

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 5\_CY\_Updated

Attempt : 1  
Total Mark : 30  
Marks Obtained : 30

### Section 1 : Coding

#### 1. Problem Statement

You are given a series of magic levels (integers) and need to construct a Binary Search Tree (BST) from them. After constructing the BST, your task is to perform a range search, which involves finding and printing all the magic levels within a specified range  $[L, R]$ .

#### ***Input Format***

The first line of input consists of an integer  $N$ , the number of magic levels to insert into the BST.

The second line consists of  $N$  space-separated integers, representing the magic levels to insert.

The third line consists of two integers,  $L$  and  $R$ , which define the range for the search.

### **Output Format**

The output prints all the magic levels within the range [L, R] in ascending order, separated by spaces.

Refer to the sample output for formatting specifications.

### **Sample Test Case**

Input: 5

10 5 15 3 7

2 20

Output: 3 5 7 10 15

### **Answer**

```
// You are using GCC
```

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

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

```
struct Node {  
    int data;  
    struct Node* left;  
    struct Node* right;  
};
```

```
struct Node* createNode(int value) {  
    struct Node* newNode = (struct Node*) malloc(sizeof(struct Node));  
    newNode->data = value;  
    newNode->left = newNode->right = NULL;  
    return newNode;  
}
```

```
struct Node* insert(struct Node* root, int value) {  
    if (root == NULL) return createNode(value);  
  
    if (value < root->data)  
        root->left = insert(root->left, value);  
    else if (value > root->data)  
        root->right = insert(root->right, value);
```

```

    }
    return root;
}

void rangeSearch(struct Node* root, int L, int R) {
    if (root == NULL) return;

    if (root->data > L)
        rangeSearch(root->left, L, R);

    if (root->data >= L && root->data <= R)
        printf("%d ", root->data);

    if (root->data < R)
        rangeSearch(root->right, L, R);
}

int main() {
    int N;
    scanf("%d", &N);

    struct Node* root = NULL;
    int value;

    for (int i = 0; i < N; i++) {
        scanf("%d", &value);
        root = insert(root, value);
    }

    int L, R;
    scanf("%d %d", &L, &R);

    rangeSearch(root, L, R);
    printf("\n");

    return 0;
}

```

**Status :** Correct

**Marks :** 10/10

## 2. Problem Statement

Emily is studying binary search trees (BST). She wants to write a program that inserts characters into a BST and then finds and prints the minimum and maximum values.

Guide her with the program.

### ***Input Format***

The first line of input consists of an integer N, representing the number of values to be inserted into the BST.

The second line consists of N space-separated characters.

### ***Output Format***

The first line of output prints "Minimum value: " followed by the minimum value of the given inputs.

The second line prints "Maximum value: " followed by the maximum value of the given inputs.

Refer to the sample outputs for formatting specifications.

### ***Sample Test Case***

Input: 5

Z E W T Y

Output: Minimum value: E

Maximum value: Z

### ***Answer***

```
// You are using GCC
```

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

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

```
struct TreeNode {  
    char data;  
    struct TreeNode* left;  
    struct TreeNode* right;  
};
```

```
struct TreeNode* createNode(char data) {
    struct TreeNode* newNode = (struct TreeNode*) malloc(sizeof(struct
TreeNode));
    newNode->data = data;
    newNode->left = newNode->right = NULL;
    return newNode;
}
```

```
struct TreeNode* insert(struct TreeNode* root, char data) {
    if (root == NULL) {
        return createNode(data);
    }
    if (data < root->data)
        root->left = insert(root->left, data);
    else if (data > root->data)
        root->right = insert(root->right, data);
    return root;
}
```

```
char findMin(struct TreeNode* root) {
    while (root->left != NULL)
        root = root->left;
    return root->data;
}
```

```
char findMax(struct TreeNode* root) {
    while (root->right != NULL)
        root = root->right;
    return root->data;
}
```

```
int main() {
    int n;
    scanf("%d", &n);
```

```
    struct TreeNode* root = NULL;
    char val;
```

```

for (int i = 0; i < n; i++) {
    scanf(" %c", &val);
    root = insert(root, val);
}

printf("Minimum value: %c\n", findMin(root));
printf("Maximum value: %c\n", findMax(root));

return 0;
}

```

**Status :** Correct

**Marks :** 10/10

### 3. Problem Statement

Edward has a Binary Search Tree (BST) and needs to find the k-th largest element in it.

Given the root of the BST and an integer k, help Edward determine the k-th largest element in the tree. If k exceeds the number of nodes in the BST, return an appropriate message.

#### ***Input Format***

The first line of input consists of integer n, the number of nodes in the BST.

The second line consists of the n elements, separated by space.

The third line consists of the value of k.

#### ***Output Format***

The output prints the kth largest element in the binary search tree.

For invalid inputs, print "Invalid value of k".

Refer to the sample output for formatting specifications.

#### ***Sample Test Case***

Input: 7  
8 4 12 2 6 10 14  
1

Output: 14

**Answer**

```
// You are using GCC
#include <stdio.h>
#include <stdlib.h>
```

```
struct TreeNode {
    int data;
    struct TreeNode* left;
    struct TreeNode* right;
};
```

```
struct TreeNode* createNode(int value) {
    struct TreeNode* node = (struct TreeNode*)malloc(sizeof(struct TreeNode));
    node->data = value;
    node->left = node->right = NULL;
    return node;
}
```

```
struct TreeNode* insert(struct TreeNode* root, int value) {
    if (root == NULL) return createNode(value);
    if (value < root->data)
        root->left = insert(root->left, value);
    else if (value > root->data)
        root->right = insert(root->right, value);

    return root;
}
```

```
void kthLargest(struct TreeNode* root, int k, int* count, int* result) {
    if (root == NULL || *count >= k) return;

    kthLargest(root->right, k, count, result);

    (*count)++;
    if (*count == k) {
```

```

        *result = root->data;
        return;
    }

    kthLargest(root->left, k, count, result);
}

int countNodes(struct TreeNode* root) {
    if (root == NULL) return 0;
    return 1 + countNodes(root->left) + countNodes(root->right);
}

int main() {
    int n, k;
    scanf("%d", &n);

    struct TreeNode* root = NULL;
    int value;
    for (int i = 0; i < n; i++) {
        scanf("%d", &value);
        root = insert(root, value);
    }

    scanf("%d", &k);

    int totalNodes = countNodes(root);
    if (k > totalNodes || k <= 0) {
        printf("Invalid value of k\n");
    } else {
        int count = 0, result = -1;
        kthLargest(root, k, &count, &result);
        printf("%d\n", result);
    }

    return 0;
}

```

**Status :** Correct

**Marks :** 10/10