

**Binary search**

```

#include<stdio.h>
void binary_search(int[],int,int,int);
void bubble_sort(int[],int);
int main()
{
    int key,size,i;
    int list[25];
    printf("Enter size of a list:");
    scanf("%d",&size);
    printf("Enter elements\n");
    for(i=0;i<size;i++)
    {
        scanf("%d",&list[i]);
    }
    bubble_sort(list,size);
    printf("\n");
    printf("Enter key to search\n");
    scanf("%d",&key);
    binary_search(list,0,size,key);
}
void bubble_sort(int list[],int size)
{
    int temp,i,j;
    for(i=0;i<size;i++)
    {
        for(j=i;j<size;j++)
        {
            if(list[i]>list[j])
            {
                temp=list[i];
                list[i]=list[j];
                list[j]=temp;
            }
        }
    }
}
void binary_search(int list[],int lo,int hi,int key)
{
    int mid;
    if(lo>hi)
    {
        printf("Key not found\n");
    }
}

```

```

        return;
    }
    mid=(lo+hi)/2;
    if(list[mid]==key)
    {
        printf("Key found\n");
    }
    else if(list[mid]>key)
    {
        binary_search(list,lo,mid-1,key);
    }
    else if(list[mid]<key)
    {
        binary_search(list,mid+1,hi,key);
    }
}

```

```

Enter size of a list:4
Enter elements
12
78
903
56

Enter key to search
78
Key found

```

```

Enter size of a list:6
Enter elements
121
54
33
28
97
107

Enter key to search
67
Key not found

```

## GCD

```

#include <stdio.h>
int gcd(int m,int n)

```

```

{
    int r;
    do{
        r=m%n;
        m=n;
        n=r;
    } while(n!=0);
    return m;
}
int main()
{
    int m,n,res;
    printf("Enter m and n\n");
    scanf("%d%d",&m,&n);
    res=gcd(m,n);
    printf("The GCD of %d and %d is %d.\n",m,n,res);
}

```

```

Enter m and n
24
18
The GCD of 24 and 18 is 6.

```

## GCD

```

#include <stdio.h>
int gcd(int m,int n)
{
    if(n==0) return m;
    if(m<n) return gcd(n,m);
    return gcd(n,m%n);
}
int main()
{
    int m,n,res;
    printf("Enter m and n\n");
    scanf("%d%d",&m,&n);
    res=gcd(m,n);
    printf("GCD of %d and %d is %d.\n",m,n,res);
}

```

```
Enter m and n
24
18
GCD of 24 and 18 is 6.
```

## TOWER OF HANOI

```
#include<time.h>
#include <stdio.h>
int TOH(int,char,char,char);
int main()
{
    int n;
    clock_t t;
    t = clock();
    printf("\nEnter number of plates:");
    scanf("%d",&n);
    int c = TOH(n,'A','C','B');
    printf("\n");
    printf("Total number of moves = %d \n ", c);
    t = clock() - t;
    double time_taken = ((double)t)/CLOCKS_PER_SEC; // in seconds
    printf("ALGO took %f seconds to execute \n", time_taken);
    return 0;
}
int TOH(int n,char first,char third,char second)
{
    int count;
    if(n>0){
        count=TOH(n-1, first, second, third);
        printf("Move disk %d from peg %c to peg %c\n", n, first, third);
        count++;
        count+= TOH(n-1, second, third, first);
    }
    return count;
}
```

## LINEAR SEARCH

```
#include <stdio.h>
int RecursiveLS(int arr[], int value, int index, int n)
```

```

{
    int pos = 0;

    if(index >= n)
    {
        return 0;
    }

    else if (arr[index] == value)
    {
        pos = index + 1;
        return pos;
    }

    else
    {
        return RecursiveLS(arr, value, index+1, n);
    }
    return pos;
}

int main()
{
    int n, value, pos, m = 0, arr[100];
    printf("Enter the total elements in the array: ");
    scanf("%d", &n);

    printf("Enter the array elements: \n");
    for (int i = 0; i < n; i++)
    {
        scanf("%d", &arr[i]);
    }

    printf("Enter the element to search: ");
    scanf("%d", &value);

    pos = RecursiveLS(arr, value, 0, n);
    if (pos != 0)
    {
        printf("Element found at pos %d\n", pos);
    }
    else
    {
        printf("Element not found\n");
    }
}

```

```
}  
    return 0;  
}
```

```
Enter the total elements in the array: 7  
Enter the array elements:  
23  
908  
76  
12  
6542  
89  
0  
Enter the element to search: 908  
Element found at pos 2
```

```
Enter the total elements in the array: 3  
Enter the array elements:  
89  
765  
123  
Enter the element to search: 76  
Element not found
```