

# Design and Analysis of Algorithms

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ASSIGNMENT = 1

## 1) STACK

```
DAA_PRACTICAL > practical_1.cpp > main()
1  #include <iostream>
2  #include <stack>
3  using namespace std;
4  int main() {
5      stack<int> stack;
6      stack.push(2);
7      stack.push(3);
8      stack.push(4);
9      stack.push(5);
10     int num=0;
11     stack.push(num);
12     stack.pop();
13     stack.pop();
14     stack.pop();
15
16     while (!stack.empty()) {
17         cout << stack.top() << " ";
18         stack.pop();
19     }
20 }
```

PROBLEMS   OUTPUT   TERMINAL   DEBUG CONSOLE

```
PS D:\DSA PRACTICE\DAA_PRACTICAL> cd "d:\DSA PRACTICE\DAA_PRACTICAL\" ; if ($?)
al_1 }
3 2
PS D:\DSA PRACTICE\DAA_PRACTICAL> []
```

## 2)Queue

```

DAA_PRACTICAL > G+ practical_queue.cpp > main()
1  #include <iostream>
2  #include <queue>
3  using namespace std;
4  void showq(queue<int> gq)
5  {
6      queue<int> g = gq;
7      while (!g.empty()) {
8          cout << '\t' << g.front();
9          g.pop();
10     }
11     cout << '\n';
12 }
13 int main()
14 {
15     queue<int> gquiz;
16     gquiz.push(10);
17     gquiz.push(20);
18     gquiz.push(30);
19     cout << "The queue gquiz is : ";
20     showq(gquiz);
21     cout << "\ngquiz.size() : " << gquiz.size();
22     cout << "\ngquiz.front() : " << gquiz.front();
23     cout << "\ngquiz.back() : " << gquiz.back();
24     cout << "\ngquiz.pop() : ";
25     gquiz.pop();
26     showq(gquiz);
27     return 0;
28 }

```

```

The queue gquiz is :    10    20    30

gquiz.size() : 3
gquiz.front(): 10
gquiz.front(): 10
gquiz.back() : 30
gquiz.pop() : 20    30
PS D:\DSA PRACTICE\DAA_PRACTICAL> 

```


### 3) Linked list

```

DAA_PRACTICAL > G+ linkedlist.cpp > ...
1  #include <bits/stdc++.h>
2  using namespace std;
3  class Node {
4  public:
5      int data;
6      Node* next;
7  };
8  void printList(Node* n)
9  {
10     while (n != NULL) {
11         cout << n->data << " ";
12         n = n->next;
13     }
14 }
15 int main()
16 {
17     Node* head = NULL;
18     Node* second = NULL;
19     Node* third = NULL;
20     head = new Node();
21     second = new Node();
22     third = new Node();
23     head->data = 1;
24     head->next = second;
25     second->data = 2;
26     second->next = third;
27     third->data = 3;
28     third->next = NULL;
29     printList(head);
30     return 0;
31 }
32
33

```

#### 4)Trees

DAA\_PRACTICAL >  trees.cpp > ...

```
1  #include <bits/stdc++.h>
2  using namespace std;
3  void addEdge(int x, int y, vector<vector<int> >& adj)
4  {
5      adj[x].push_back(y);
6      adj[y].push_back(x);
7  }
8  void printParents(int node, vector<vector<int> >& adj,
9                  int parent)
10 {
11     if (parent == 0)
12         cout << node << "->Root" << endl;
13     else
14         cout << node << "->" << parent << endl;
15     for (auto cur : adj[node])
16         if (cur != parent)
17             printParents(cur, adj, node);
18 }
19 void printChildren(int Root, vector<vector<int> >& adj)
20 {
21     queue<int> q;
22     q.push(Root);
23     int vis[adj.size()] = { 0 };
24     while (!q.empty()) {
25         int node = q.front();
26         q.pop();
27         vis[node] = 1;
28         cout << node << "-> ";
29         for (auto cur : adj[node])
30             if (vis[cur] == 0) {
31                 cout << cur << " ";
32                 q.push(cur);
33             }
```

```

        cout << endl;
    }
}

void printLeafNodes(int Root, vector<vector<int> >& adj)
{
    for (int i = 1; i < adj.size(); i++)
        if (adj[i].size() == 1 && i != Root)
            cout << i << " ";
    cout << endl;
}

void printDegrees(int Root, vector<vector<int> >& adj)
{
    for (int i = 1; i < adj.size(); i++) {
        cout << i << ": ";
        if (i == Root)
            cout << adj[i].size() << endl;
        else
            cout << adj[i].size() - 1 << endl;
    }
}

int main()
{
    int N = 7, Root = 1;
    vector<vector<int> > adj(N + 1, vector<int>());
    addEdge(1, 2, adj);
    addEdge(1, 3, adj);
    addEdge(1, 4, adj);
    addEdge(2, 5, adj);
    addEdge(2, 6, adj);
    addEdge(4, 7, adj);
}

