Submitted To:
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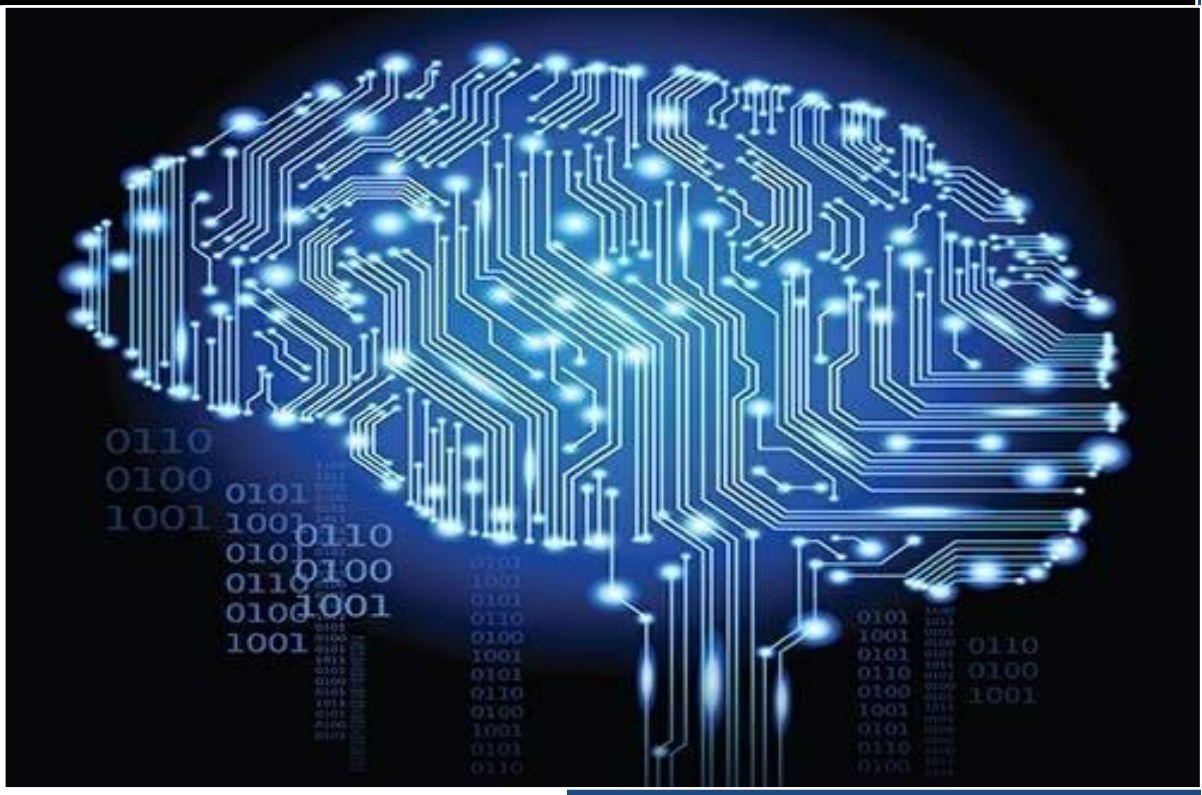
Design and Analysis of Algorithms



Submitted By:

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Course : BSC Computer Science Hons.

(Semester 4th)

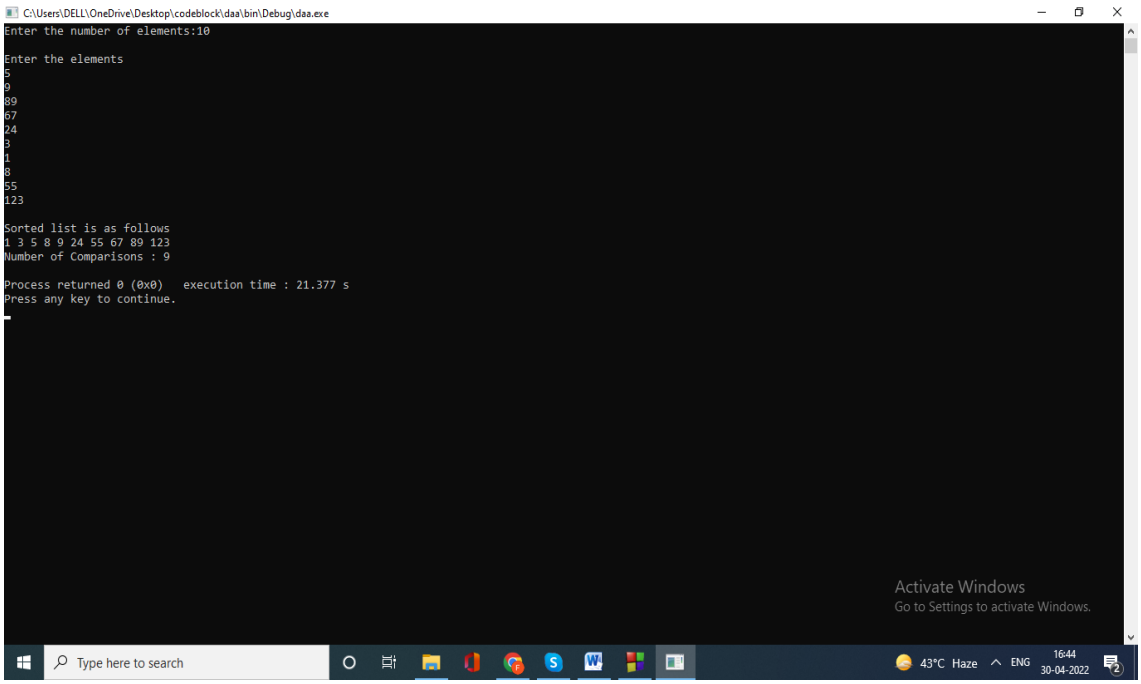
1. **a) Implement Insertion Sort (The program should report the number of comparisons)**

   Solution:

```
#include<iostream>

using namespace std;

int main()
{
   int i,j,n,temp,a[30], Comp=0;
   cout<<"Enter the number of elements:";
   cin>>n;
   cout<<"\nEnter the elements\n";

   for(i=0;i<n;i++)
   {
      cin>>a[i];
   }

   for(i=1;i<=n-1;i++)
   {
      temp=a[i];
      j=i-1;

      while((temp<a[j])&&(j>=0))
      {
         a[j+1]=a[j];
         j=j-1;
      }

      a[j+1]=temp;
      Comp++;
   }
```

```
    cout<<"\nSorted list is as follows\n";
    for(i=0;i<n;i++)
    {
       cout<<a[i]<<" ";
    }
     cout<<"\nNumber of Comparisons : "<<Comp<<endl;
    return 0;
}
```

Output:



b) Implement Merge Sort(The program should report the number of comparisons)

