 2 & 3
            else{
                if (z == z->parent->right){
                    z = z->parent;
                    leftRotate(z);
                }
                z->parent->color = BLACK;
                z->parent->parent->color = RED;
                rightRotate(z->parent->parent);
            }
        }
        else{
            struct Node *y = z->parent->parent->left; // Uncle
            if (y != NULL && y->color == RED){
                z->parent->color = BLACK;
                y->color = BLACK;
                z->parent->parent->color = RED;
                z = z->parent->parent;
            }
            else{
                if (z == z->parent->left){
                    z = z->parent;
                    rightRotate(z);
                }
                z->parent->color = BLACK;
                z->parent->parent->color = RED;
                leftRotate(z->parent->parent);
            }
        }
    }
    root->color = BLACK;
}

```

```

/* ----- INSERT ----- */
void insert(int data){
    struct Node *z = createNode(data);
    struct Node *y = NULL;
    struct Node *x = root;
    while (x != NULL){
        y = x;
        if (z->data < x->data)
            x = x->left;
        else
            x = x->right;
    }
    z->parent = y;
    if (y == NULL)
        root = z;
    else if (z->data < y->data)
        y->left = z;
    else
        y->right = z;
    fixInsert(z);
}

```

```

/* ----- INORDER TRAVERSAL ----- */
void inorder(struct Node *node){
    if (node != NULL){
        inorder(node->left);
        printf("%d(%s) ", node->data,
               node->color == RED ? "R" : "B");
        inorder(node->right);
    }
}

/* ----- MAIN ----- */
int main(){
    int keys[] = {157, 110, 147, 122, 111, 149, 151, 141, 123, 112, 117, 133};
    int n = sizeof(keys) / sizeof(keys[0]);

    for (int i = 0; i < n; i++)
        insert(keys[i]);

    printf("Inorder Traversal of Red-Black Tree:\n");
    inorder(root);

    return 0;
}

```

Output:

```

PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> gcc red_black.c
PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> ./a.exe
Inorder Traversal of Red-Black Tree:
110(B) 111(R) 112(R) 117(B) 122(R) 123(B) 133(R) 141(B) 147(R) 149(R) 151(B) 157(R)
PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> █

```

Time & Space Complexities table with justifications:

Operation	Time Complexity	Justification
Search	O(log n)	Search follows a single root-to-leaf path. Height of Red-Black Tree is O(log n), so comparisons are logarithmic.
Insertion	O(log n)	BST insertion takes O(log n) due to bounded height. Fix-up involves recoloring and at most two rotations, each O(1).
Deletion	O(log n)	BST deletion is O(log n). Fix-up may propagate up the tree but height is logarithmic and each step is constant time.
Traversal	O(n)	Each node is visited exactly once during traversal.
Rotation	O(1)	Rotations involve a constant number of pointer changes, independent of tree size.
Height	O(log n)	Red-Black properties limit height to at most $2 \log(n + 1)$.
Space	O(n)	One node is stored per element in the tree.

Quick Operations

Date: 22-01-2026

1. Quick Sort
2. Quick Select

Quick Sort Code:

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

void swap(int *a, int *b){
    int temp = *a;
    *a = *b;
    *b = temp;
}

void printArray(int arr[], int n){
    for (int i = 0; i < n; i++)
        printf("%d ", arr[i]);
    printf("\n");
}

/*
----- 1) QUICK SORT : FIRST ELEMENT AS PIVOT -----
----- */

int partitionFirst(int arr[], int low, int high){
    int pivot = arr[low];
    int i = low + 1;
    int j = high;

    while (i <= j){
        while (i <= high && arr[i] <= pivot)
            i++;
        while (arr[j] > pivot)
            j--;
        if (i < j)
            swap(&arr[i], &arr[j]);
    }

    swap(&arr[low], &arr[j]);
    return j;
}

void quickSortFirst(int arr[], int low, int high){
    if (low < high){
        int p = partitionFirst(arr, low, high);
        quickSortFirst(arr, low, p - 1);
        quickSortFirst(arr, p + 1, high);
    }
}
```

```

/*
-----  

  2) QUICK SORT : LAST ELEMENT AS PIVOT (LOMUTO)
----- */

int partitionLast(int arr[], int low, int high){
    int pivot = arr[high];
    int i = low - 1;

    for (int j = low; j < high; j++){
        if (arr[j] <= pivot){
            i++;
            swap(&arr[i], &arr[j]);
        }
    }

    swap(&arr[i + 1], &arr[high]);
    return i + 1;
}

void quickSortLast(int arr[], int low, int high){
    if (low < high){
        int p = partitionLast(arr, low, high);
        quickSortLast(arr, low, p - 1);
        quickSortLast(arr, p + 1, high);
    }
}

/*
-----  

  3) QUICK SORT : RANDOM ELEMENT AS PIVOT
----- */

int partitionRandom(int arr[], int low, int high){
    int randomIndex = low + rand() % (high - low + 1);
    swap(&arr[randomIndex], &arr[high]);
    return partitionLast(arr, low, high);
}

void quickSortRandom(int arr[], int low, int high){
    if (low < high){
        int p = partitionRandom(arr, low, high);
        quickSortRandom(arr, low, p - 1);
        quickSortRandom(arr, p + 1, high);
    }
}