```

```
DAA_PRACTICAL > G+ trees.cpp > ...
64     cout << "The parents of each node are:" << endl;
65     printParents(Root, adj, 0);
66     cout << "The children of each node are:" << endl;
67     printChildren(Root, adj);
68     cout << "The leaf nodes of the tree are:" << endl;
69     printLeafNodes(Root, adj);
70     cout << "The degrees of each node are:" << endl;
71     printDegrees(Root, adj);
72     return 0;
73 }
74
```

PROBLEMS    OUTPUT    TERMINAL    DEBUG CONSOLE

```
2/lib/./lib/libmingw32.a(lib32_libmingw32_a-crt0_c.o):crt0_c.c:(.text.start
collect2.exe: error: ld returned 1 exit status
PS D:\DSA PRACTICE\DAA_PRACTICAL> cd "d:\DSA PRACTICE\DAA_PRACTICAL\" ; if (
The parents of each node are:
1->Root
2->1
5->2
6->2
3->1
4->1
7->4
The children of each node are:
1-> 2 3 4
2-> 5 6
3->
4-> 7
5->
6->
7->
The leaf nodes of the tree are:
3 5 6 7
The degrees of each node are:
```

## 5) Graph



DAA\_PRACTICAL > graph.cpp > Graph > V

```
1  #include <bits/stdc++.h>
2  using namespace std;
3  class Graph {
4      int V;
5      vector<list<int> > adj;
6
7  public:
8      Graph(int V);
9      void addEdge(int v, int w);
10     void BFS(int s);
11 };
12 Graph::Graph(int V)
13 {
14     this->V = V;
15     adj.resize(V);
16 }
17 void Graph::addEdge(int v, int w)
18 {
19     adj[v].push_back(w);
20 }
21 void Graph::BFS(int s)
22 {
23     vector<bool> visited;
24     visited.resize(V, false);
25     list<int> queue;
26     visited[s] = true;
27     queue.push_back(s);
28 }
```

```

28
29  ✓ while (!queue.empty()) {
30      s = queue.front();
31      cout << s << " ";
32      queue.pop_front();
33  ✓   for (auto adjacent : adj[s]) {
34  ✓       if (!visited[adjacent]) {
35           visited[adjacent] = true;
36           queue.push_back(adjacent);
37       }
38   }
39 }
40 }
41
42  ✓ int main()
43  {
44
45      Graph g(4);
46      g.addEdge(0, 1);
47      g.addEdge(0, 2);
48      g.addEdge(1, 2);
49      g.addEdge(2, 0);
50      g.addEdge(2, 3);
51      g.addEdge(3, 3);
52

```



```
DAA_PRACTICAL > graph.cpp > Graph > V
40     }
41
42     int main()
43     {
44
45         Graph g(4);
46         g.addEdge(0, 1);
47         g.addEdge(0, 2);
48         g.addEdge(1, 2);
49         g.addEdge(2, 0);
50         g.addEdge(2, 3);
51         g.addEdge(3, 3);
52
53         cout << "Following is Breadth First Traversal "
54              << "(starting from vertex 2) \n";
55         g.BFS(2);
56
57         return 0;
58     }
59
PROBLEMS    OUTPUT    TERMINAL    DEBUG CONSOLE
2 0 3 1
PS D:\DSA PRACTICE\DAA_PRACTICAL> 
```