Solution:

```
#include<iostream>

#include<stdio.h>

using namespace std;
```

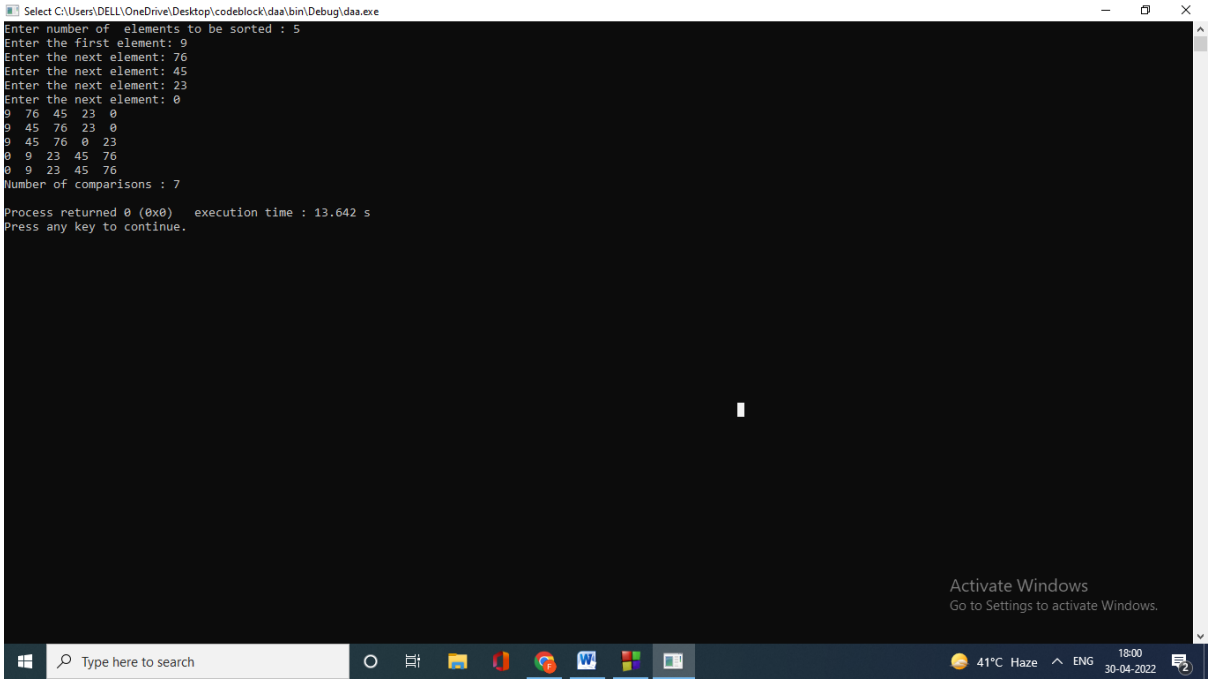
```
        int count = 0;
        int n = 0;
        const int MAX_ITEMS = 100;
        void merge(int values[], int leftFirst, int leftLast, int rightFirst, int
rightLast);
        void printarray( int a[], int n);
        void mergesort(int a[], int start, int end){

       if(start < end){
           int mid = (start+end)/2;
           mergesort(a,start, mid);
           mergesort(a,mid+1,end);
            merge(a, start,mid, mid+1, end);
        }
 }
 void merge(int values[], int leftFirst, int leftLast, int rightFirst, int rightLast){
      int temparray[MAX_ITEMS];
      int index = leftFirst;
      int saveFirst = leftFirst;

      while((leftFirst <= leftLast)  && ( rightFirst <= rightLast)){

         if(values[leftFirst] < values[rightFirst]){
            temparray[index]  = values[leftFirst];
```

```
        leftFirst++;
    }
    else
    {
        temparray[index]  = values[rightFirst];
        rightFirst++;
    }
    index++;
    count++;
}

while(leftFirst <= leftLast){

    temparray[index] = values[leftFirst];
    leftFirst++;
    index++;

}
while(rightFirst <= rightLast){
    temparray[index] = values[rightFirst];
    rightFirst++;
    index++;
```

```
        }

        for(index = saveFirst; index <= rightLast; index++)
            values[index] = temparray[index];
        printarray(values,n);
        cout << endl;

    }

void printarray( int a[], int n){
    for (int i=0; i < n; i++)
        cout << a[i] << "  ";
}

int main(){

    cout << "Enter number of  elements to be sorted : ";
    cin >>n;

    int a[MAX_ITEMS];
    for (int i=0; i < n; i++){
        if(i==0)
            cout << "Enter the first element: ";
```

```
    else
        cout << "Enter the next element: ";
    cin >>     a[i];
  }

  int start = 0;
  int end = n-1;
 mergesort(a, start, end);
  printarray(a, n);
  cout << endl;
  cout  << "Number of comparisons : "<< count << endl;
return 0;
}
```

Output:



2 Implement Heap Sort (The program should report the number of comparisons)

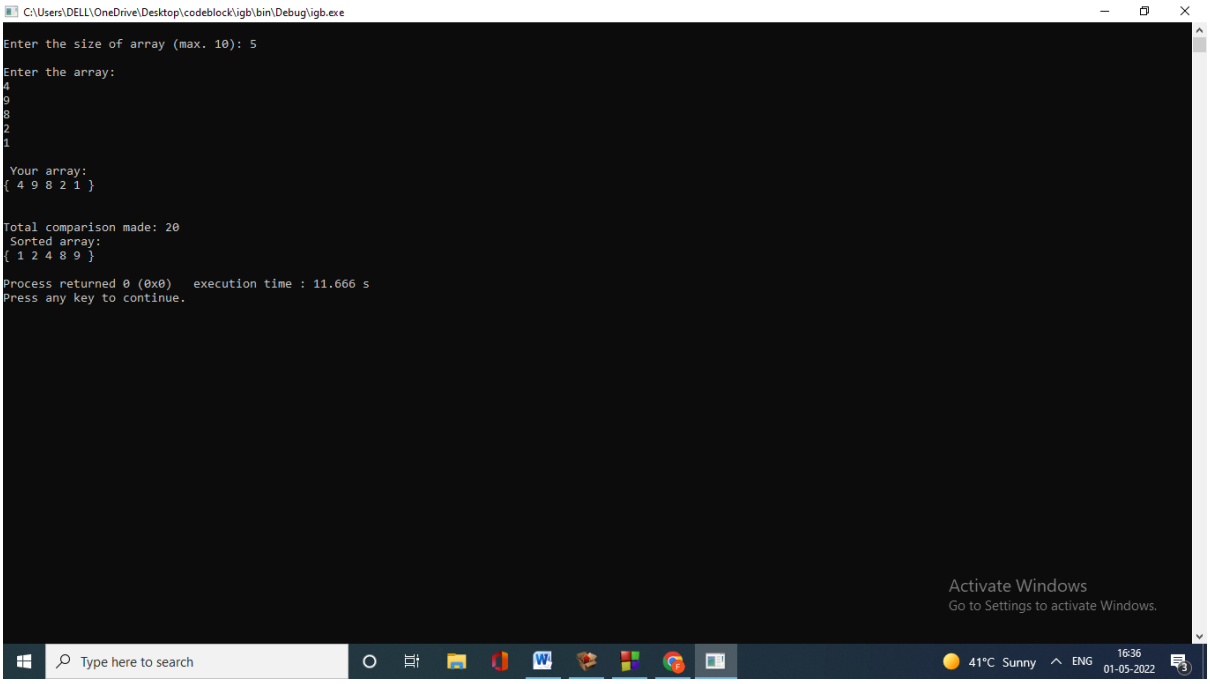
Solution:

```
#include<iostream>
#include<conio.h>

using namespace std;

int comparison = 0;

void display(int *a, int size) {
   cout<<"{ ";
   for(int i=0; i<size; i++ )
         cout<<a[i]<<' ';
   cout<<"}"<<endl;
}

void swap(int *a, int x, int y){
  int temp = a[y];
  a[y] = a[x];
  a[x] = temp;
}

void maxHeapify(int *a, int index, int heapSize)
{
  int left = index*2 + 1;
  int right = index*2 + 2;
  int largest = index;

  if(left < heapSize && a[left] > a[largest]){
    largest = left;
          comparison+=2;
  }
```

```
  if(right < heapSize && a[right] > a[largest]){
    largest = right;
            comparison++;
  }

  if(largest != index){
    comparison++;
    swap(a, largest, index);
    maxHeapify(a, largest, heapSize);
  }
}

void buildMaxHeap(int *a, int n)
{
  for (int i = (n/2) - 1; i >= 0; i--) {
    maxHeapify(a, i, n);
    comparison++;
  }
}

void heapSort(int *a, int size)
{
  buildMaxHeap(a, size);
  int heapSize = size, i;
  for(i=size-1; i>=0; i--) {
          swap(a, 0, i);
          heapSize--;
          comparison++;
          maxHeapify(a,0,heapSize);
  }
}

int main()
{
```

```
 int size, i, *arr;
 cout<<"\nEnter the size of array (max. 10): ";
 cin>>size;
 arr = new int[size];

 cout<<"\nEnter the array: \n";
 for(i=0; i<size; i++)
   cin>>arr[i];


 cout<<"\n Your array: \n";
 display(arr, size);
 getch();


 heapSort(arr, size);
 cout<<"\n\nTotal comparison made: "<<comparison;

 cout<<"\n Sorted array: \n";
 display(arr, size);
 getch();

 return 0;
}
```

