

DSAL

Week 6

Udeet Mittal

CSE C3

Roll Number 64

1.SOLVED EXERCISE:

1) Implement a dequeue of integers with following functions.

a) deleteLeft b) addLeft c) deleteRight d) addRight e) display

filename: dequeue_fun.h

```
#define MAX 30
typedef struct dequeue
{
int data[MAX];
int rear,front;
}dequeue;

void initialize(dequeue *p);
int empty(dequeue *p);
int full(dequeue *p);
void enqueueR(dequeue *p,int x);
void enqueueF(dequeue *p,int x);
int dequeueF(dequeue *p);
int dequeueR(dequeue *p);
void print(dequeue *p);

void initialize(dequeue *P)
{
P->rear=-1;
P->front=-1;
}

int empty(dequeue *P)
{
if(P->rear== -1)
return(1);
return(0);
}
```

```

int full(dequeue *P)
{
if((P->rear+1)%MAX==P->front)
return(1);
return(0);
}

```

```

void enqueueR(dequeue *P,int x)
{
if(empty(P))
{
P->rear=0;
P->front=0;
P->data[0]=x;
}
else
{
P->rear=(P->rear+1)%MAX;
P->data[P->rear]=x;
}
}

```

```

void enqueueF(dequeue *P,int x)
{
if(empty(P))
{
P->rear=0;
P->front=0;
P->data[0]=x;
}
else
{
P->front=(P->front-1+MAX)%MAX;
P->data[P->front]=x;
}
}

```

```

int dequeueF(dequeue *P)
{
int x;
x=P->data[P->front];
if(P->rear==P->front) /*delete the last element */
initialize(P);
else
P->front=(P->front+1)%MAX;
return(x);
}

```

```

int dequeueR(dequeue *P)
{
int x;
x=P->data[P->rear];
if(P->rear==P->front)
initialize(P);
else
P->rear=(P->rear-1+MAX)%MAX;
return(x);
}

```

```

void print(dequeue *P)
{
if(empty(P))
{
printf("\nQueue is empty!!");
exit(0);
}
int i;
i=P->front;
while(i!=P->rear)
{
printf("\n%d",P->data[i]);
i=(i+1)%MAX;
}
printf("\n%d\n",P->data[P->rear]);
}

```

filename: dequeuer.c

```

#include<stdio.h>
#include<stdlib.h>
#include "dequeue_fun.h"

int main()
{
printf("Name: Udeet Mittal\nBatch: C3\nRoll Number: 64\n");
int i,x,op,n;
dequeue q;
initialize(&q);
do
{
printf("\n1.Create\n2.Insert(rear)\n3.Insert(front)\n4.Delete(rear)\n5.Delete(front)");
printf("\n6.Print\n7.Exit\n\nEnter your choice:");
scanf("%d",&op);
switch(op)

```

```

{

case 1: printf("\nEnter number of elements:");
scanf("%d",&n);
initialize(&q);
printf("\nEnter the data:");
for(i=0;i<n;i++)
{
scanf("%d",&x);
if(full(&q))
{
printf("\nQueue is full!!");
exit(0);
}
enqueueR(&q,x);
}
break;

case 2: printf("\nEnter element to be inserted:");
scanf("%d",&x);
if(full(&q))
{
printf("\nQueue is full!!");
exit(0);
}
enqueueR(&q,x);
break;

case 3: printf("\nEnter the element to be inserted:");
scanf("%d",&x);
if(full(&q))
{
printf("\nQueue is full!!");
exit(0);
}
enqueueF(&q,x);
break;

case 4: if(empty(&q))
{
printf("\nQueue is empty!!");
exit(0);
}
x=dequeueR(&q);
printf("\nElement deleted is %d\n",x);
break;

case 5: if(empty(&q))

```

```

{
printf("\nQueue is empty!!");
exit(0);
}
x=dequeueF(&q);
printf("\nElement deleted is %d\n",x);
break;

case 6: print(&q);
break;
default: break;
}
}while(op!=7);
return 0;
}

