

Recursive Linear and Binary Search.

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#include <stdio.h>
void binary_search(int[], int, int, int);
void bubble_sort(int[], int);
int main()
{
    int key, size, i;
    int list[25];
    printf("Enter size of a list:");
    scanf("%d", &size);
    printf("Enter elements\n");
    for(i=0; i<size; i++)
    {
        scanf("%d", &list[i]);
    }
    bubble_sort(list, size);
    printf("\n");
    printf("Enter key to search\n");
    scanf("%d", &key);
    binary_search(list, 0, size, key);
}

void bubble_sort(int list[], int size)
{
    int temp, i, j;
    for(i=0; i<size; i++)
    {
        for(j=i; j<size; j++)
        {
            if(list[i]>list[j])
            {
                temp = list[i];
```

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        list[i] = list[j];
        list[j] = temp;
    }
}
}

void binary-search (int list [], int lo, int hi, int key)
{
    int mid;
    if (lo > hi)
    {
        printf ("Key not found\n");
        return;
    }
    mid = (lo + hi) / 2;
    if (list[mid] == key)
    {
        printf ("Key not found\n");
    }
    else if (list[mid] > key)
    {
        binary-search (list, lo, mid - 1, key);
    }
    else if (list[mid] < key)
    {
        binary-search (list, mid + 1, hi, key);
    }
}

```