Output:



3. Implement Randomized Quick sort (The program should report the number of comparisons)

Solution:

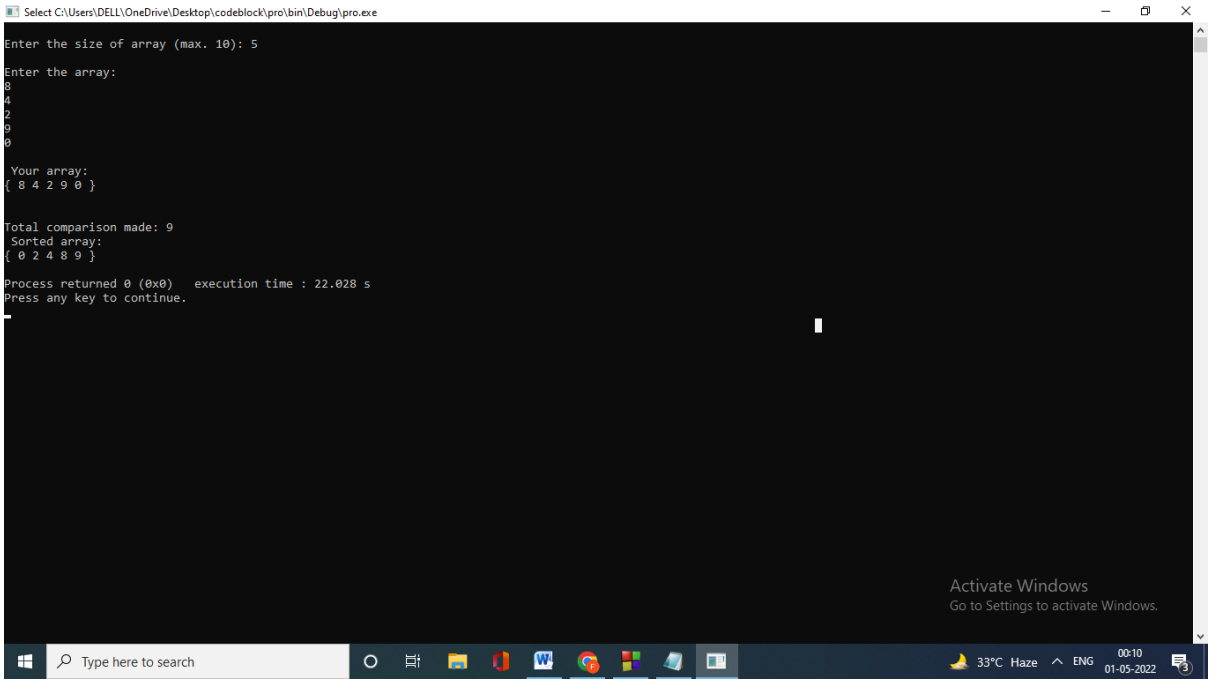
```
#include<conio.h>

#include<iostream>

#include<stdlib.h>

#include<stdio.h>


using namespace std;


int comparison = 0;


void display(int *a, int size) {

   cout<<"{ ";
```

```
    for(int i=0; i<size; i++ )
          cout<<a[i]<<' ';
    cout<<"}"<<endl;
}

void swap(int *a, int x, int y){
  int temp = a[y];
  a[y] = a[x];
  a[x] = temp;
}

int partition(int *a, int p, int r)
{
  int i = p-1, j, x;
  for (j = p; j<r; j++)
    if(a[j] <= a[r]){
      comparison+=2;
      i++;
      swap(a, j, i);
    }
  swap(a, i+1, r);

  return i+1;
```

```
}

int randomizedPartition(int *a, int beg, int end)
{
  int t = (rand()%(end-beg)) + beg;
  swap(a, end, t);
  return partition(a, beg, end);
}

void randomizedQuickSort(int *a, int p, int r)
{
  if (p<r) {
    comparison++;
    int q = randomizedPartition(a, p, r);
    randomizedQuickSort(a, p, q-1);
    randomizedQuickSort(a, q+1, r);
  }
}

int main()
{

 int size, i, *arr;
```

```
 cout<<"\nEnter the size of array (max. 10): ";
 cin>>size;
 arr = new int[size];

 cout<<"\nEnter the array: \n";
 for(i=0; i<size; i++)
   cin>>arr[i];


 cout<<"\n Your array: \n";
 display(arr, size);
 getch();


 randomizedQuickSort(arr, 0, size-1);
 cout<<"\n\nTotal comparison made: "<<comparison;

 cout<<"\n Sorted array: \n";
 display(arr, size);
 getch();
 return 0;
}
```

Output:



4. Implement Radix Sort

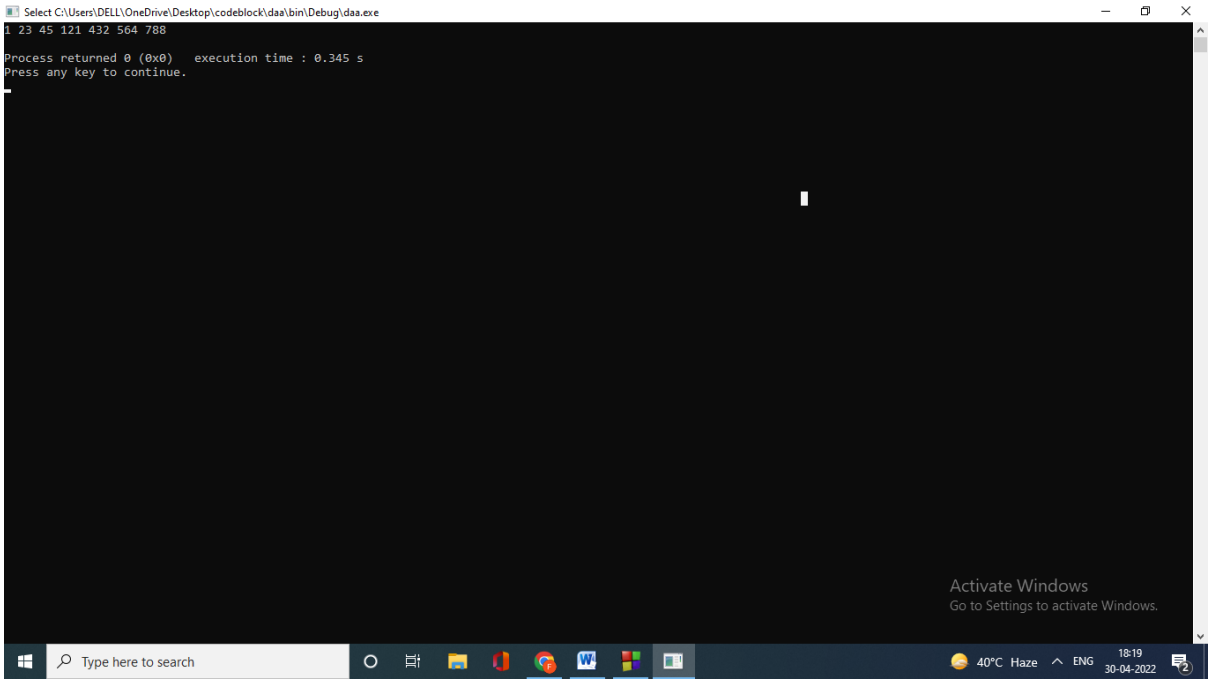
Solution:

```
#include <iostream>
using namespace std;
 int getMax(int array[], int n) {
      int max = array[0];
      for (int i = 1; i < n; i++)
          if (array[i] > max)
              max = array[i];
        return max;
      }
void countingSort(int array[], int size, int place) {
 const int max = 10;
```

```
  int output[size];
  int count[max];

  for (int i = 0; i < max; ++i)
    count[i] = 0;

  for (int i = 0; i < size; i++)
    count[(array[i] / place) % 10]++;

  for (int i = 1; i < max; i++)
    count[i] += count[i - 1];

  for (int i = size - 1; i >= 0; i--) {
    output[count[(array[i] / place) % 10] - 1] = array[i];
    count[(array[i] / place) % 10]--;
  }

  for (int i = 0; i < size; i++)
    array[i] = output[i];
}

void radixsort(int array[], int size) {
  int max = getMax(array, size);
```

```
  for (int place = 1; max / place > 0; place *= 10)
    countingSort(array, size, place);
}

void printArray(int array[], int size) {
  int i;
  for (i = 0; i < size; i++)
    cout << array[i] << " ";
  cout << endl;
}
int main() {
  int array[] = {121, 432, 564, 23, 1, 45, 788};
  int n = sizeof(array) / sizeof(array[0]);
  radixsort(array, n);
  printArray(array, n);

  return 0;
}
```

