

STUDENT PORTFOLIO

Insert Photo



Name: ABHINAYA SREE TAKURU

Register Number: RA2111030010051

Mail ID: tt8059@srmist.edu.in

Department: B.Tech CSE

Specialization: CYBERSECURITY

Semester: III

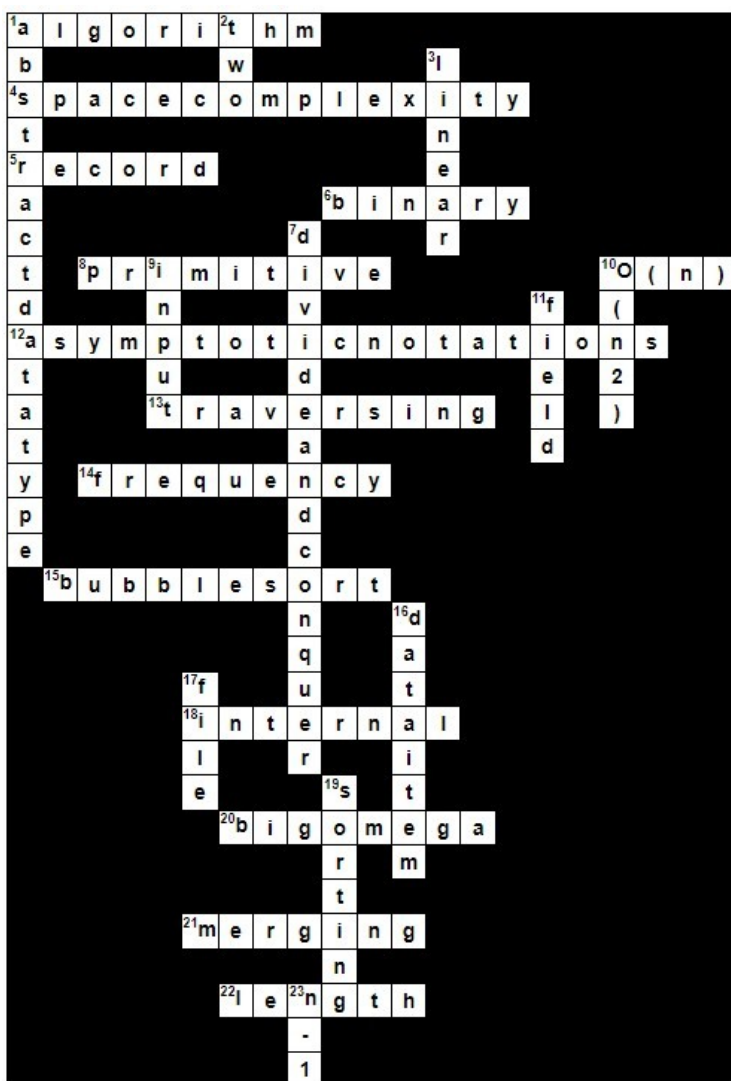
Subject Title: I8CSC20LJ Data Structures and Algorithms

