

Algorithm Design & Analysis Lab Assignment 01

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Linear Search:

```
#include <iostream>
using namespace std;
int search(int array[], int n, int key)
{
    // Search Sequentially Every In Index
    for (int i = 0; i < n; i++)
        if (array[i] == key)
            return i;
    return -1;
}
int main()
{
    int array[] = { 2, 4, 0, 1, 9 };
    int key = 1;
    int n = sizeof(array) / sizeof(array[0]);

    int result = search(array, n, key);

    (result == -1) ? cout << "Element Not Found": cout << "Element Found at index: " << result;
}
```

Output:

Element Found at index: 3

Binary Search Recursive Method:

```
#include <bits/stdc++.h>
using namespace std;
int binarySearch(int arr[], int l, int r, int x)
{
    if (r >= l)
    {
        int mid = l + (r - l) / 2;
        if (arr[mid] == x)
            return mid;
        if (arr[mid] > x)
            return binarySearch(arr, l, mid - 1, x); //If Recursive Call
        return binarySearch(arr, mid + 1, r, x); //Else Part Recursive Call
    }
    return -1;
}
int main()
{
    int arr[] = { 2, 3, 4, 10, 40 };
    int x = 10;
    int n = sizeof(arr) / sizeof(arr[0]);
    int result = binarySearch(arr, 0, n - 1, x);
    (result == -1) ?
    cout << "Element Not Found": cout << "Element Found at Index " << result;
}
```

Output:

Element Found at index: 3

Bubble Sort Optimized:

```
#include <iostream>
using namespace std;
void bubbleSort(int array[], int size)
{
    for (int j = 0; j < (size - 1); ++j)
    {
        int flag = 0;
        for (int i = 0; i < (size - j - 1); ++i)
        {
            if (array[i] > array[i + 1])
            {
                int temp = array[i];
                array[i] = array[i + 1];
                array[i + 1] = temp;
                flag = 1;
            }
        }

        if (flag == 0)
            break;
    }
}

int main()
{
    int data[] = { -2, 5, 0, 51, -8 };
    int size = sizeof(data) / sizeof(data[0]);
    bubbleSort(data, size);
    cout << "Sorted Array in Ascending Order:\n";
    for (int i = 0; i < size; i++) cout << data[i] << " ";
}
```

Output:

**Sorted Array in Ascending Order:
-8 -2 0 5 51**

Selection Sort:

```
#include <iostream>
#include <bits/stdc++.h>
using namespace std;

int main()
{
    int data[] = { 20, 12, 10, 15, 2 };
    int size = sizeof(data) / sizeof(data[0]);
    for (int i = 0; i < size - 1; i++)
    {
        int min = i;
        for (int j = i + 1; j < size; j++)
        {
            if (data[j] < data[min])
                min = j;
        }

        swap(data[min], data[i]);
    }

    cout << "Sorted array in Acsending Order:\n";
    for (int i = 0; i < size; i++) cout << data[i] << " ";
}
```

Output:

```
Sorted array in Acsending Order:
2 10 12 15 20
```

Insertion Sort:

```
#include <iostream>
using namespace std;
void insertionSort(int array[], int size)
{
    for (int i = 1; i < size; i++)
    {
        int key = array[i];
        int j = i - 1;
        while (key < array[j] && j >= 0)
        {
            array[j + 1] = array[j];
            --j;
        }
        array[j + 1] = key;
    }
}

int main()
{
    int data[] = { 8, 5, 6, 45, 0 };
    int size = sizeof(data) / sizeof(data[0]);
    insertionSort(data, size);
    cout << "Sorted array in ascending order:\n";
    for (int i = 0; i < size; i++) cout << data[i] << " ";
}
```

Output:

```
Sorted array in ascending order:
0 5 6 8 45
```

Queue:

```
#include <iostream>
using namespace std;

#define size 5
int Queue[size], front = -1, rear = -1;
void push(int val)
{
    if (rear == size - 1) cout << "Queue Overflow\n";
    else
    {
        if (front == -1) front = 0;
        Queue[++rear] = val;
    }
}

void pop()
{
    if (front == -1 || front > rear) cout << "Queue Is Underflow\n";
    else front++;
}

void display()
{
    if (front == -1)
    {
        cout << "Queue Is Empty\n";
        return;
    }

    cout << "Queue Elements Are : ";
    for (int it = front; it <= rear; it++)
        cout << Queue[it] << " ";
    cout << endl;
}

int main()
{
    display();
    pop();
    push(2);
    push(88);
    pop();
    display();
}
```

Output:

```
Queue Is Empty
Queue Is Underflow
Queue Elements Are : 88
```

Stack:

```
#include <bits/stdc++.h>
using namespace std;
```

```
#define size 5
```

```
int top = -1, Stack[size];
```

```
void push(int x)
```

```
{
    if (top == size - 1) cout << "Stack Overflow\n";
    else Stack[++top] = x;
}
```

```
void pop()
```

```
{
    if (top == -1) cout << "Stack Underflow\n";
    else top--;
}
```

```
void display()
```

```
{
    int it = top + 1;
    if (!it)
    {
        cout << "Stack Empty\n";
        return;
    }

    cout << "Stack Elements: ";
    while (it-- > 0) cout << Stack[it] << " ";
    cout << endl;
}
```

```
int main()
```

```
{
    display();
    pop();
    push(62);
    push(94);
    push(53);
    push(19);
    push(24);
    display();
    pop();
    display();
}
```

Output:

```
Stack Is Empty
Stack Underflow
Stack Elements Are : 24 19 53 94 62
Stack Elements Are : 19 53 94 62
```