Output:



5. Create a Red-Black Tree and perform following operations on it:

i. Insert a node

ii. Delete a node

iii. Search for a number & also report the color of the node containing this number.

Solution:

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

struct Node {
    int data;
    Node *parent;
    Node *left;
    Node *right;
```

```
        int color;
};

typedef Node *NodePtr;

class RedBlackTree {
 private:
NodePtr root;
NodePtr TNULL;

void initializeNULLNode(NodePtr node, NodePtr parent) {
  node->data = 0;
  node->parent = parent;
  node->left = nullptr;
  node->right = nullptr;
  node->color = 0;
}



void preOrderHelper(NodePtr node) {
  if (node != TNULL) {
    cout << node->data << " ";
    preOrderHelper(node->left);
```

```
    preOrderHelper(node->right);
  }
}

void inOrderHelper(NodePtr node) {
  if (node != TNULL) {
    inOrderHelper(node->left);
    cout << node->data << " ";
    inOrderHelper(node->right);
  }
}

void postOrderHelper(NodePtr node) {
  if (node != TNULL) {
    postOrderHelper(node->left);
    postOrderHelper(node->right);
    cout << node->data << " ";
  }
}

NodePtr searchTreeHelper(NodePtr node, int key) {
```

```
  if (node == TNULL || key == node->data) {
    return node;
  }

  if (key < node->data) {
    return searchTreeHelper(node->left, key);
  }
  return searchTreeHelper(node->right, key);
}


void deleteFix(NodePtr x) {
  NodePtr s;
  while (x != root && x->color == 0) {
    if (x == x->parent->left) {
      s = x->parent->right;
      if (s->color == 1) {
        s->color = 0;
        x->parent->color = 1;
        leftRotate(x->parent);
        s = x->parent->right;
      }
```

```
  if (s->left->color == 0 && s->right->color == 0) {
    s->color = 1;
    x = x->parent;
  } else {
    if (s->right->color == 0) {
      s->left->color = 0;
      s->color = 1;
      rightRotate(s);
      s = x->parent->right;
    }

    s->color = x->parent->color;
    x->parent->color = 0;
    s->right->color = 0;
    leftRotate(x->parent);
    x = root;
  }
} else {
  s = x->parent->left;
  if (s->color == 1) {
    s->color = 0;
    x->parent->color = 1;
    rightRotate(x->parent);
```

```
      s = x->parent->left;
    }

    if (s->right->color == 0 && s->right->color == 0) {
      s->color = 1;
      x = x->parent;
    } else {
      if (s->left->color == 0) {
        s->right->color = 0;
        s->color = 1;
        leftRotate(s);
        s = x->parent->left;
      }

      s->color = x->parent->color;
      x->parent->color = 0;
      s->left->color = 0;
      rightRotate(x->parent);
      x = root;
    }
  }
}
x->color = 0;
```

```
}

void rbTransplant(NodePtr u, NodePtr v) {
  if (u->parent == nullptr) {
    root = v;
  } else if (u == u->parent->left) {
    u->parent->left = v;
  } else {
    u->parent->right = v;
  }
  v->parent = u->parent;
}

void deleteNodeHelper(NodePtr node, int key) {
  NodePtr z = TNULL;
  NodePtr x, y;
  while (node != TNULL) {
    if (node->data == key) {
      z = node;
    }

    if (node->data <= key) {
      node = node->right;
```

```
  } else {
    node = node->left;
  }
}

if (z == TNULL) {
  cout << "Key not found in the tree" << endl;
  return;
}

y = z;
int y_original_color = y->color;
if (z->left == TNULL) {
  x = z->right;
  rbTransplant(z, z->right);
} else if (z->right == TNULL) {
  x = z->left;
  rbTransplant(z, z->left);
} else {
  y = minimum(z->right);
  y_original_color = y->color;
  x = y->right;
  if (y->parent == z) {
```

```
      x->parent = y;
    } else {
      rbTransplant(y, y->right);
      y->right = z->right;
      y->right->parent = y;
    }

    rbTransplant(z, y);
    y->left = z->left;
    y->left->parent = y;
    y->color = z->color;
  }
  delete z;
  if (y_original_color == 0) {
    deleteFix(x);
  }
}

void insertFix(NodePtr k) {
  NodePtr u;
  while (k->parent->color == 1) {
    if (k->parent == k->parent->parent->right) {
      u = k->parent->parent->left;
```

```
  if (u->color == 1) {
    u->color = 0;
    k->parent->color = 0;
    k->parent->parent->color = 1;
    k = k->parent->parent;
  } else {
    if (k == k->parent->left) {
      k = k->parent;
      rightRotate(k);
    }
    k->parent->color = 0;
    k->parent->parent->color = 1;
    leftRotate(k->parent->parent);
  }
 } else {
  u = k->parent->parent->right;

  if (u->color == 1) {
    u->color = 0;
    k->parent->color = 0;
    k->parent->parent->color = 1;
    k = k->parent->parent;
  } else {
```

```
      if (k == k->parent->right) {
        k = k->parent;
        leftRotate(k);
      }
      k->parent->color = 0;
      k->parent->parent->color = 1;
      rightRotate(k->parent->parent);
    }
   }
   if (k == root) {
    break;
   }
  }
  root->color = 0;
}

void printHelper(NodePtr root, string indent, bool last) {
  if (root != TNULL) {
   cout << indent;
   if (last) {
    cout << "R----";
    indent += "   ";
   } else {
```

