```
BFS
#include<iostream.h>
#include<conio.h>
class graph
{
 int array[10][10];
 int direction;
 int novertex;
 public:
 graph ();
 void create_mat();
 void print ();
};
  graph :: graph()
  cout<<"\n\t How many vertex you want in graph: ";</pre>
  cin>>novertex;
  cout<<"\n\t Enter direction of graph (1-Directed, 0-Undirected)";</pre>
  cin>>direction;
  int i,j;
  for (i=0;i<10;i++)
  {
        for(j=0;j<10;j++)
        array[i][j]=0; // disjoint graph
  }
 }
  void graph:: create_mat()
  int max_edge,from,to;
  if(direction==1)
  max_edge=(novertex*(novertex-1));
  else
  max_edge=(novertex*(novertex-1))/2;
  for(int i=1;i<=max_edge;i++)</pre>
  {
cout<<"\n \t Enter two vertices to be connected. Press 0 0 to Quit \n"<<endl;
        cout<<"\n\t from vertex="; //source vertex</pre>
        cin>>from;
        cout<<"\n\t To vertex ="; //destination vertex</pre>
        cin>>to;
  if(from==0||to==0)
                               //condition to quit loop
        break;
```

```
if (from <0 || to<0 || from>novertex || to>novertex)
        cout<<"\tGraph Not Possible,Invalid connections"<<endl;</pre>
        i--;
  }
  else
  {
        array[from][to]=1;
        if(direction==0)
        array[to][from]=1;
 }
  }
}
void graph :: print()
  int i,j;
  for (i=1;i<=novertex;i++)</pre>
  cout<<"\t ";
   for(j=1;j<=novertex;j++)</pre>
  cout<<" "<<array[i][j];
   cout<<endl;
  }
}
void main()
           clrscr();
          graph g;
           clrscr();
          g.create_mat();
          g.print();
          getch();
        }
```

## // BFS on Graph

#define MAX 100 #define initial 1 #define waiting 2 #define visited 3

```
int n;
int adj[MAX][MAX];
int state[MAX];
void create_graph();
void BF_Traversal();
void BFS(int v);
int queue[MAX], front = -1,rear = -1;
void insert_queue(int vertex);
int delete_queue();
int isEmpty_queue();
int main()
{
        create_graph();
        BF_Traversal();
   return 0;
}
void BF_Traversal()
        int v;
                for(v=1; v<=n; v++)
                state[v] = initial;
        cout<<"Enter Start Vertex for BFS: \n";</pre>
        cin>>v;
        BFS(v);
}
void BFS (int v)
        int i;
        insert_queue(v);
        state[v] = waiting;
        while(!isEmpty_queue())
                v = delete_queue();
                cout<<v;
                state[v] = visited;
                for(i=1; i<=n; i++)
                {
                         if(adj[v][i] == 1 && state[i] == initial)
                                 insert_queue(i);
                                 state[i] = waiting;
                         }
                }
        }
```

```
Cout<<"\n";
}
void insert_queue(int vertex)
        if(rear == MAX-1)
                cout<<"Queue Overflow\n";</pre>
        else
        {
                if(front == -1)
                        front = 0;
                rear = rear+1;
                queue[rear] = vertex;
        }
}
int isEmpty_queue()
        if(front == -1 | | front > rear)
                return 1;
        else
                return 0;
}
int delete_queue()
        int delete_item;
        if(front == -1 || front > rear)
        {
                Cout<<"Queue Underflow\n";
                exit(1);
        delete item = queue [front];
        front = front+1;
        return delete_item;
}
void create_graph()
{
        int count,max_edge,origin,destin;
        cout<<"Enter number of vertices: "
        cin>>n;
        max_edge = n*(n-1);
        for (count=1; count<=max_edge; count++)</pre>
        {
                cout<<"Enter edge (-1 -1 to quit): "<<count;</pre>
                cin>>origin>>destin;
```

```
if((origin == -1) && (destin == -1))
                         break;
                if(origin>n || destin>n || origin<0 || destin<0)
                {
                         cout<<"Invalid edge!\n";</pre>
                         count--;
                }
                else
                {
                         adj[origin][destin] = 1;
        }
}
// Minimum spanning Tree Using Prims Algorithm
#include <iostream>
#define ROW 7
#define COL 7
#define infi 9999 //infi for infinity
using namespace std;
class prims
{
        int graph[ROW][COL],nodes;
        public:
                prims();