```

```

Student@prg33: ~/Udeet_DSAL/Week6
File Edit View Search Terminal Help
Student@prg33:~/Udeet_DSAL/Week6$ gcc dequeuer.c
Student@prg33:~/Udeet_DSAL/Week6$ ./a.out
Name: Udeet Mittal
Batch: C3
Roll Number: 64

1.Create
2.Insert(rear)
3.Insert(front)
4.Delete(rear)
5.Delete(front)
6.Print
7.Exit

Enter your choice:1

Enter number of elements:3

Enter the data:10 20 30

1.Create
2.Insert(rear)
3.Insert(front)
4.Delete(rear)
5.Delete(front)
6.Print
7.Exit

Enter your choice:4

Element deleted is 30

1.Create

```

```
Student@prg33: ~/Udeet_DSAL/Week6
File Edit View Search Terminal Help
1.Create
2.Insert(rear)
3.Insert(front)
4.Delete(rear)
5.Delete(front)
6.Print
7.Exit

Enter your choice:2

Enter element to be inserted:50

1.Create
2.Insert(rear)
3.Insert(front)
4.Delete(rear)
5.Delete(front)
6.Print
7.Exit

Enter your choice:6

10
20
50

1.Create
2.Insert(rear)
3.Insert(front)
4.Delete(rear)
5.Delete(front)
6.Print
7.Exit
```

```
Student@prg33: ~/Udeet_DSAL/Week6
File Edit View Search Terminal Help

Enter your choice:7
Student@prg33:~/Udeet_DSAL/Week6$ |
```

Questions for Lab6

1) Implement an ascending priority queue.

Note: An ascending priority queue is a collection of items into which items can be inserted arbitrarily and from which only the smallest item can be removed. If apq is an ascending priority queue, the operation `pqinsert(apq,x)` inserts element `x` into `apq` and `pqmindelete(apq)` removes the minimum element from `apq` and returns its value

filename: priorq.h

```
#define MAX 30
#include<stdio.h>

typedef struct {
int data[MAX];
int front,rear;
} pqueue ;

void initialise(pqueue * pq){
pq->rear=0;
}

void pqinsert(pqueue * pq,int x)
{
if(pq->rear==MAX)
{
printf("Overflow\n");
return;
}
pq->data[pq->rear++]=x;
}

int pqmindelete(pqueue *pq){
if(pq->rear==0)
{
printf("Underflow\n");
return -1;
}
int mi=0,mindata=0;
for(int i=0;i<pq->rear;i++)
{
if(pq->data[i]<pq->data[mi]){
mi=i;
mindata=pq->data[mi];
}
```

```

}
}
for(int i=mi;i<pq->rear-1;i++)
{
pq->data[i]=pq->data[i+1];
}
pq->rear--;
return mindata;
}

```

```

void display(pqueue * pq)
{
for(int i=0;i<pq->rear;i++)
{
printf("%d ",pq->data[i]);
}
printf("\n");
}

