

Program No:1

Aim: Merge two sorted arrays in a third array.

Algorithm:-

MERGING (array1, array2, merge, n, m)

Let ~~an~~ array1 and array2 ~~are~~ to be sorted arrays with m and n elements, respectively. The algorithm merges array1 and array2 into an ~~an~~ array merge with m+n elements.

1. SET $i = 0$ $j = 0$, $k = 0$ // [initialization]
2. Repeat while $i < m$ and $j < n$ // [Compare]

if $\text{array1}[i] < \text{array2}[j]$ then

SET $\text{merge}[k] = \text{array1}[i]$

SET $k = k + 1$ and $i = i + 1$

Else

SET $\text{merge}[k] = \text{array2}[j]$

SET $k = k + 1$ and $j = j + 1$

end of if

End of loop.

3. Repeat while $i < m$, then:

SET $\text{merge}[k] = \text{array1}[i]$

SET $i = i + 1$

SET $k = k + 1$

End of loop.

4. Repeat while $j < n$, then

SET merge $[k] = \text{array}[j]$

SET $j = j + 1$ and $k = k + 1$

End of loop

5. Exit

Program No: 2.

Singly Linked Stack.

Aim: Singly linked stack - push, pop, linear search

Algorithms:

1. Start.
2. If user select push operation then.
3. ~~Check~~ Create a new node with the given data.
4. If $top == NULL$ then,
(check whether stack is empty or not)
 5. SET $top = newNode$
SET $newNode \rightarrow next = NULL$.
else
SET $newNode \rightarrow next = top$
 $top = newNode$.
End of if
6. If user select pop operation then.
7. If $top == NULL$ then:
(Check whether stack is empty)
display "stack is empty"

else :

SET temp = top

(Create a temporary node and set it to top)

display temp \rightarrow data.

8. SET top = temp \rightarrow next

(make top point to the next node)

9. free (temp)

(Delete the temporary node)

10. If user select search operation then

11. ~~Delete~~ Declare a pointer variable temp and the variable key that holds the value to be searched.

12. SET temp = top
SET flag = 0

13. Repeat while temp \neq NULL
if temp \rightarrow data == key then
display "element found"
SET flag = 1

End of if structure
go to step 14.

Else

SET temp = temp \rightarrow next

End of while.

14 : If flag == 0 then.

display "element not found"

End of if structure.

15 : If user select display operation

16 : declare a pointer node ptr.

SET node ptr = top

17 : If nodeptr == NULL then

display "stack is empty"

End of if structure

18 : while nodeptr != NULL then

print nodeptr → data

SET nodeptr = nodeptr → next

19 : if node ptr != NULL then

print "- →"

End of if

End of while

19 ~~20~~ : Exit

Program no: 3.

Circular Queue.

Aim :

Algorithm :

1. start
2. If we select the insertion operation then
3. Declare a variable item with given value.
4. If $front == 0$ & $rear == size - 1$
 // $front = rear + 1$ then
 Display "queue overflow"
 End of if structure
5. If $front == -1$ then
 SET $front = 0$
 SET $rear = 0$
 End of if
6. If $rear == size - 1$
 SET $rear = 0$
 else
 SET $rear = rear + 1$

End of if

7: SET $eq[rear] = item$

8: If user select deletion operation then,

9: If $front == -1$ then

display "Queue underflow"

End of if structure.

10: If $front == rear$ then

SET $front = -1$

SET ~~front~~ $rear = -1$

End of if

11: If $front == size - 1$ then

SET $front = 0$

else

SET $front = front + 1$

End of if

12: If user select the display operation then

13: SET $front_pos = front$

SET $rear_pos = rear$.

14 : if front == -1 then

Display "Queue is empty"

End of if

15 : if front-pos <= rear-pos then

while front-pos <= rear-pos then

print cq [front-pos]

SET front-pos = front-pos + 1

End of while

else

Repeat while front-pos <= size - 1

print cq [front-pos]

SET front-pos = front-pos + 1

End of while

16 : SET front-pos = 0

17 : Repeat while front-pos <= rear-pos
then

cq [front-pos]

Set front-pos = front-pos + 1

End of while

End of if

18: If user select search operation
then

19: Declare a variable ser with value to
be searched.