                void createGraph();
                void primsAlgo();
};
prims :: prims()
        for(int i=0;i<ROW;i++)</pre>
                for(int j=0;j<COL;j++)
                         graph[i][j]=0;
}
void prims :: createGraph()
        int i,j;
        cout<<"Enter Total Nodes: ";
        cin>>nodes;
        cout<<"\n\nEnter Adjacency Matrix : \n";</pre>
        for(i=0;i<nodes;i++)
                for(j=0;j<nodes;j++)
                         cin>>graph[i][j];
```

```
//Assigning infinity to all graph[i][j] where weight is 0
        for(i=0;i<nodes;i++)
                 for(j=0;j<nodes;j++)</pre>
                         if(graph[i][j]==0)
                                  graph[i][j]=infi;
        //Printing graph in matrix form
        cout<<"Matrix is:"<<endl;</pre>
        for(i=0;i<nodes;i++)
                 for(j=0;j<nodes;j++)</pre>
                   cout<<" "<<graph[i][j];
                   if ((j+1)%nodes==0)
                   cout<<endl;
                 }
}
void prims :: primsAlgo()
        cout<<"Minimum spanning tree is:";
        int selected[ROW],i,j,ne;
        int min,x,y;
        for(i=0;i<nodes;i++)
                 selected[i]=false;
        selected[0]=true;
        ne=0;
        while(ne < nodes-1)
                 min=infi;
                 for(i=0;i<nodes;i++)
                         if(selected[i]==true)
                                  for(j=0;j<nodes;j++)</pre>
                                  {
                                           if(selected[j]==false)
                                                   if(min > graph[i][j])
                                                     min=graph[i][j];
                                                     x=i;
                                                     y=j;
                                           }
                                  }
                         }
                 }
```

```
selected[y]=true;
cout<<"\n"<<x+1<<" --> "<<y+1;
ne=ne+1;
}

int main(){
  prims MST;

cout<<"\nPrims Algorithm to find Minimum Spanning Tree\n";
  MST.createGraph();
  MST.primsAlgo();
  return 0;
}</pre>
```

```
Hashing
```

```
#include<iostream.h>
#include<conio.h>
class hashMethod
  private:
    int arr[1000];
  public:
    void directM(void);
    void subtractionM(void);
    void moduloDivisionM(void);
    void moduloDivCollusionM(void);
    void digitExtraction 1(void);
    void digitExtractionCollusion_1();
    void digitExtraction_2(void);
    void digitExtractionCollusion_2();
    void digitExtraction_3(void);
    void digitExtractionCollusion_3();
    void displayArray(void);
    hashMethod()
      int i;
      for(i=0;i<1000;i++)
        arr[i]=0;
    }
};
void hashMethod :: directM(void)
  int address, key;
  cout<<"Enter key value between 1 to 20: ";
  cin>>kev;
  if((key>=0) && (key<20))
    address=key;
    arr[address]=key;
  }
  else
  {
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;
  }
void hashMethod :: subtractionM(void)
```

```
int address, key;
  cout<<"Enter key value between 1 to 20: ";
  cin>>key;
  if((key>=0) && (key<100))
    address=(100-key)%20;
    arr[address]=key;
  }
  else
  {
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;
void hashMethod :: moduloDivisionM(void)
  int address, key;
  cout<<"Enter key value between 1 to 100: ";
  cin>>key;
  if((key>=0) && (key<100))
    address=key%20;
    arr[address]=key;
  }
  else
  {
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;
  }
}
void hashMethod :: moduloDivCollusionM(void)
  int address, key;
  cout<<"Enter key value between 1 to 100: ";
  cin>>key;
  if((key>=0) && (key<100))
    address=key%20;
    if(arr[address]==0)
      arr[address]=key;
    }
    else
      address+=1;
      arr[address]=key;
    }
```

```
}
  else
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;</pre>
void hashMethod :: digitExtraction_1(void)
  int address, key;
  cout<<"Enter key value between 1 to 100: ";
  cin>>key;
  if((key>=10) && (key<1000))
    address=key%10;
    arr[address]=key;
  }
  else
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;
}
void hashMethod :: digitExtractionCollusion_1(void)
  int address, key;
  cout<<"Enter key value: ";</pre>
  cin>>key;
  if((key>=10) && (key<1000))