Handled By: Dr.M.Jeyaselvi

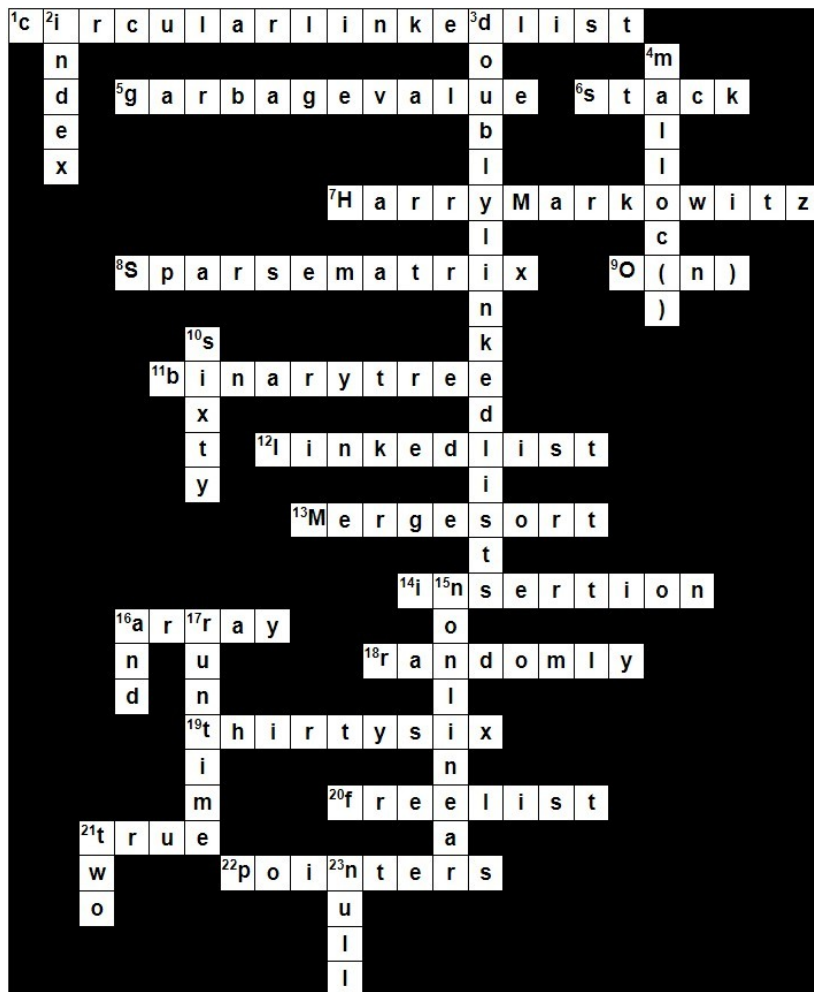
Assignment – CrossWord Puzzle (Unit 1,2,3, & 4)

(Write about the assignment questions and how u solved differently)