```

```
/*
-----  
MAIN FUNCTION  
----- */  
  
int main(){  
    srand(time(NULL));  
  
    int arr1[] = {157, 110, 147, 122, 111, 149, 151, 141, 123, 112, 117, 133};  
    int arr2[] = {157, 110, 147, 122, 111, 149, 151, 141, 123, 112, 117, 133};  
    int arr3[] = {157, 110, 147, 122, 111, 149, 151, 141, 123, 112, 117, 133};  
  
    int n = sizeof(arr1) / sizeof(arr1[0]);  
  
    printf("Original Array:\n");  
    printArray(arr1, n);  
  
    quickSortFirst(arr1, 0, n - 1);  
    printf("\nSorted using First Element as Pivot:\n");  
    printArray(arr1, n);  
  
    quickSortLast(arr2, 0, n - 1);  
    printf("\nSorted using Last Element as Pivot:\n");  
    printArray(arr2, n);  
  
    quickSortRandom(arr3, 0, n - 1);  
    printf("\nSorted using Random Element as Pivot:\n");  
    printArray(arr3, n);  
  
    return 0;  
}
```

Output:

```
● PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> ./a.exe  
Original Array:  
157 110 147 122 111 149 151 141 123 112 117 133  
  
Sorted using First Element as Pivot:  
110 111 112 117 122 123 133 141 147 149 151 157  
  
Sorted using Last Element as Pivot:  
110 111 112 117 122 123 133 141 147 149 151 157  
  
Sorted using Random Element as Pivot:  
110 111 112 117 122 123 133 141 147 149 151 157  
○ PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab>
```

Time and Space Complexities:

Pivot Selection	Time Complexity	Justification (TC)	Space Complexity	Justification (SC)
First Element as Pivot	$O(n^2)$	If array is already sorted (ascending/descending), pivot becomes smallest/largest → partitions (0, n-1) repeatedly → recurrence: $T(n)=T(n-1)+\Theta(n)$	$O(n)$	Recursion depth becomes n due to skewed partitions
Last Element as Pivot	$O(n^2)$	Same as first pivot: sorted or reverse-sorted array causes pivot to be extreme → unbalanced partitions at every step	$O(n)$	Call stack grows linearly to n
Random Element as Pivot	$O(n^2)$ (<i>rare</i>)	Worst case still possible if random pivot repeatedly chooses extreme element	$O(n)$	Worst case recursion depth can still reach n

Quick Select Code:

```
#include <stdio.h>

// Swap function
void swap(int *a, int *b){
    int temp = *a;
    *a = *b;
    *b = temp;
}

// Partition function
int partition(int arr[], int low, int high){
    int pivot = arr[high];
    int i = low - 1;

    for (int j = low; j < high; j++){
        if (arr[j] <= pivot){
            i++;
            swap(&arr[i], &arr[j]);
        }
    }

    swap(&arr[i + 1], &arr[high]);
    return i + 1;
}

// Quick Select function
int quickSelect(int arr[], int low, int high, int k){
    if (low <= high){
        int pi = partition(arr, low, high);

        if (pi == k)
            return arr[pi];
        else if (pi > k)
            return quickSelect(arr, low, pi - 1, k);
        else
            return quickSelect(arr, pi + 1, high, k);
    }

    return -1; // Invalid case
}

// Driver code
int main(){
    int arr[] = {7, 10, 4, 3, 20, 15};
    int n = sizeof(arr) / sizeof(arr[0]);
    int k = 2; // 0-based index (2 means 3rd smallest)
    int result = quickSelect(arr, 0, n - 1, k);
    printf("K-th smallest element: %d\n", result);
    return 0;
}
```

Output:

- PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> gcc quickselect.c
- PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> ./a.exe
- K-th smallest element: 7
- PS C:\Users\sarva\OneDrive\Desktop\Archives\daa-lab> █

Time and Space Complexities:

Time Complexity

Worst Case: $O(n^2)$

Justification:

- Pivot is always the smallest or largest element.
- Each partition reduces problem size by only 1.

Space Complexity

Worst Case: $O(n)$

Justification:

- Unbalanced recursion leads to n recursive calls on the stack.