    address=key%10;
    if(arr[address]==0)
       arr[address]=key;
    }
    else
      address+=1;
       arr[address]=key;
    }
  }
  else
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;</pre>
  }
}
void hashMethod :: digitExtraction_2(void)
```

```
{
  int address, key;
  cout<<"Enter key value between 1 to 100: ";
  cin>>key;
  if((key>=10) && (key<1000))
    address=key%100;
    arr[address]=key;
  }
  else
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;
void hashMethod :: digitExtractionCollusion_2(void)
  int address, key;
  cout<<"Enter key value: ";</pre>
  cin>>key;
  if((key>=10) && (key<1000))
    address=key%100;
    if(arr[address]==0)
      arr[address]=key;
    else
      address+=1;
      arr[address]=key;
    }
  }
  else
  {
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;</pre>
  }
}
void hashMethod :: digitExtraction_3(void)
  int address, key;
  cout<<"Enter key value between 1 to 100: ";
  cin>>key;
  if((key>=10) && (key<1000))
    address=key%1000;
    arr[address]=key;
```

```
}
  else
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;</pre>
void hashMethod :: digitExtractionCollusion_3(void)
  int address, key;
  cout<<"Enter key value: ";</pre>
  cin>>key;
  if((key>=10) && (key<1000))
    address=key%1000;
    if(arr[address]==0)
       arr[address]=key;
    else
      address+=1;
       arr[address]=key;
    }
  }
  else
    cout<<"Invalid Input\nEnter value between 1 to 20 only."<<endl;</pre>
}
void hashMethod :: displayArray(void)
  for(int i =0; i<1000;i++)
    if(arr[i]==0)
      continue;
    }
    else
      cout<<"arr["<<i<<"]="<<arr[i]<<endl;
    }
 }
void main(void)
```

```
clrscr();
hashMethod h;
char ch='y';
int option;
int i;
while(ch=='y')
  cout<<"Selection operation:"<<endl;
  cout<<"1. Display"<<endl;
  cout<<"2. Direct Method"<<endl;
  cout<<"3. Subtraction Method" <<endl;
  cout<<"4. Modulo Division Method"<<endl;
  cout<<"5. Modulo Division Method with collusion"<<endl;
  cout<<"6. Last 1 Digit Extraction"<<endl;
  cout<<"7. Last 1 Digit Extraction with collusion"<<endl;</pre>
  cout<<"8. Last 2 Digit Extraction"<<endl;
  cout<<"9. Last 2 Digit Extraction with collusion"<<endl;</pre>
  cout<<"10. Last 3 Digit Extraction"<<endl;
  cout<<"11. Last 3 Digit Extraction with collusion"<<endl;
  cout<<"Enter an option: ";
  cin>>option;
  switch(option)
  {
    case 1:
      h.displayArray();
      cout<<"\nDo you want to continue?";</pre>
      break;
    }
    case 2:
      h.directM();
      cout<<"\nDo you want to continue?";</pre>
      break;
    }
    case 3:
    {
      h.subtractionM();
      cout<<"\nDo you want to continue?";</pre>
      break;
    }
    case 4:
       h.moduloDivisionM();
      cout<<"\nDo you want to continue?";</pre>
```

```
}
       case 5:
         h.moduloDivCollusionM();
         cout<<"\nDo you want to continue?";</pre>
         break;
       }
       case 6:
         h.digitExtraction_1();
         cout<<"\nDo you want to continue?";</pre>
       }
       case 7:
         h.digitExtractionCollusion_1();
         cout<<"\nDo you want to continue?";</pre>
         break;
       }
       case 8:
         h.digitExtraction_2();
         cout<<"\nDo you want to continue?";</pre>
         break;
       }
       case 9:
         h.digitExtractionCollusion_2();
         cout<<"\nDo you want to continue?";</pre>
         break;
       }
       case 10:
         h.digitExtraction_3();
         cout<<"\nDo you want to continue?";</pre>
         break;
       }
      case 11:
         h.digitExtractionCollusion_3();
         cout<<"\nDo you want to continue?";</pre>
         break;
       }
    ch = getch();
  }
}
```

break;

## **Binary Search:**

```
#include<iostream.h>
#include<conio.h>
class BSearch
int arr[10];
public:
void bsearch();
void getdata();
void display();
void BSearch::getdata()
cout<<"\nEnter 10 elements in ascending\n";</pre>
for(int i=0;i<10;i++)
cin>>arr[i];
void BSearch::display()
cout<<"\nElements in array\n";</pre>
for(int i=0;i<10;i++)
cout<<arr[i]<<"\t";
void BSearch::bsearch()
int first=0;
int last=10;
int mid=(first+last)/2;
int search;
cout<<"\nEnter value to be sarched: ";
cin>>search;
while(first<=last)
if(arr[mid]<search)</pre>