```

filename:q1.c

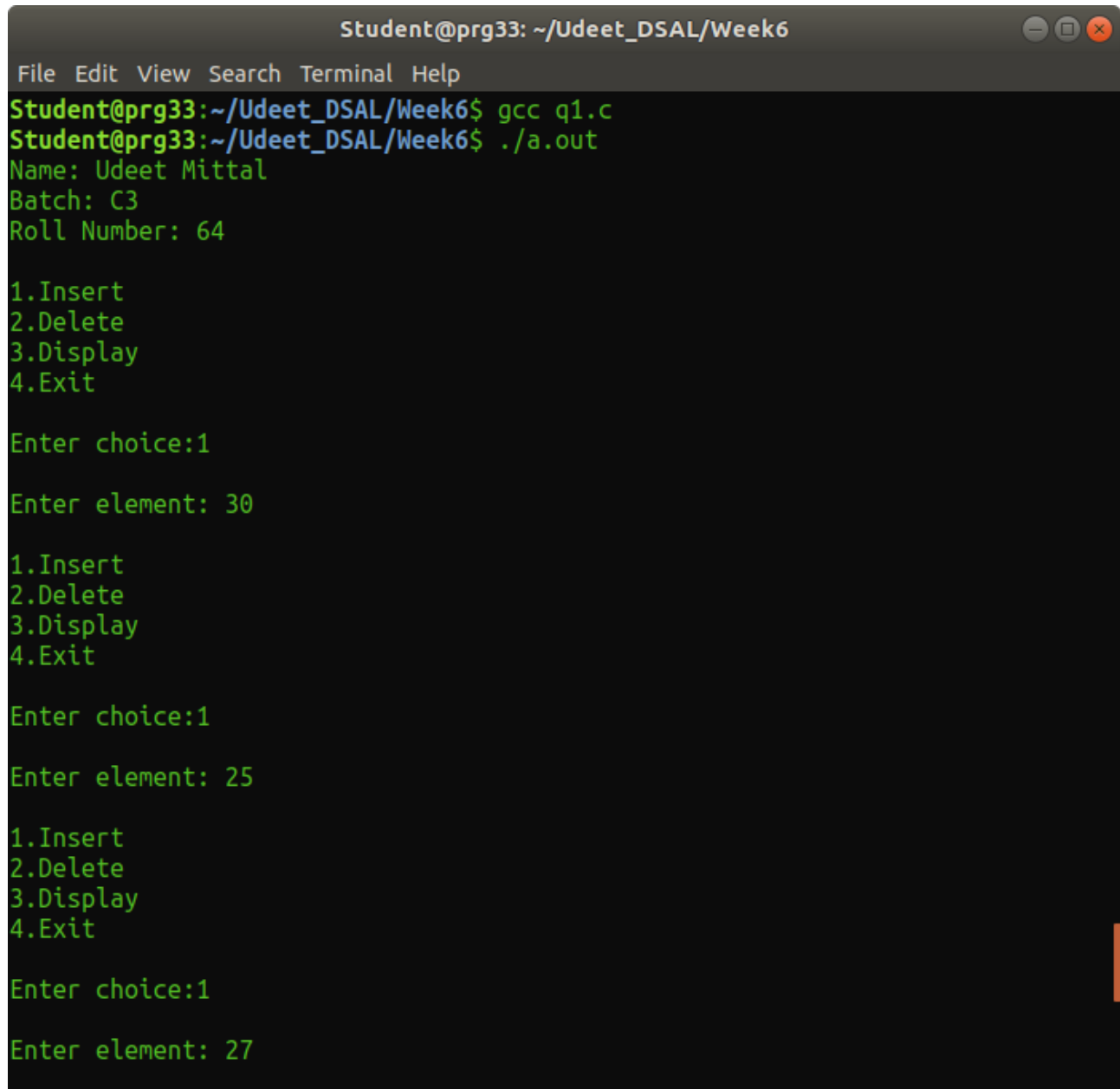
```

#include "priorq.h"
#include<stdio.h>
int main()
{
pqueue s;
pqueue *pq=&s;
initialise(pq);
int choice=0;
printf("Name: Udeet Mittal\nBatch: C3\nRoll Number: 64\n");
while(choice!=4)
{
printf("\n1.Insert\n2.Delete\n3.Display\n4.Exit\n\nEnter choice:");
scanf("%d",&choice);
switch(choice)
{
case 1: printf("\nEnter element: ");
int x;
scanf("%d",&x);
pqinsert(pq,x);
break;
case 2:printf("%d popped\n",pqmindelete(pq));
break;
case 3: display(pq);
break;
case 4:break;
}
}
}

