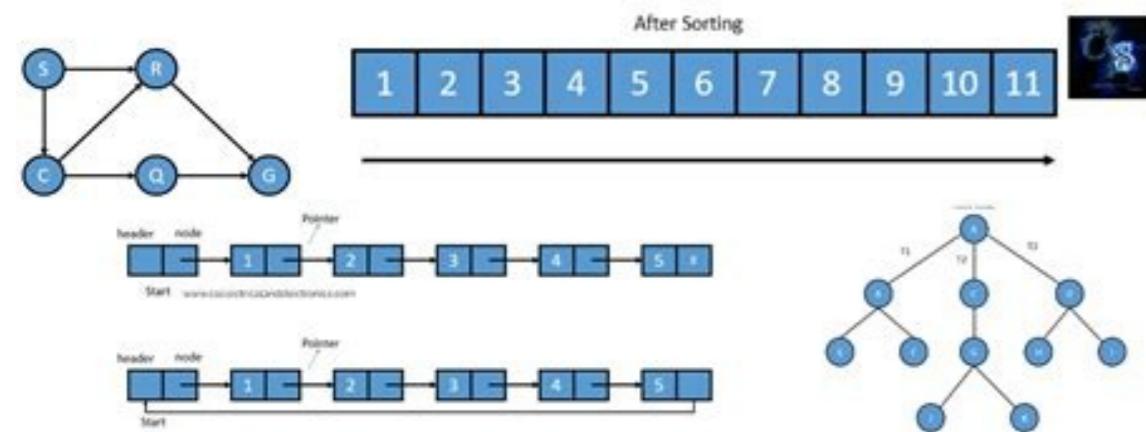
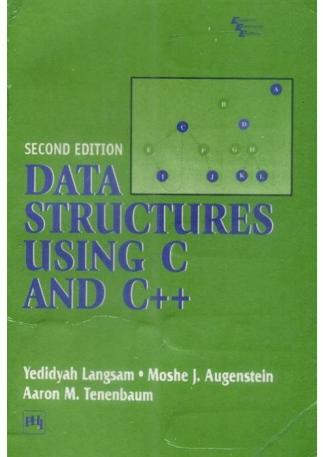
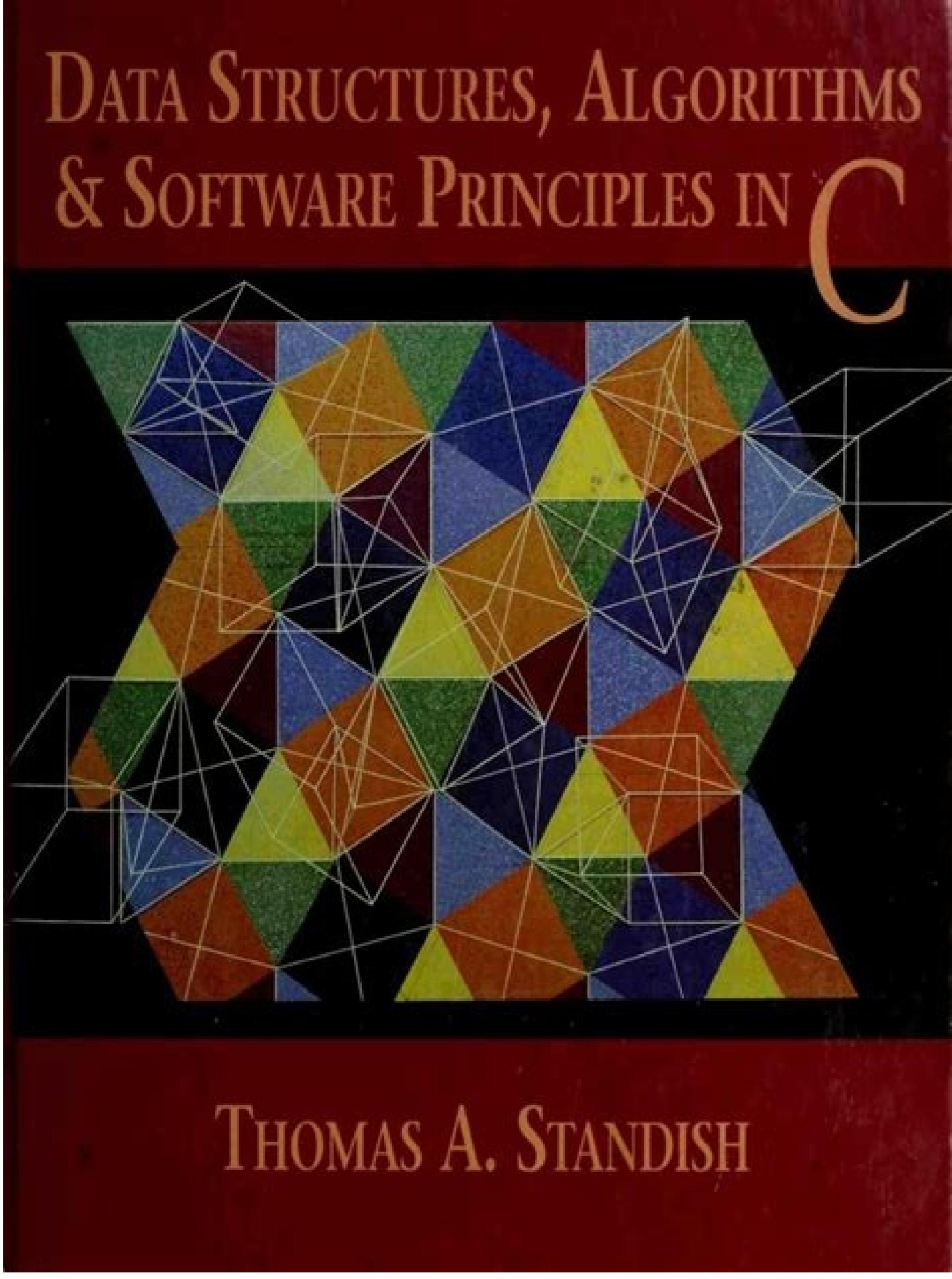
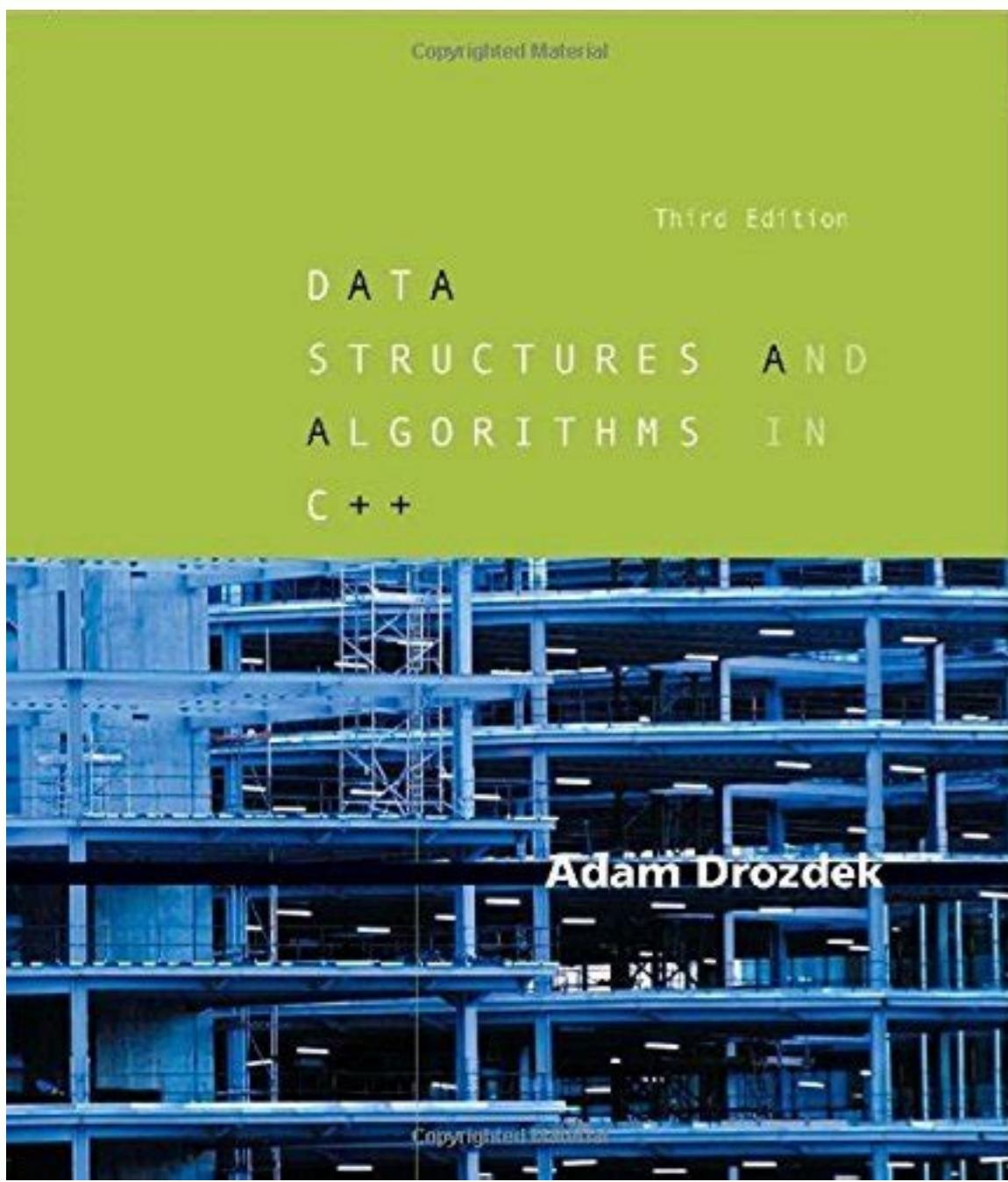
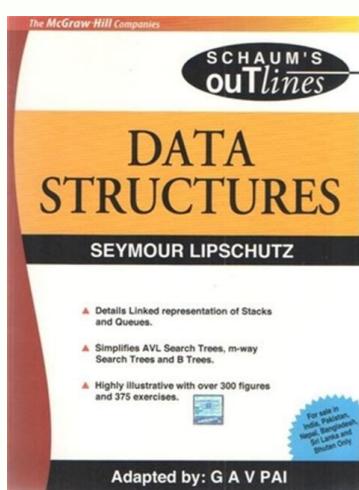


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Data Structure And Algorithms Using C Language



retne TIXE.5 YALPSID.4 YTPME SI.3 EUQED.2 EUEUQNE.1 ***** UNEM ***** ...tnoc ot tnaw u od 76 - deteled tnemele 2 : eciohc ru retne TIXE.5 YALPSID.4 YTPME SI 3 POP.2 HSUP.1 ***** yarrA >-kkcatS onroter))kkcats(ytpmesi(fi{)kkcats * kkcats tcurts(pop tni } ;meti =]pot >-kkcats ++[yarrA >-kkcatS ;onroter))kkcats(llufsi(fi{)meti tI ,kkcatS * kkcatS aruturtse(dioV hsuP } ;1- == pot >-kkcats nruter{)kkcats * kkcats tcurts(llufsi tni } ;kkcatS onroterR ;))tni(foezis * ohnamat >-kkcats(collam)* tni(= yarra >-kkcats ;1- = pot >-kkcats ;ohnamat = ohnamat >-kkcats ;))kkcats tcurts(collam)* kkcats tcurts{)odanissa ofÃn ohnamat(rairC * kkcats tcurts{ } ;yarra * tni ;odanissa ofÃn ohnamat ;pot tni{ kkcats tcurts >h. setimil< edulcni# >h.oidts< edulcni# yarrA odnasu - otnemahlipme ed ofÃ§Ãartsnomed sgniretideresworBgnisraPnoisruceR sievÃxelf otium sejÃ§Ãacilpa ed ahip ad roirepus etrap Â atirtser @Ã edadixelpmoC ad snegatnavseD ed ofÃ§Ãalupinam A)1(O ed ofÃs llesU ed sejÃ§Ãarepo sa araP .levÃnopsid etnemele omitlÃ o ,ofil ed odom mu me sodad so m@Ãtnam snegatnav)1(o ,ajes uo ,etnatsnoc opmet me llakcatS ed ofÃ§Ãarepo ed sarbo sad