20: Declare a temporary variable temp
then

SET temp = ser

21: SET i = 1

22: Repeat for k = 1 to n:

If $t = \text{arr}[i]$ then

print i

SET j = i + 1

End of if

If j = 0 then

Display "item not found"

End of if

SET i = i + 1

End of for

23: Exit

Program No: 4

Aim:

Algorithm :

- 1: Start
- 2: If user start the union operation then
- 3: Declare two array $set1[i]$ and $set2[i]$, Define two variables n_1, n_2 for holding the size of two arrays.
- 4: Read elements into the arrays $set1[i]$ and $set2[i]$
- 5: if $n_1 == n_2$ then
- 6: $SET \ i = 0$
- 7: Repeat for $i < n_2$ then
 $SET \ set3[i] = set1[i] \cup set2[i]$
- 8: $SET \ i = i + 1$

9: SET $i = 0$

10: Repeat for $i < 2$ then
 print $set3[i]$

11: SET $i = i + 1$

 End of for

 End of if

else

 print "size are not equal"

 exit

12: If user select insertion operation then.

13: ~~Do~~ Declare two array $set1[i]$ and
 $set2[i]$ with size n_1, n_2 Respectively
 and Read elements to the arrays.

14: If $n_1 == n_2$ then

15: SET $i = 0$

16: Repeat for $i < n_2$ then

17: SET $set3[i] = set1[i] + set2[i]$

18: SET $i = i + 1$

19 : SET $i = 0$

20 : Repeat for $i < n_2$ then;
Print $set3[i]$

21 : set $i = i + 1$

End of for

End of if

Else

Print "sets are not equal"

exit

22. If user select the subtraction
then

23. Declare two array $set1[i]$ and
 $set2[i]$ with n_1, n_2 size respectively
and input the elements to the array.

24 : If $n_1 == n_2$ then

25 : set $i = 0$

26 : Repeat for $i < n_2$ then :

~~set~~
Set $set3[i] = set1[i] + 1 * set2[i]$

27 : $i = i + 1$

End of for loop

28: $\text{def } i = 0$

29: Repeat for $k \in \mathbb{N}$ then
print $\text{set3}[i]$

30: set $i = i + 1$

End of for loop

End of if

else

"print size are not equal"

31: Exit

Program No: 5.

Binary Search Tree.

Aim:

Algorithm

- 1: Start-
- 2: If user select the insertion operation then
- 3: Create a new BST node and assign values to it.
- 4: Create tree (node, data) // call the create tree function then with the root value and the data entered by user
- 5: If root == NULL then;
 - 6: Declare a temporary variable temp
SET temp → data = data
SET temp → left → right = NULL;
return the new node temp to the calling function
- End of if
- 7: If data < (node → data)
- 8: ~~If data~~ Call the create node function with node → left

~~9: If data > node → data~~

~~10: Call the create tree (node → left, data)
end of if~~

and assign the return value in node → left

node → left = Create tree (node →
left, data)

End of if

9: ~~But~~ If data > node → data.

10: Call the create tree function with
node → right and assign the return
value in node → right.

node → right = create tree (node → right,
data)

End of if

11: return the original root pointer
'node' to the ~~to~~ calling function

12: If the user select the search
element operation then.

13: Search Node, data // Call the search function with root value and the element ~~the~~ ^{that} to be searched.

14: if node == NULL
print "element not found"
end of if

15: If data < node → data then:
Call the search function with
node → left and assign the return
value in node → left
node → left = search (node → left, data)
end of if

16: If data > node → data then,
call search function with node →
right and assign the return value
in node → right

node → right = search (node → right,
data)

End of if

else
print "Element found is" node → data.

17: Return the original root pointer node to the calling function.

18: If the user select the deletion operation then:

19: $\text{del}(\text{node}, \text{data})$ // call the del function with root value and the element to be deleted.