```
      cout << "L----";
      indent += "|   ";
    }

    string sColor = root->color ? "RED" : "BLACK";
    cout << root->data << "(" << sColor << ")" << endl;
    printHelper(root->left, indent, false);
    printHelper(root->right, indent, true);
  }
}

 public:
RedBlackTree() {
  TNULL = new Node;
  TNULL->color = 0;
  TNULL->left = nullptr;
  TNULL->right = nullptr;
  root = TNULL;
}

void preorder() {
  preOrderHelper(this->root);
}
```

```
void inorder() {
  inOrderHelper(this->root);
}

void postorder() {
  postOrderHelper(this->root);
}

NodePtr searchTree(int k) {
  return searchTreeHelper(this->root, k);
}

NodePtr minimum(NodePtr node) {
  while (node->left != TNULL) {
    node = node->left;
  }
  return node;
}

NodePtr maximum(NodePtr node) {
  while (node->right != TNULL) {
    node = node->right;
```

```
  }
  return node;
}

NodePtr successor(NodePtr x) {
  if (x->right != TNULL) {
    return minimum(x->right);
  }

  NodePtr y = x->parent;
  while (y != TNULL && x == y->right) {
    x = y;
    y = y->parent;
  }
  return y;
}

NodePtr predecessor(NodePtr x) {
  if (x->left != TNULL) {
    return maximum(x->left);
  }

  NodePtr y = x->parent;
```

```
  while (y != TNULL && x == y->left) {
    x = y;
    y = y->parent;
  }

  return y;
}

void leftRotate(NodePtr x) {
  NodePtr y = x->right;
  x->right = y->left;
  if (y->left != TNULL) {
    y->left->parent = x;
  }
  y->parent = x->parent;
  if (x->parent == nullptr) {
    this->root = y;
  } else if (x == x->parent->left) {
    x->parent->left = y;
  } else {
    x->parent->right = y;
  }
  y->left = x;
```

```
  x->parent = y;
}

void rightRotate(NodePtr x) {
  NodePtr y = x->left;
  x->left = y->right;
  if (y->right != TNULL) {
    y->right->parent = x;
  }
  y->parent = x->parent;
  if (x->parent == nullptr) {
    this->root = y;
  } else if (x == x->parent->right) {
    x->parent->right = y;
  } else {
    x->parent->left = y;
  }
  y->right = x;
  x->parent = y;
}

void insert(int key) {
```

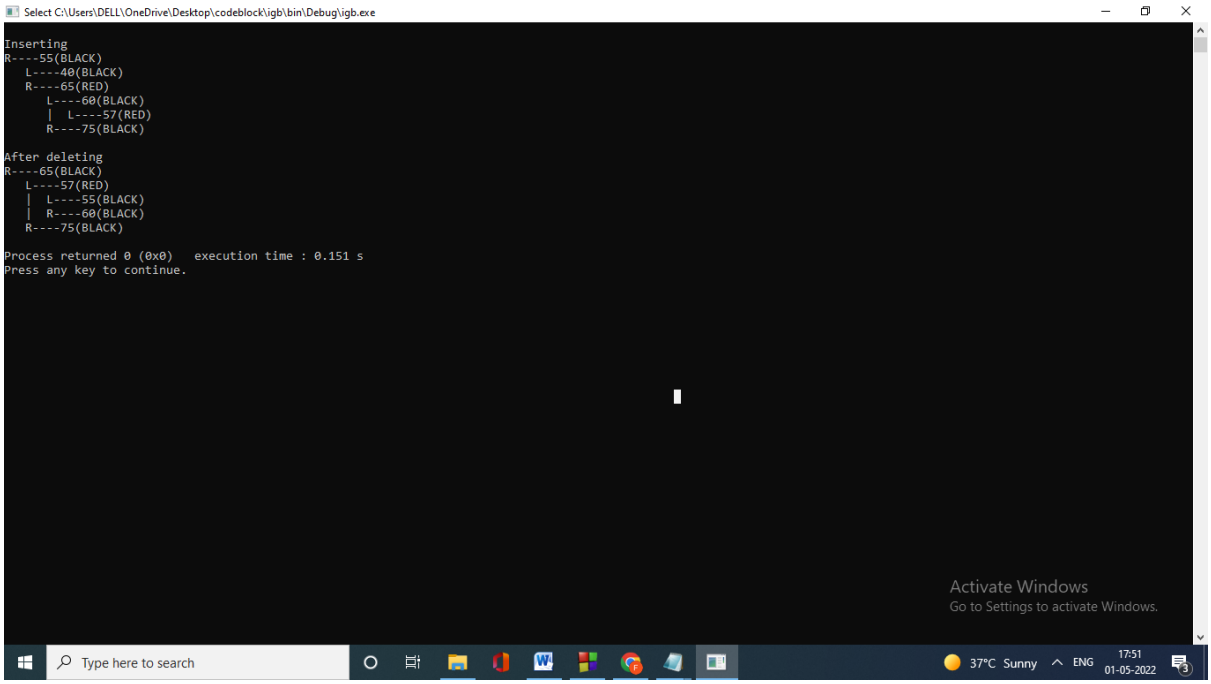
```
NodePtr node = new Node;
node->parent = nullptr;
node->data = key;
node->left = TNULL;
node->right = TNULL;
node->color = 1;

NodePtr y = nullptr;
NodePtr x = this->root;

while (x != TNULL) {
  y = x;
  if (node->data < x->data) {
    x = x->left;
  } else {
    x = x->right;
  }
}

node->parent = y;
if (y == nullptr) {
  root = node;
} else if (node->data < y->data) {
```

```
    y->left = node;
  } else {
    y->right = node;
  }

  if (node->parent == nullptr) {
    node->color = 0;
    return;
  }

  if (node->parent->parent == nullptr) {
    return;
  }

  insertFix(node);
}

NodePtr getRoot() {
  return this->root;
}

void deleteNode(int data) {
  deleteNodeHelper(this->root, data);
```

```
  }

  void printTree() {
    if (root) {
      printHelper(this->root, "", true);
    }
  }
};

int main() {
  RedBlackTree bst;
  cout << endl
     << "Inserting" << endl;
  bst.insert(55);
  bst.insert(40);
  bst.insert(65);
  bst.insert(60);
  bst.insert(75);
  bst.insert(57);

  bst.printTree();
  cout << endl
     << "After deleting" << endl;
```

```
  bst.deleteNode(40);
  bst.printTree();

  return 0;

}
```

Output:



6. Write a program to determine the LCS of two given sequences

Solution:

```
#include<iostream>

#include<conio.h>
```

```
#include<stdio.h>
#include<string.h>
using namespace std;

  char b[20][20];
  char c[20][20];
  char *seq;
  int index = 0;



void fillSeq(char *y, int m, int n)
{
   while(b[m][n] != ' ')
   {
     switch(b[m][n])
     {
       case '\\':  seq[index++] = y[n-1];
                   m--;
                   n--;
                   break;

       case '|':   m--;
                   break;
```

```
      case '-':   n--;
                  break;

      default:    break;
    }
  }
}

void printLCS(char *x, char *y, int row, int col)
{
  cout<<"------------------\n\nLCS:\t"
     <<"{   ";
  fillSeq(y, row-1, col-1);
  for (int i = index-1; i > -1; i--) {
    cout<<seq[i]<<"   ";
  }
  cout<<"}";
}