roirepus otnemele o retho arap" Â keepaizav @Ã ahip a @Ã eurT anroteR)(ytpmesikcatS ed otnemelE opot o evomer)(poppot on otnemele riresni arap odasU" Â)ele(rarrypme :sejÃ§Ãarepo siapicnirp 4cte ,sariedac ,sacalp ed ahip amu :gepoT od erroco ofÃsulcx a e ,sodasseca meres arap sievÃnopsid ofÃtse sotnemele siapicnirp so ,oriemirP me omitlÃ :ofil sweloc odnasu seraenil sodad ed saruturtse ed opit mu Ã kcatS ... tnoc resiuq Âcov 65 rolav o etigiD 1 :ahlocse ru riresnI tixE.5 yalpsiD.4 oizav @Ã 3 poP.2 hsuP.1 *** ***** uneM ***** adÃaS } } ;adiuges me >-pmt = pmt ;)sodad >-pmt ,d %"(ftnirp{)llun = !pmt(elihw ;p = pmt{)(diov ofÃ§Ãibixe } } ;)"oizav ;Ãtse ofÃn kcats"(ftnirp{ siam } ;)"oizav ;Ãtse kcatS"(ftnirp)llun == p(fi{)(diov ytpmesi } } ;)sodad >-pmt ,d % - odagapa otnemele"(ftnirp Top--]; } int peek (estrutura stackk * stackk) {if (isempty (stackk)) retornar int min; Retorno Stackk-> Array [Stackk-> Top]; } Int. Int. { int val,n; struct stackk* stackk = create(100); from the {printf("***** printf("1. PUSH"); printf("2.POP"); printf("3.PEEK"); printf("4 IS EMPTY"); printf("5.EXIT"); printf("enter our choice : "); scanf("%d",&n); switch(n) { case 1: printf("enter the value "); scanf("%d",&val); push(stacking, val); Pause; case 2: printf(" pop-up element : %d",pop(stack)); Pause; case 3: printf(" top element : %d",peek(stack)); Pause; case 4: printf(" is empty : %d",isEmpty(stack)); Pause; case 5: sa(0); Pause; pattern: printf(" Wrong