```



```
default:printf("Wrong choice \n");}  
}  
}
```

A terminal window titled "Student@prg33: ~/Udeet_DSAL/Week6" with standard window controls. The terminal shows the execution of a C program. The user compiles "q1.c" with "gcc" and runs the resulting "a.out" binary. The program prompts for a name, batch, and roll number, which are entered as "Udeet Mittal", "C3", and "64" respectively. It then enters a loop where it displays a menu with four options: 1.Insert, 2.Delete, 3.Display, and 4.Exit. In each iteration, the user selects option 1 and enters an element value (30, 25, and 27 respectively).

```
Student@prg33: ~/Udeet_DSAL/Week6  
File Edit View Search Terminal Help  
Student@prg33:~/Udeet_DSAL/Week6$ gcc q1.c  
Student@prg33:~/Udeet_DSAL/Week6$ ./a.out  
Name: Udeet Mittal  
Batch: C3  
Roll Number: 64  
  
1.Insert  
2.Delete  
3.Display  
4.Exit  
  
Enter choice:1  
  
Enter element: 30  
  
1.Insert  
2.Delete  
3.Display  
4.Exit  
  
Enter choice:1  
  
Enter element: 25  
  
1.Insert  
2.Delete  
3.Display  
4.Exit  
  
Enter choice:1  
  
Enter element: 27
```

```
Student@prg33: ~/Udeet_DSAL/Week6
File Edit View Search Terminal Help
1.Insert
2.Delete
3.Display
4.Exit

Enter choice:3
30 25 27

1.Insert
2.Delete
3.Display
4.Exit

Enter choice:2
25 popped

1.Insert
2.Delete
3.Display
4.Exit

Enter choice:2
27 popped

1.Insert
2.Delete
3.Display
4.Exit

Enter choice:3
30

1.Insert
```

```
Student@prg33: ~/Udeet_DSAL/Week6
File Edit View Search Terminal Help
4.Exit

Enter choice:3
30

1.Insert
2.Delete
3.Display
4.Exit

Enter choice:4
Student@prg33:~/Udeet_DSAL/Week6$ |
```

2. Implement a queue of strings using an output restricted dequeue (no deleteRight).

Note: An output-restricted deque is one where insertion can be made at both ends, but deletion can be made from one end only, where as An input-restricted deque is one where deletion can be made from both ends, but insertion can be made at one end only

filename: q2.c

```
#include <stdio.h>
#include<stdbool.h>
#include<stdlib.h>
#define MAX 5

typedef struct dequeue{
char **data;
int rear,front;
}dequeue;

void initialize(dequeue *P){
P->rear=-1;P->front=-1;
}

bool empty(dequeue *P){
return(P->rear==-1);
}

bool full(dequeue *P){
return((P->rear+1)%MAX==P->front);
}

void enqueueR(dequeue *P){
char *x=(char*)calloc(25,sizeof(char));
printf("\nEnter the element to be inserted:");
scanf("%s",x);
if(empty(P)){
P->rear=0;
P->front=0;
P->data[0]=x;
} else{
P->rear=(P->rear+1)%MAX;
P->data[P->rear]=x;
}
```

```
}
```

```
void enqueueF(dequeue *P){
char *x=(char*)calloc(25,sizeof(char));
printf("\nEnter the element to be inserted:");
scanf("%s",x);
if(empty(P)){
P->rear=0;
P->front=0;
P->data[0]=x;
} else{
P->front=(P->front-1+MAX)%MAX;
P->data[P->front]=x;
}
}
```

```
char* dequeueF(dequeue *P)
{
char *x;
x=P->data[P->front];
if(P->rear==P->front)
/*delete the last element */
initialize(P);else
P->front=(P->front+1)%MAX;
return(x);
}
```

```
void print(dequeue *P){
if(empty(P)){
printf("\nQueue is empty!!");
return;
} int i=P->front;
while(i!=P->rear){
printf("\n%s",P->data[i]);
i=(i+1)%MAX;
}
printf("\n%s\n",P->data[P->rear]);
}
```

```
int main(){
printf("Name: Udeet Mittal\nBatch: C3\nRoll Number: 64\n");
int i,op;
dequeue ptr;
dequeue *q=&ptr;
initialize(q);
q->data=(char**)calloc(MAX,sizeof(char*));
do{
printf("\n1.Insert(rear)\n2.Insert(front)\n3.Delete(front)");
```

```
printf("\n4.Print\n5.Exit\nEnter your choice:");
scanf("%d",&op);
switch(op)
{
case 1: if(full(q)){
printf("\nQueue is full!!");
break;
} enqueueR(q);
break;

case 2: if(full(q)){
printf("\nQueue is full!!");
break;
} enqueueF(q);
break;

case 3: if(empty(q)){
printf("\nQueue is empty!!");
break;}
printf("\nElement deleted is %s\n",dequeueF(q));
break;

case 4: print(q);
}
}while(op!=5);
return 0;
}
```

```
MINGW64:/d/DSAL/Week6
Udeet@udeetHP MINGW64 /d/DSAL/Week6
$ gcc q2.c

Udeet@udeetHP MINGW64 /d/DSAL/Week6
$ ./a
Name: Udeet Mittal
Batch: C3
Roll Number: 64

1.Insert(rear)
2.Insert(front)
3.Delete(front)
4.Print
5.Exit
Enter your choice:1

Enter the element to be inserted:10

1.Insert(rear)
2.Insert(front)
3.Delete(front)
4.Print
5.Exit
Enter your choice:1

Enter the element to be inserted:20

1.Insert(rear)
2.Insert(front)
3.Delete(front)
4.Print
5.Exit
Enter your choice:1

Enter the element to be inserted:30

1.Insert(rear)
```

```
MINGW64:/d/DSAL/Week6
Enter the element to be inserted:30
1.Insert(rear)
2.Insert(front)
3.Delete(front)
4.Print
5.Exit
Enter your choice:4
10
20
30
1.Insert(rear)
2.Insert(front)
3.Delete(front)
4.Print
5.Exit
Enter your choice:3
Element deleted is 10
1.Insert(rear)
2.Insert(front)
3.Delete(front)
4.Print
5.Exit
Enter your choice:2
Enter the element to be inserted:40
1.Insert(rear)
2.Insert(front)
3.Delete(front)
4.Print
5.Exit
Enter your choice:4
```

```
MINGW64:/d/DSAL/Week6
4.Print
5.Exit
Enter your choice:4
40
20
30
1.Insert(rear)
2.Insert(front)
3.Delete(front)
4.Print
5.Exit
Enter your choice:5
Udeet@udeetHP MINGW64 /d/DSAL/Week6
$
```