void printTable(char *x, char *y, int row, int col)
{
```

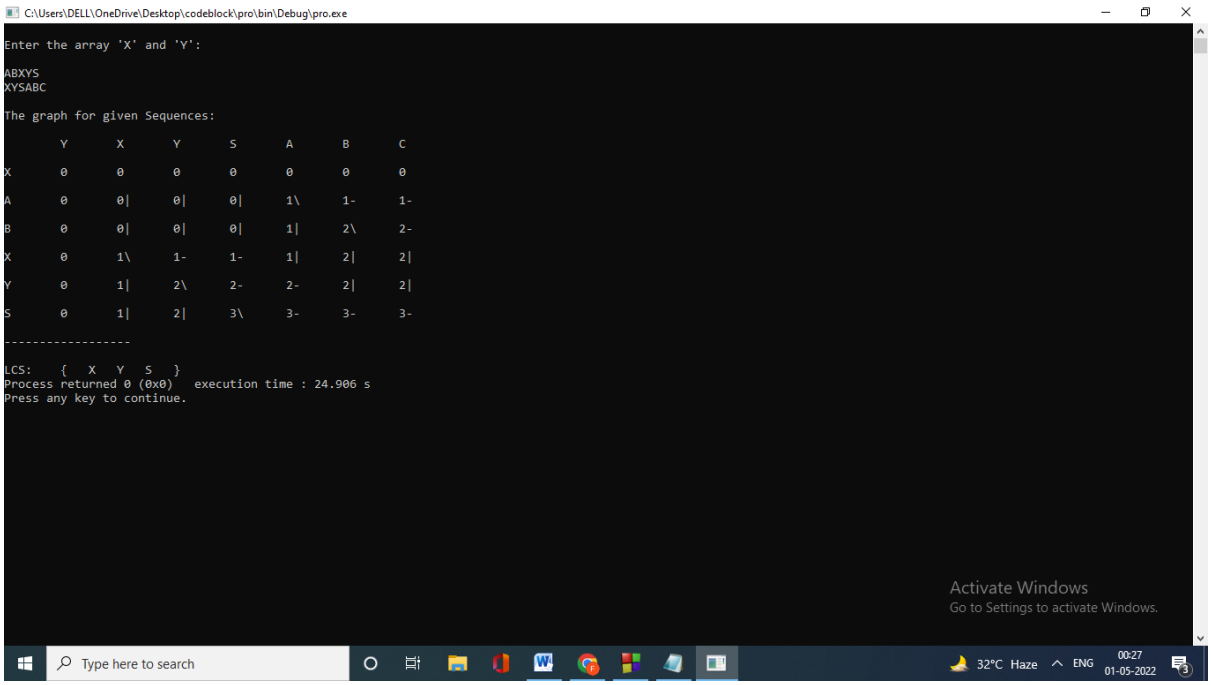
```
  cout<<"\nThe graph for given Sequences:\n\n";

  cout<<"\tY\t";
  for(int i=0; i<col; i++)
    cout<<y[i]<<"\t";
  cout<<endl<<endl;

  for (int i = 0; i < row; i++) {
    if(i==0)
      cout<<"X\t";
    else
      cout<<x[i-1]<<"\t";

    for (int j = 0; j < col; j++) {
      cout<<c[i][j]<<b[i][j]<<"\t";
    }
    cout<<endl<<endl;
  }
  printLCS(x, y, row, col);
}

void LCS(char *x, char *y){
  int m, n;
```

```
m = strlen(x);
n = strlen(y);
seq = new char[n];

for(int i=0; i<m+1; i++)
{
  c[i][0] = '0';
  b[i][0] = ' ';
}
for(int j=0; j<n+1; j++)
{
  c[0][j] = '0';
  b[0][j] = ' ';
}

for(int i=1; i<m+1; i++)
  for( int j=1; j<n+1; j++)
  {
    if(x[i-1] == y[j-1]){
        c[i][j]=c[i-1][j-1] + 1;
        b[i][j] = '\\';
    }
    else if(c[i-1][j] >= c[i][j-1]){
```

```
            c[i][j]=c[i-1][j];
            b[i][j] = '|';
        }
        else{
            c[i][j]=c[i][j-1];
            b[i][j] = '-';
        }
      }
      printTable(x, y, m+1, n+1);

}

int main()
{

   int m, n;
   char y[10], x[10];
   cout<<"\nEnter the array \'X\' and \'Y\': \n\n";
   gets(x);
   gets(y);

   LCS(x, y);
```

```
 getch();
 return 0;
}
```

Output:



7. Implement Breadth-First Search in a graph

Solution:

```
#include<iostream>
#include<conio.h>
using namespace std;

int graph[20][2], rows=-1, index = 0;

class node
```

```
  {
     public:
        int info;
        node *next;

     node(int data, node *ptr = NULL)
        {
         info = data;
         next = ptr;
        }
};

class queue
{
        node *head, *tail;

 public:
 queue()
        {
           head = NULL;
           tail = NULL;
        }
```

```
int giveHead()
{
  return head->info;
}
        void enqueue(int val)
{
  if(head != NULL)
  {
    tail->next = new node(val);
    tail = tail->next;
  }
  else
    head = tail = new node(val);
}


        int dequeue()
{
  int temp;
  if(head != NULL)
  {
     temp = head->info;
              head = head->next;
     return temp;
```

```
    }
    else
            return -1;
  }
} Q;



void printGraph()
{

 cout<<"\nYour Graph: ";
 cout<<"\n\n  From     To\n\n";
  for(int i = 0; i < rows; i++) {
    for (int j = 0; j < 2; j++) {
      cout<<"    "<<graph[i][j]<<"\t";
    }
    cout<<endl;
  }
}

int checkPeresence(int a, int row, int col)
{
   for(int i=0; i<row; i++)
```

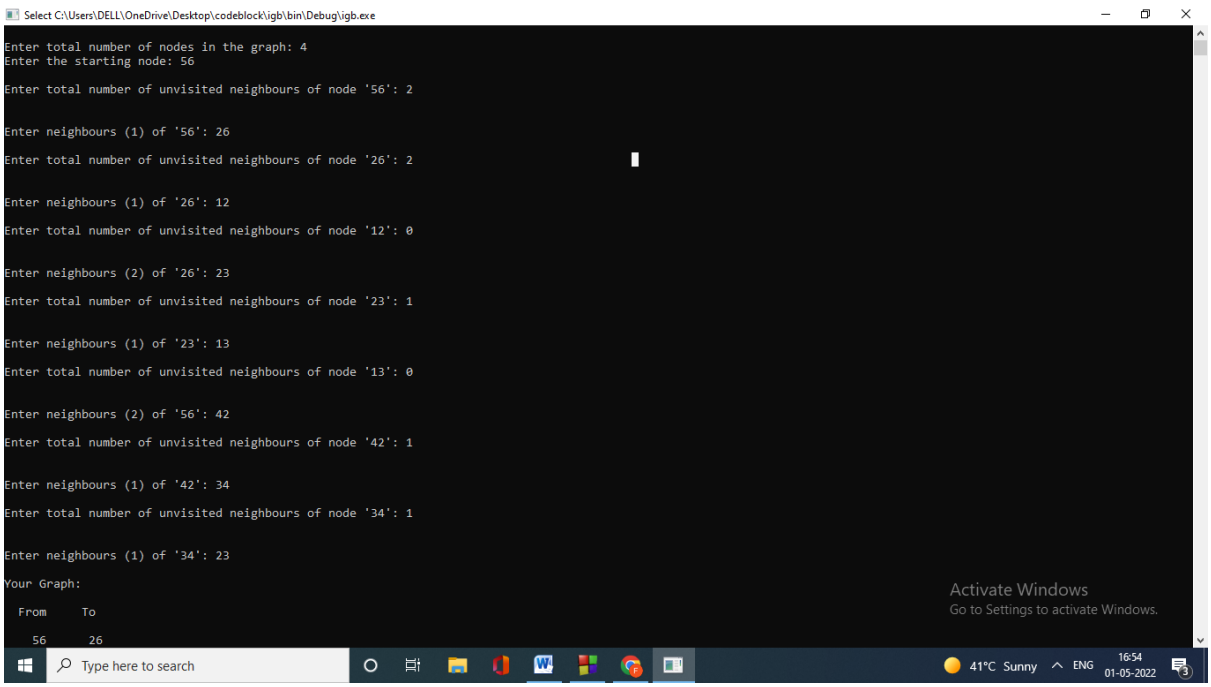
```
    if(graph[i][col] == a)
      return 1;
  return 0;
}