Choice!"); Pause; } printf(" you do not want to continue... ***** 1.SEND 2.POP 3 ARE EMPTY 4.VIEW 5.EXIT from our choice: 3 Stack Is Not Empty. You don't want to count... Stack Demo Â using LinkedList #include #include struct node {int data; nÃ³ struct *next; }*p,*tmp,*tmp1,*end; void insert_end(int); void display(); void delete_end(); void isEmpty(); int main() { int val,n; p=NULL; from the {printf("***** printf("1. PUSH"); printf("2.POP"); printf("3 IS EMPTY"); printf("4. VANDEO"); printf("5.EXIT"); printf("enter ur choice : "); scanf("%d",&n); switch(n) { case 1: printf("enter the value "); scanf("%d",&val); insert_end(val); Pause; case 2: delete_end(); Pause; case 3: isEmpty(); Pause; case 4: display (); Pause; case 5: sa(0); Pause; pattern: printf(" Wrong Choice!"); Pause; } printf("you do not want to count... ***** 1.ENQUEUE 2.DEQUEUE 3.IS EMPTY 4.IS FULL 5.FIRST IT 6.LAST IT 7.EXIT From your choice: 6 : 45 you don't want to count... Arrays Linear data structures using CE elements are stored in 3contH locations You can access elements randomly using indexStore homegrown elements, edoP; edoP; Âlezis[emanrav sodad ed opiTzirtam ed ofÃ§ÃalaralceD:exatniSsetnahlemes sotnemele ,ajes Declaration and initialization in oncedatatype varname [] = {EL1, ELE2, ELE3, EL4}; Advantages Access randomized classification and iteration Various several disadvantages Size disadvantages is fixable to insert and exclude the capacity is