first=mid+1;
else if(arr[mid]==search)
cout<<"value found at pos: "<<mid+1;</pre>
break;
}
else
last=mid-1;
mid=(first+last)/2;
}
if(first>last)
cout<<"\nValue not found";
}
void main()
```

```
clrscr();
BSearch b;
b.getdata();
b.display();
b.bsearch();
getch();
}
```

## **Linear Search:**

```
#include<iostream.h>
#include<conio.h>
class LSearch
{
       int arr[10];
       public:
               void getdata();
               void display();
               void search1();
               void search2(int);
               int search3();
               int search4(int);
};
void LSearch::getdata()
       int i;
       cout<<"\nEnter 10 elements in array\n";</pre>
       for(i=0;i<10;i++)
               cin>>arr[i];
}
void LSearch::display()
{
       int i;
       cout<<"\nElements in array: \n";</pre>
       for(i=0;i<10;i++)
               cout<<arr[i]<<"\t";
}
void LSearch::search1()
{
       int num,pos=1,flag=0;
       cout<<"\nEnter element to search: ";</pre>
       cin>>num;
       for(int i=0;i<10;i++)
       {
```

```
if(arr[i]==num)
               {
                        flag=1;
                        break;
               pos++;
       }
       if(flag==1)
               cout<<"\nElement found at pos: "<<pos;</pre>
       else
       {
               cout<<"\nElement not found";</pre>
       }
}
void LSearch::search2(int num)
       int flag=0,pos=1;
       for(int i=0;i<10;i++)
       {
               if(arr[i]==num)
               {
                        flag=1;
                        break;
               pos++;
       }
       if(flag==1)
               cout<<"\nElement found at pos: "<<pos;</pre>
       else
       {
               cout<<"\nElement not found";</pre>
       }
}
int LSearch::search3()
       int num,pos=1,flag=0;
       cout<<"\nEnter element to search: ";</pre>
       cin>>num;
       for(int i=0;i<10;i++)
       {
               if(arr[i]==num)
               {
                        flag=1;
                        break;
               pos++;
```

```
}
       if(flag==1)
               return pos;
       else
               return -1;
       }
}
int LSearch::search4(int num)
       int flag=0,pos=1;
       for(int i=0;i<10;i++)
       {
               if(arr[i]==num)
                        flag=1;
                        break;
               }
               pos++;
       }
       if(flag==1)
       {
               return pos;
       else
               return -1;
       }
}
void main()
       clrscr();
       int opt,num,result;
       LSearch b;
       b.getdata();
       cout<<"\nElements without sorting:\n";</pre>
       b.display();
       cout<<"\n1.Search1\n2.search2\n3.Search3\n4.search4\n";</pre>
       cout<<"\nEnter the Option to perform the operation: ";</pre>
       cin>>opt;
       switch(opt)
       {
               case 1:
                                b.search1();
                                break;
               case 2:
                                cout<<"\nEnter the element to search: ";</pre>
                                cin>>num;
```

```
b.search2(num);
                                break;
               case 3:
                                result=b.search3();
                                if(result==-1)
                                {
                                         cout<<"\nElement not found";</pre>
                                }
                                else
                                {
                                         cout<<"\nElement found at pos: "<<result;</pre>
                                }
                                break;
               case 4:
                                cout<<"\nEnter the element to search: ";</pre>
                                cin>>num;
                                result=b.search4(num);
                                if(result==-1)
                                {
                                         cout<<"\nElement not found";</pre>
                                }
                                else
                                {
                                        cout<<"\nElement found at pos: "<<result;</pre>
                                break;
       }
       getch();
}
```