20: declare a temporary variable temp

21: If $\text{node} == \text{NULL}$ then
 print "element not found"
 end of if

22: If $\text{data} < \text{node} \rightarrow \text{data}$, then: Call the del function with $\text{node} \rightarrow \text{left}$ and assign the return value to $\text{node} \rightarrow \text{left}$.
 $\text{node} \rightarrow \text{left} = \text{del}(\text{node} \rightarrow \text{left}, \text{data})$
end of if.

23: if $\text{data} > \text{node} \rightarrow \text{data}$ then
 call the del function with $\text{node} \rightarrow \text{right}$
 and assign the return value to $\text{node} \rightarrow \text{right}$
 End of if

24: Else. // delete this node and replace
25: with either minimum element in the
right subtree or maximum element in
the left subtree.

25: If node \rightarrow right & node \rightarrow left
// replace with minimum element in
the right subtree.

26: Call find min function with node \rightarrow right
then return value assign in temp
Go to step 32.

OK \rightarrow temp = find min (node \rightarrow right)

OK \rightarrow node \rightarrow data = temp \rightarrow data

// replaced it with some other node.

27: Call function del with value node \rightarrow
right, temp \rightarrow data and return value
assign in node \rightarrow right
else

28: OK \rightarrow temp = node.

// If there is only one or zero
children then we can directly remove
it from the tree and connect.

its parent to its child.

29: If node \rightarrow left $==$ NULL then

OK \rightarrow node = node \rightarrow right

else

30: If node \rightarrow right $==$ NULL then

OK \rightarrow node = node \rightarrow left

31: free (temp)

End of if

End of if

End of if

32: find min (node)

33 - ~~if~~ node $==$ NULL then.

return NULL

Go to step 26.

End of if

34: If node \rightarrow left then

Call the function find min
with value (node \rightarrow left) then

return the value to calling function
return function (node \rightarrow left)

else

return node

goto step 24.

End of if

35 : If the user select the display option
then ,

36 : inorder (node)

Call the 'inorder' function with root
value.

37 : If node \neq NULL then

inorder (node \rightarrow left)

call the function 'inorder' with value
node \rightarrow left

38 : Print node \rightarrow data

inorder (node \rightarrow right)

Call the function 'inorder' with
value node \rightarrow right

End of if

39 : Exit

Program No: 6.

Doubly Linked List

Aim: Doubly linked list - insertion, deletion, search.

Algorithm:

1. Start
2. If user select the insert operation at beginning then:
 3. If head == NULL then:
 4. Perform step 56 to 59.
(call the function create())
 5. SET head = Temp
Temp = head
6. Else
 7. Perform step 56 to 59.
 8. SET Temp → next = head
SET head → prev = Temp
SET head = Temp
9. End of IF

9: If user choose the operation insert
node at the end then

10: If $head == NULL$ then:

11- perform step 56 to 59.

12. SET $head = temp$
SET $temp \rightarrow next = head$

13- Else.

14. perform step 56. to 59.

15. SET $temp \rightarrow next = temp$
 $temp \rightarrow prev = temp$
 $temp \rightarrow next = temp$

End of if

16: If user choose insert at any position then:

17 Read the position and store it in to
the variable pos.

18: SET $temp \rightarrow next = head$

19: If $pos < 1$ || $pos > count + 1$ then:

Display "position out of range to insert"
Exit.

End of if.

20: If head == NULL & pos == 1 then:

Display "Empty list cannot insert
other than 1st position"

Exit

End of if

21. If head == NULL & pos == 1 then:

22 - perform step 56 to 59.

Cell function create (1)

23: SET head == temp

SET temp1 = head

(End of if)

Exit

24: Else

Repeat

25: While $i < pos$ then:

26: SET temp2 = temp2 → next

SET $i = i + 1$

End of while.

27: Perform step 56 to 59.

28: Set ~~prev~~ temp \rightarrow prev = temp 2.

Set temp \rightarrow next = temp 2 \rightarrow next

Set temp 2 \rightarrow next \rightarrow prev = temp

Set temp 2 \rightarrow next temp

29: If user choose the operation deletion then:

30: Read the position then it store in to the variable pos.