3. Write a program to check whether given string is a palindrome using a dequeue.

Filename: q3.c

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#define MAX 10

typedef struct
{ int front, rear;
  char array[MAX];
} Queue;

void pushR(Queue *q, char key)
{ if (q->rear == MAX - 1)
{
printf("\nThe queue is full");
}
else
{ if (q->front == -1 && q->rear == -1)
{
q->front++;
}
q->array[++q->rear] = key;
}
}

char popRight(Queue *q)
{ char temp = q->array[q->rear];
q->rear--;
if (q->front > q->rear)
{
q->front = -1;
q->rear = -1;
}
return temp;
}

char popLeft(Queue *q)
{ char temp = q->array[q->front];
q->front++;
```



```
if (q->front > q->rear)
{q->front = -1;
q->rear = -1;
}
return temp;
}
```

```
int main()
{
printf("Name: Udeet Mittal\nBatch: C3\nRoll Number: 64\n");
Queue ptr;
Queue *q=&ptr;
q->front = q->rear = -1;
char ele[100];
printf("\nEnter a string:");
scanf(" %s", ele);
int n = strlen(ele);
for(int i = 0; i<n; i++){
pushR(q, ele[i]);
}
n = n/2;
int p = 1;
while(n--)
{
if(popLeft(q)!=popRight(q)){
p = 0;
break;
}
}
if(p)
{
printf("%s is a Palindrome\n",ele);
}
else
{
printf("%s is not a Palindrome\n",ele);
}
return 0;
}
```

```
MINGW64:/d/DSAL/Week6
Udeet@udeetHP MINGW64 /d/DSAL/Week6
$ gcc q3.c

Udeet@udeetHP MINGW64 /d/DSAL/Week6
$ ./a
Name: Udeet Mittal
Batch: C3
Roll Number: 64

Enter a string:hello
hello is not a Palindrome

Udeet@udeetHP MINGW64 /d/DSAL/Week6
$ ./a
Name: Udeet Mittal
Batch: C3
Roll Number: 64

Enter a string:2112
2112 is a Palindrome

Udeet@udeetHP MINGW64 /d/DSAL/Week6
$ ./a
Name: Udeet Mittal
Batch: C3
Roll Number: 64

Enter a string:racecar
racecar is a Palindrome

Udeet@udeetHP MINGW64 /d/DSAL/Week6
$ |
```