void drawGraph(int x, int i, int limit)
{
   int n, j;

   cout<<"\nEnter total number of unvisited neighbours of node \'"<<x<<"\': ";
   cin>>n;
   rows += n;

   if(n>0)
   {
    for (int j = i; j < i+n; j++) {
            graph[j][0] = x;
    }

    for (j = i; j < i+n; j++) {
        cout<<"\n\nEnter neighbours ("<<j-i+1<<") of \'"<<x<<"\': ";
        cin>>graph[j][1];
```

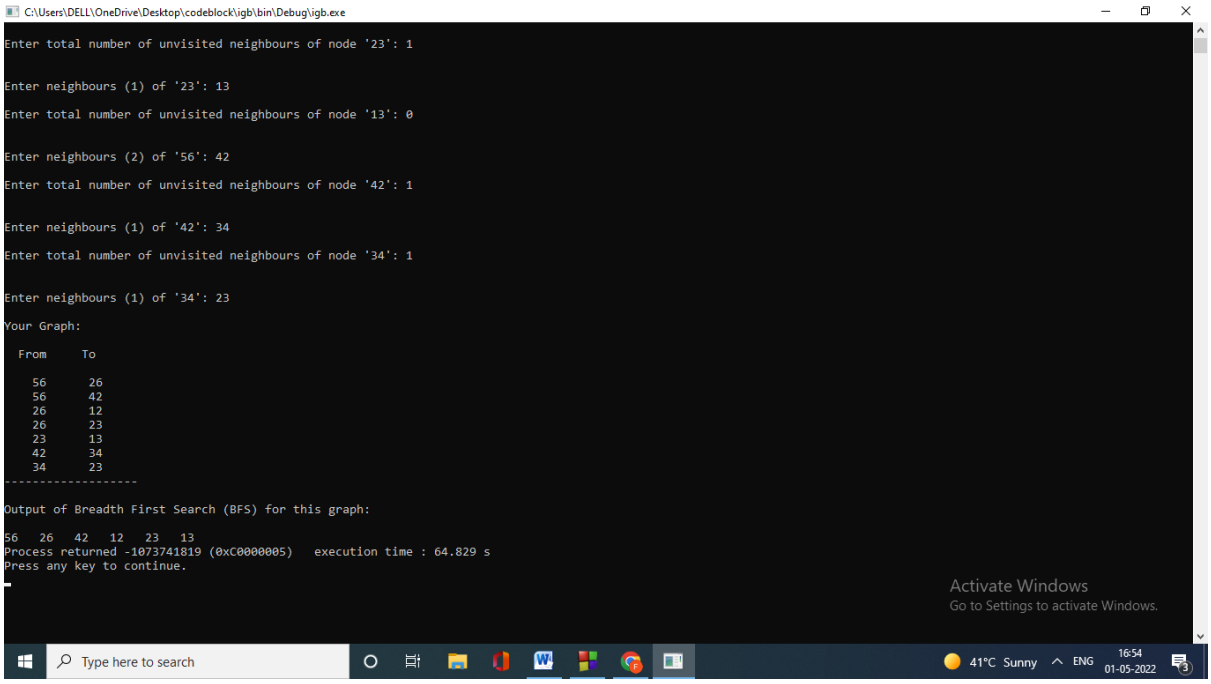
```
        if(checkPeresence(graph[j][1], rows, 0) == 0)
          drawGraph(graph[j][1], rows, limit);
     }
   }
}

void fill(int x)
{
  cout<<x<<"   ";
  Q.enqueue(x);
}

void BFS()
{
  while ((index < rows) && (Q.giveHead() == graph[index][0])) {
    if(checkPeresence(graph[index][1], index, 1) == 0)
      fill(graph[index][1]);
    index++;
  }
  if(index < rows)
  {
    do {
        if (Q.dequeue() == -1)
```

```
                return;
    } while(Q.giveHead() != graph[index][0]);

    BFS();
  }
  return;
}

int main()
{

    int t, start;
    rows = 0;

    cout<<"\nEnter total number of nodes in the graph: ";
    cin>>t;
    cout<<"Enter the starting node: ";
    cin>>start;

    drawGraph(start, 0, t-1);
    printGraph();

    getch();
```

```
  cout<<"------------------\n\n"
            <<"Output of Breadth First Search (BFS) for this graph:"
            <<"\n\n";
  fill(start);
  BFS();

 getch();

 return 0;
}
```

Output:





8. Implement Depth-First Search in a graph

Solution:

```
#include<iostream>

#include<conio.h>


using namespace std;


int graph[20][3], rows=-1;

int vFlag[20][2], tNodes, index = 0;


class node

{

  public:
```

```
        int info;
        node *next;

  node(int data, node *ptr = NULL)
        {
          info = data;
          next = ptr;
        }
};

class stack
{
        node *top;

  public:
  stack()
        { top = NULL; }

  int givetop()
  {  return top->info;  }

  void push(int val)
  {
```

```
    if(top != NULL)
      top = new node(val, top);
    else
      top = new node(val);
  }

  void pop()
  {
    if(top != NULL)
            top = top->next;
    else
            return;
  }

};

int getFirstIndex(int n)
{
  for (int c = 0; c < rows; c++)
    if(graph[c][0] == n)
      return c;
  return -1;
}
```

```
void printGraph()
{

 cout<<"\nYour Graph: ";
 cout<<"\n\n  From     To\n\n";
  for(int i = 0; i < rows; i++) {
    for (int j = 0; j < 2; j++) {
      cout<<"    "<<graph[i][j]<<"\t";
    }
    cout<<endl;
  }
}

int checkPeresence(int a, int row, int col)
{
   for(int i=0; i<row; i++)
     if(graph[i][col] == a)
       return 1;
   return 0;
}

void drawGraph(int x, int i, int limit)
```

```
{
   int n, j,c;

   cout<<"\nEnter total number of unvisited neighbours of node \'"<<x<<"\': ";
   cin>>n;
   rows += n;

   if(n>0)
   {
    for (int j = i; j < i+n; j++) {
              graph[j][0] = x;
    }

    for (j = i; j < i+n; j++) {
           cout<<"\n\nEnter neighbour("<<j-i+1<<") of \'"<<x<<"\': ";
           cin>>graph[j][1];

      for(int c=0; (c<index) && (graph[j][1] != vFlag[c][0]); c++);
           if(c == index)
            vFlag[index++][0] = graph[j][1];