31: Set temp 2 = head

32: If pos < 1 || If pos > = count + 1 then:

Display "position out of range. to delete"

End of if

Exit

33: If head == NULL then

Display "Empty list no elements to delete".

End of if
Exit

34: Else

35: Repeat while $i < pos$

~~35~~ Set $temp2 = temp2 \rightarrow next$

Set $i = i + 1$

End of while

36: If $i == 1$ then:

if $temp2 \rightarrow next == NULL$ then:

Display "Node deleted from list"

37: free $temp2$.

SET $temp2 = head = NULL$

Exit

38: If $i != 1$ then

$temp2 \rightarrow prev \rightarrow next = temp2 \rightarrow next$

39: if $i == 1$ then

SET $head = temp2 \rightarrow next$

Display "Node deleted"

40: free $temp2$.

41: SET count = count + 1

42: If user select display operation
then:

43: Set temp 2 = head

44: If temp 2 = NULL

Display "List empty to display"

Exit

45: while temp 2 \rightarrow next \neq NULL then:

print temp 2 \rightarrow n.

SET temp 2 = temp 2 \rightarrow next

46: print temp 2 \rightarrow n.

47: If user select search operation.
then:

48: SET temp 2 = head.

49: If temp 2 = NULL then

Display "List empty to search for
data".

Exit

50. Read the value to be searched
and store it into the variable
data.

51. While temp \neq NULL then:

52. If temp \rightarrow n == data then:
print count + 1

Exit

53. Else

SET temp = temp \rightarrow next

SET count = count + 1

End of if

↳ while

54. Display 'not found'

55. Exit

56. Set temp \rightarrow prev = NULL

57. SET temp \rightarrow next = NULL

Display "Enter values to node"

58: Read data and assign it into

temp \rightarrow n

temp \rightarrow n = data

59: Count = count + 1

60: Exit

Program No: 7

Disjoint Set.

Aim: Disjoint sets and the associated operations (create, union, find).

Program:

1. Start
2. Read the number of elements from user and store it in to the $dis.n$
3. Call function $makeSet()$ then:
4. SET $i = 0$
5. Repeat for $i < dis.n$ then:
 SET $dis.parent[i] = i$
 SET $dis.rank[i] = 0$
 SET $i = i + 1$.
 [End of for loop]
6. Use select the union operation then:
7. Read the elements to perform union and store in to x and y respectively.

8. // perform find operation with x and y
store result in x_{set} and y_{set}
perform step 23.

9. if $x_{set} = y_{set}$ then:
[End of if]

10. if $dis.rank[x_{set}] < dis.rank[y_{set}]$
then:
SET $dis.parent[x_{set}] = y_{set}$.
SET $dis.rank[x_{set}] = 1$.
End of if

11. Else if $dis.rank[x_{set}] > dis.rank[y_{set}]$ then:
SET $dis.parent[y_{set}] = x_{set}$;
SET $dis.rank[y_{set}] = -1$
End of if

12. else

13. SET $dis.parent[y_{set}] = x_{set}$
SET $dis.rank[x_{set}] = dis.rank[y_{set}] + 1$.
SET $dis.rank[y_{set}] = -1$

14. If we choose find operation then:
15. Read the elements to check if and store the value into the variables x and y respectively.
16. If find $x = z$ find y then:
display "connected components"
17. else.
18. Display "not connected components"
- 18: If we select the display operation then
19. SET $i = 0$
20. Repeat for $i < \text{dis.n}$ then
print $\text{dis.parent}[i]$
SET $i = i + 1$
End of for loop
21. SET $i = 0$
22. Repeat for $i < \text{dis.n}$ then:
print $\text{dis.rank}[i]$

SET $i = i + 1$

End of for loop

23. If $\text{dis. parent}[x] \neq x$

Then

SET $\text{dis. parent}[x] = \text{find}(\text{dis. parent}[x])$

return $\text{dis. parent}[x]$

24. End