larger and occupies less, most of the array is wasted §Adrecation of containted memory for allocated applications for storing information linearly for applications that require frequent search demonstration of array #include int main () // array declaration int rollno [10]; // receiving entries for (int i = 0; I dados=ele; tmp1->next=NULL; tmp1->next=NULL; p = tmp1; More {While (TMP-> Next!= null) tmp = tmp-> next; tmp-> Next = TMP1; } } Void insertion_beg (int it) {tmp = p; TMP1 = (Node *) Malloc (Sizeof (Node)); TMP1-> Data = it; p = tmp1; } isempty void () {if (p == null) printf ("queue is not empty"); more {printf ("queue is not empty"); } } void ldelete (int it) {tmp = p; Node of structure * PrÃ © = tmp; While (tmp-> data == it) {IF (tmp == P) {p = tmp-> then; free (TMP); Returns; } Else {prar -> Next = TMP-> Next; free (TMP); Returns; } } Else {PRÃ © = tmp; tmp = tmp-> then; } Printf ("No game found !!"); } void delete_beg () {tmp = p; if (p == null) printf ("no element to be deleted !!"); else {printf ("element excluded -% d", p-> data); p = p-> Next; } } void delete_end () {tmp = p; do not structure * pron; if (p == null) printf ("no element to be deleted !!"); more if (p-> next == null) {printf ("element deleted -% d", p-> data); p = null; } Else {while (tmp-> next! = null) {Pran = = tmp; tmp = tmp-> then; } PrÃ ©>> Next = null; printf ("element erased -% d", tmp-> data); } } Void display () {tmp = P; While (tmp! = null) {printf ("% d", tmp-> data); tmp = tmp-> then; } } SaÃda ***** menu ***** *** 1.Enqueue 2.Dec 3.Space 4.Display 5.Exit Enter Ur Choose: 1 Enter the value 45 You want to cont ... ***** Menu ***** 1.Push 2.POP 3 is empty 4.Display 5. Exit Enter Ur Choice: 1 Enter the value 67 You want to cont ... ***** Menu ***** 1.Push 2.POP 3 is empty 4.Display 5.Exit type ur choice: 4 56 you want to continue ... Binaria hieran tree RQUECT Data Structures Using the Copmost Element is known as the root of Node Treeevery may have 2 children in the access elements Treecan Binario, using randomly indexeg: e e otnemanoicaler snugla moc sodad ratneserper medop atierid-tnirp-adreuqse Â snegatnav sA :)ziar(ofÃsserpmI :toor(redrotsoPthgiR-tfeL-tnirP :)toor(redroerP :sodot@Ãm lasrevarT nommocyhcraeiH soviuqra ed lav,tfel>q(tresni=tfel>-q { })atad>-pmt(-pmt= tfel>-pmt ;lav=atad>-pmt { }LLUN==q(fi ;)tsb tcurts(foezis(collam)* tsb tcurts(=pmt ;pmt* tsb tcurts { }lav tni,q* tsb tcurts(tresni * tsb tcurts { }1 nruter ;)r(redrotsop ;"-:redrotsop ni tnemele yalpsid "(ftnirp ;)r(redroerp ;"-:redroerp ni tnemele yalpsid "(ftnirp ;)53,r(tresni=r ;)54,r(tresni=r ;)04,r(tresni=r ;)02,r(tresni=r ;)01,r(tresni=r ;)51,r(tresni=r ;)03,r(tresni=r ;LLUN=r* tsb tcurts { }(niam tni ;)* tsb tcurts(redroerp diov ;)* tsb tcurts(redroerp diov ;tni,* tsb tcurts(tresni * tsb tcurts ;} ;thgir* tsb tcurts ;tfel* tsb tcurts ;atad tni { tsb tcurts >h.bildtsh.oinoch.oidts