           if(checkPeresence(graph[j][1], rows, 0) == 0)
            drawGraph(graph[j][1], rows, limit);
```

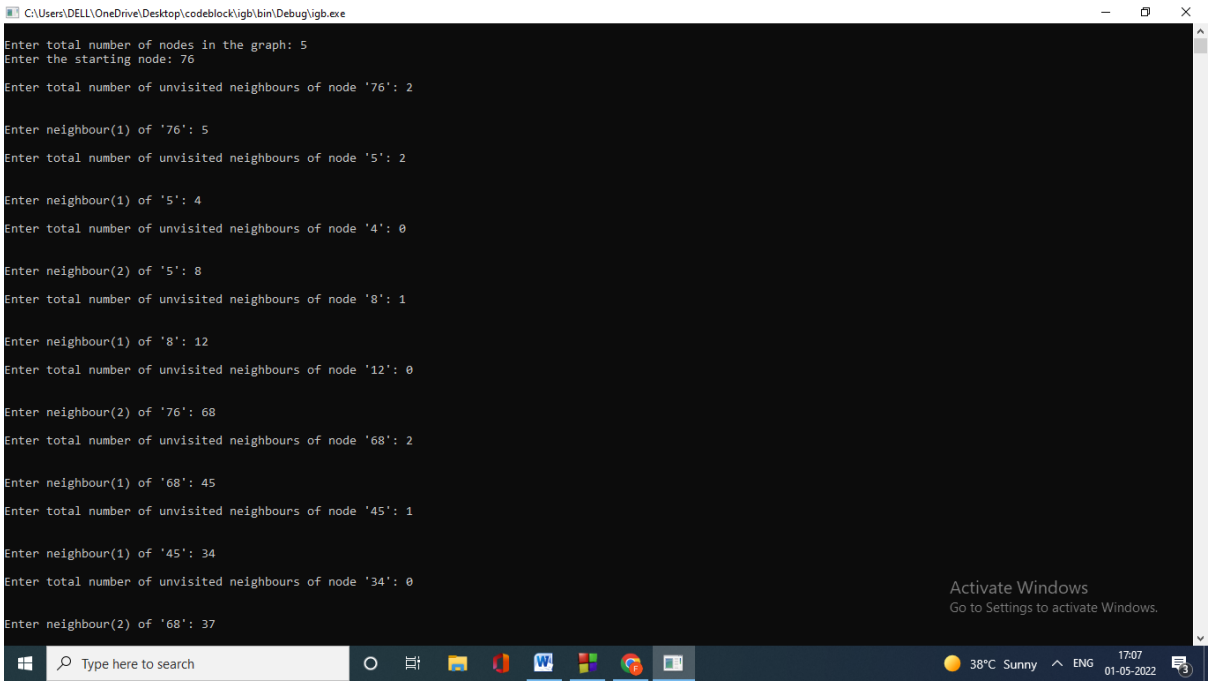
```
      }
    }
}

void markVisited(int val) {
  for(int i=0; i<tNodes; i++)
    if(vFlag[i][0] == val)
    {
      vFlag[i][1] = 1;
      return;
    }
}

int isVisited(int x){
  for (int i = 0; i < tNodes; i++)
    if (vFlag[i][0] == x){
      return (vFlag[i][1] == 1) ? 0 : -1;
    }
  return -1;
}

void fill(int x)
{
```

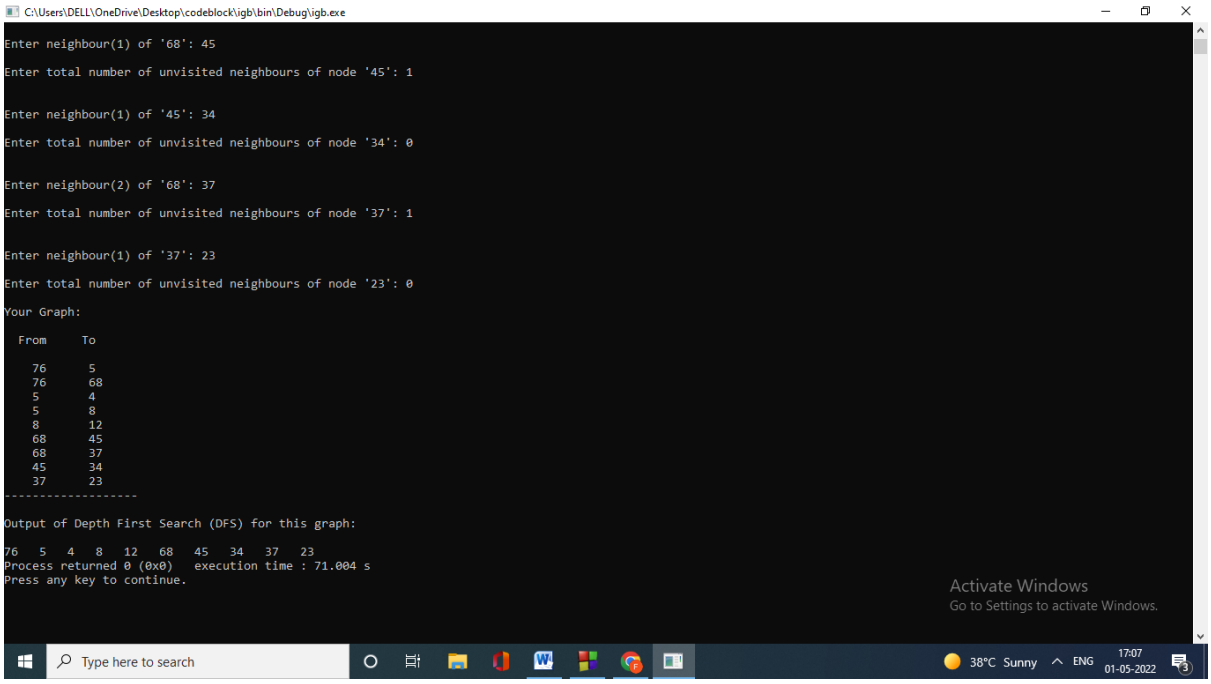
```
  cout<<x<<"   ";
  markVisited(x);
  S.push(x);
}

void DFS(int v, int i)
{
  int j, temp;
  if(isVisited(v == -1))
    fill(v);

  while((S.givetop() == graph[i][0])&&(i<rows)){
    if(isVisited(graph[i][1]) == -1){
      j = getFirstIndex(graph[i][1]);
      if(j != -1){
              DFS(graph[i][1], j);
      }
      else{
              fill(graph[i][1]);
              S.pop();
      }
    }
    i++;
```

```
  }
  S.pop();
}

int main()
{

    int start, t=0;
    rows = 0;

    cout<<"\nEnter total number of nodes in the graph: ";
    cin>>tNodes;
    cout<<"Enter the starting node: ";
    cin>>start;
    vFlag[index++][0] = start;

    drawGraph(start, 0, tNodes-1);
    printGraph();

    for (int c = 0; c < tNodes; c++) {
            vFlag[c][1] = 0;
    }
```

```
    getch();

    cout<<"------------------\n\n"
            <<"Output of Depth First Search (DFS) for this graph:"
            <<"\n\n";

    DFS(start, 0);

  getch();

  return 0;
}
```

Output:





9. Write a program to determine the minimum spanning tree of a graph

Solution:

```
#include <iostream>
#include<bits/stdc++.h>
#include <cstring>
using namespace std;
#define V 7

int main () {
int G[V][V] = {
        {0,28,0,0,0,10,0},
        {28,0,16,0,0,0,14},
```

```
        {0,16,0,12,0,0,0},
        {0,0,12,22,0,18},
        {0,0,0,22,0,25,24},
        {10,0,0,0,25,0,0},
        {0,14,0,18,24,0,0}
 };

  int edge;
  int visit[V];

 for(int i=0;i<V;i++){
   visit[i]=false;
}

  edge = 0;
  visit[0] = true;
  int x;
  int y;

  cout << "Edge" << " : " << "Weight";
  cout << endl;
  while (edge < V - 1) {
```

```
int min = INT_MAX;
x = 0;
y = 0;

for (int i = 0; i < V; i++) {
  if (visit[i]) {
     for (int j = 0; j < V; j++) {
       if (!visit[j] && G[i][j]) {
          if (min > G[i][j]) {
             min = G[i][j];
             x = i;
             y = j;
          }

       }
    }
  }
}
cout << x <<  " ---> " << y << " :  " << G[x][y];
cout << endl;
visit[y] = true;
edge++;
```

```
    }


  return 0;

}
```

Output: