

// C program to print preorder, inorder, and postorder traversal on Binary tree

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
struct node
```

```
{  
    int data;  
    struct node* left;  
    struct node* right;  
};
```

```
struct node* createNode (Value) {
```

```
    struct node* newNode = malloc (size of (struct node));
```

```
    newNode->data = value;
```

```
    newNode->left = NULL;
```

```
    newNode->right = NULL;
```

```
    return newNode;
```

```
}
```

```
struct node* insert (struct node* root, int data)
```

```
{  
    if (root == NULL) return createNode (data);
```

```
    if (data < root->data)
```

```
        root->left = insert (root->left, data);
```

```
    else if (data > root->data)
```

```
        root->right = insert (root->right, data);
```

```
    return root;
```

```
}
```

```

void inorder (struct node* root){
    if (root == NULL) return;
    inorder (root->left);
    printf("%d →", root->data);
    inorder (root->right);
}

int main(){
    struct node* root = NULL;
    root = insert (root, 40);
    insert (root, 100);
    insert (root, 300);
    insert (root, 600);
    insert (root, 500);
    insert (root, 900);
    insert (root, 1000);
    insert (root, 400);
    inorder (root);
}

```

C program to create (or insert) and inorder traversal on Binary Search tree

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node* left
```

```
    struct node* right;
```

```
};
```

```
struct node* createNode(Value){
```

```
    struct node* newNode = malloc(sizeof(struct node));
```

```
    newNode->data = value;
```

```
    newNode->left = NULL;
```

```
    newNode->right = NULL;
```

```
    return newNode;
```

```
}
```

```
struct Node* insert(struct node* root, int data)
```

```
{
```

```
    if (root == NULL) return createNode(data);
```

```
    if (data < root->data)
```

```
        root->left = insert(root->left, data);
```

```
    else if (data > root->data)
```

```
        root->right = insert(root->right, data);
```

```
    return root;
```

```
}
```

```
void inorder(struct node* root) {
```

```
    if (root == NULL) return;
```

(4)

```
inorder (root->left);  
printf ("%d →", root->data);  
inorder (root->right);  
}
```

```
int main () {  
    struct node* root = NULL;  
    root = insert (root, 18);  
    insert (root, 13);  
    insert (root, 11);  
    insert (root, 16);  
    insert (root, 17);  
    insert (root, 19);  
    insert (root, 15);  
    insert (root, 14);  
  
    inorder (root);  
}
```

⑤
//write a c program depth first search (DFS) using array

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
int source, V, E, time, visited [100], G[100][100];
```

```
void DFS(int i)
```

```
{
```

```
    int j;
```

```
    visited[i] = 1;
```

```
    printf("%d →", i+1);
```

```
    for (j=0; j<V; j++)
```

```
    {
```

```
        if (G[i][j] == 1 && visited[j] == 0)
```

```
            DFS(j);
```

```
    }
```

```
}
```

```
int main()
```

```
{
```

```
    int i, j, v1, v2;
```

```
    printf("\n\t\t\t\t\tGraphs\n");
```

```
    printf("Enter the no. of edges:");
```

```
    scanf("%d", &E);
```

```
    printf("Enter no. of vertices:");
```

```
    scanf("%d", &V);
```

```
    for (i=0; i<V; i++)
```

```
    {
```

```
        for (j=0; j<V; j++)
```

```
            G[i][j] = 0;
```

```
    }
```

```
/* Creating edges: */
```

```
for (i=0; i<E; i++)
```

```
{
```

```
    printf("Enter the edges (format: V1V2:");
```

```
    scanf("%d %d", &v1, &v2);
```

```
    G[v1-1][v2-1]=1;
```

```
}
```

```
for (i=0; i<V; i++)
```

```
{
```

```
    for (j=0; j<V; j++)
```

```
        printf("%d", G[i][j]);
```

```
    printf("\n");
```

```
}
```

```
printf("Enter the source:");
```

```
scanf("%d", &source);
```

```
    DFS(source-1);
```

```
    return 0;
```

```
}
```

Write a C program breath first search (BFS) using array ④

```
#include <stdio.h>
int G[100][100], q[100], visited[100], n, front = 1, rear = 0;

void bfs(int v)
{
    int i;
    visited[v] = 1;

    for (i = 1; i <= n; i++)
        if (G[v][i] && !visited[i])
        {
            q[++rear] = i;
            if (front <= rear)
                bfs(q[front++]);
        }
}

int main()
{
    int v, i, j;

    printf("\n Enter the number of vertices:");
    scanf("%d", &n);

    for (i = 1; i <= n; i++)
    {
        q[i] = 0;
        visited[i] = 0;
    }

    printf("\n Enter graph data in matrix form:\n");
    for (i = 1; i <= n; i++)
        for (j = 1; j <= n; j++)
            scanf("%d", &G[i][j]);

    printf("\n Enter the starting vertex:");
    scanf("%d", &v);
}
```


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bfs(v);

printf("\n the nodes which are reachable are:\n");

for (i=1; i<=n; i++)

if (visited[i])

printf("%d\t", i);

else

printf("\n %d is not reachable", i);

return 0;

}

//c program for linear search algorithm

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int a[100], i, x, n;
```

```
    printf("How many elements?");
```

```
    scanf("%d", &n);
```

```
    printf("Enter array elements:\n");
```

```
    for (i=0; i<n; ++i)
```

```
        scanf("%d", &a[i]);
```

```
    printf("\nEnter element to search:");
```

```
    scanf("%d", &x);
```

```
    for (i=0; i<n; ++i)
```

```
        if (a[i] == x)
```

```
            break;
```

```
    if (i < n)
```

```
        printf("Element found at index %d", i);
```

```
    else
```

```
        printf("Element not found");
```

```
    return 0;
```

```
}
```

11c program for binary search algorithm.

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```
#include <stdio.h>
```

```
int main ( )  
{
```

```
int arr[100], i, n, x, flag=0, first, last, mid;
```

```
printf("enter size of array:");
```

```
scanf("%d", &n);
```

```
printf("\n enter array element (ascending order) \n");
```

```
for (i=0; i<n; ++i)
```

```
scanf("%d", &arr[i]);
```

```
printf("\n Enter the element to search:");
```

```
scanf("%d", &x);
```

```
first = 0;
```

```
last = n-1;
```

```
while (first <= last)
```

```
{
```

```
mid = (first + last) / 2;
```

```
if (x == arr[mid]) {
```

```
flag = 1;
```

```
break;
```

```
}
```

```
else
```

```
if (x > arr[mid])
```

```
first = mid + 1;
```

```
else
```

```
last = mid - 1;
```

```
}
```

```
if (flag == 1)
```

```
    printf("In Element found at position %d", mid + 1);
```

```
else
```

```
    printf("In Element not found");
```

```
return 0;
```

```
}
```