

# Data Structures and Algorithms

## Lab assignments - 2014

- Plot  $t$ ,  $t^2$ ,  $t^3$ ,  $\log(t)$ ,  $e^t$  in gnuplot as a function of  $t$ .
- Implement a stack using an array. The functions to work on it are given below:

- `size()`
- `is_empty()`
- `push()`
- `top()`
- `pop()`

Eg:

Input:

```
push 5
push 15
top
pop
push 25
top
pop
top
size
is_empty
pop
is_empty
exit
```

Output:

```
15
removed 15
25
removed 25
5
1
no
removed 5
yes
```

- Find solution of 8-queen problem using recursion. Print the position of queens for any solution.

Output:

```

_ _ _ _ _ q _ _
q _ _ _ _ _ _ _
_ _ _ _ _ q _ _ _
_ q _ _ _ _ _ _
_ _ _ _ _ _ _ q
_ _ q _ _ _ _ _
_ _ _ _ _ _ _ q _
_ _ _ q _ _ _ _
```

- Implement a queue using a linked list. The functions to work on it are given below:

- `size()`
- `is_empty()`
- `enqueue()`
- `front()`
- `dequeue()`

Eg:

Input:

```
size
is_empty
enqueue 10
front
enqueue 20
front
size
is_empty
dequeue
dequeue
exit
```

Output:

```
0
yes
10
10
2
no
removed 10
removed 20
```

- Implement binary search on integers and strings. Assume that the input is not sorted.

a. Integers

Eg:

Input:

```
5
5 1 2 3 4
search 2
search 10
search 3
exit
```

Output:

```
found 2
not found 10
found 3
```

b. Strings

Eg:

Input:

```
3
hello world c
search hello
search India
search WoRLd
exit
```

Output:

```
found "hello"
not found "India"
found "world"
```

6. Implement quicksort on integers.

Eg:  
 Input:  
 5  
 4 6 -1 32 4  
  
 Output:  
 -1 4 4 6 32

7. Implement Heap-Sort on  $n$  integers.

Eg:  
 Input:  
 5  
 4 6 -1 32 4  
  
 Output:  
 -1 4 4 6 32

8. Implement Binary Search Tree (BST). Construct first a BST with  $n$  numbers. Subsequently, perform **search** (print "found" or "not found") for (  $-1 i$  ), **insert** for (  $-2 i$  ), **delete** for (  $-3 i$  ), print minimum for  $-4$ , print maximum for  $-5$  and print sorted numbers for  $-6$  and stop for  $0$ .

Eg:  
 Input:  
 4  
 5 4 2 6  
 -1 4  
 -1 3  
 -4  
 -5  
 -6  
 0

Output:  
 found  
 not found  
 2  
 6  
 2  
 4  
 5  
 6

9. Implement disjoint set operations. The first  $n$  lines give elements of  $n$  sets. Two integers should merge two disjoint sets (stored sequentially, smaller set is merged at the end of the larger) to which they belong and print the representative of disjoint sent. Single integer should result in search for the number and print the representative (first number) if found and  $-1$  otherwise.  $0$  should result in termination of the program.

Eg:  
 Input:  
 4  
 1 3 4 6  
 2 7 8 9  
 10 11

12 15 32  
 11 32  
 4  
 9  
 10  
 20  
 0  
 Output:  
 10  
 1  
 2  
 10  
 -1

10. Implement in Floyd-Warshall algorithm for a given graph in the form of weighted adjacency. Print row-wise the shortest distance between all pairs. Also print path of the shortest distance.

Eg:  
 Input:  
 0 1 5  
 1 0 2  
 5 2 0  
 1 3  
  
 Output:  
 0 1 3  
 1 0 2  
 3 2 0  
 1 -> 2 -> 3

11. Implement Breadth First Search and print the path length (no. of edges) between nodes  $i$  and  $j$  till  $i$  is zero. The graph is undirected and unweighted and the adjacency matrix is given as input.

Eg:  
 Input:  
 0 1 0  
 1 0 1  
 0 1 0  
 1 3  
 0  
  
 Output:  
 2

b. Implement Depth First Search and print if nodes  $i$  and  $j$  are connected ("connected" or "not\_connected") until  $0$  is encountered. The graph is directed and unweighted and the adjacency matrix is given as input.

Eg:  
 Input:  
 0 1 0  
 1 0 0  
 0 1 0  
 1 3  
 3 1  
 0

Output:

```
Not connected
connected
```

12. Using hashing by chaining made by an array of 100 linked lists and a hash function that adds the ASCII values and rounds it off to the range 0-99, implement **insert** (1, *word*), **find** (2, *word*) and **delete** (3, *word*). The program should terminate with input 0.

Eg:

Input:

```
1 Gone
1 Wind
2 Wind
2 Width
3 Wind
2 Wind
0
```

Output:

```
found
not found
not found
```