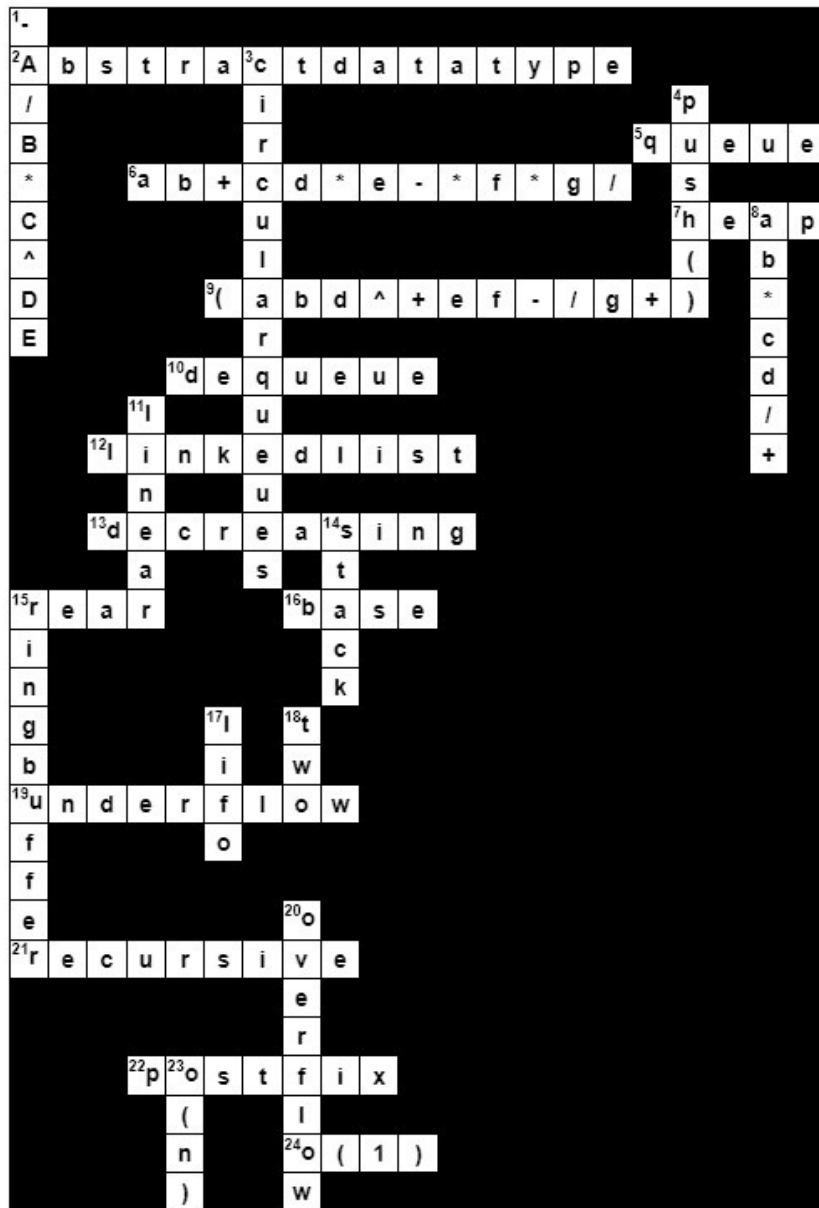
UNIT-1



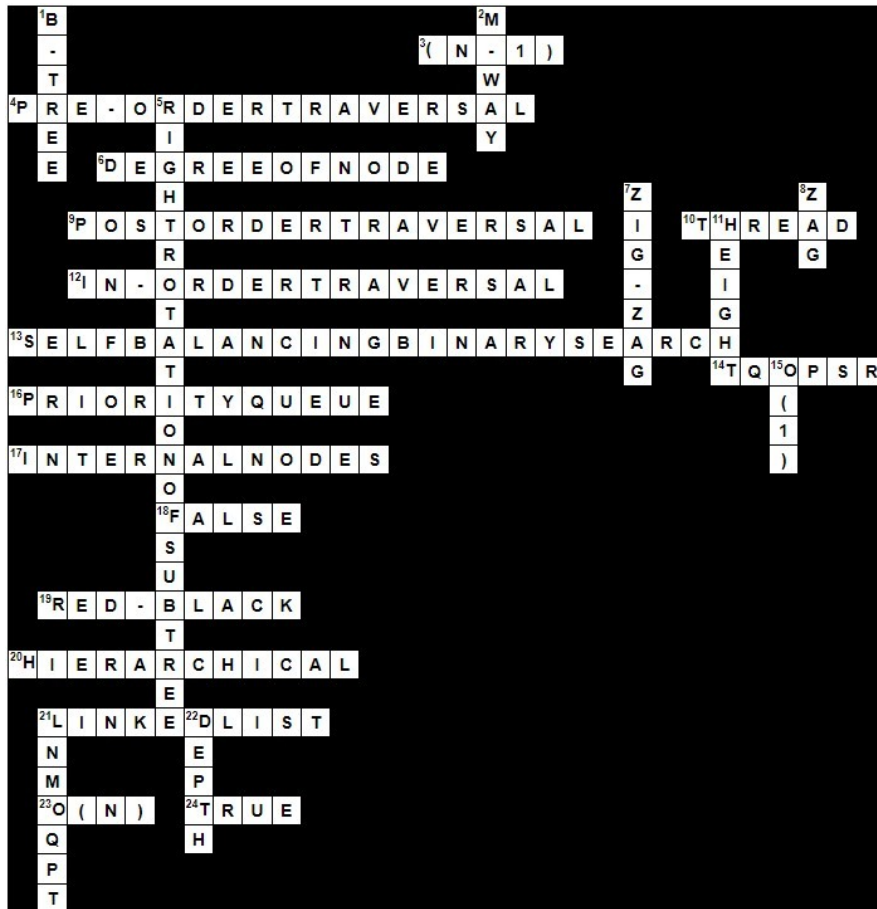
UNIT-2



UNIT-3



UNIT-4



Assignment

(what is the most interesting part in the assignment)

It was really informative and it was a kind of a recap or summary for what all we were taught. The crossword puzzle was really helpful in order to recap all the topics as it covered mostly all the topics which we were taught.

Codechef Achievements

Completed all the weekly assignments and practice problems given by the faculty of Data Structures and Algorithms.

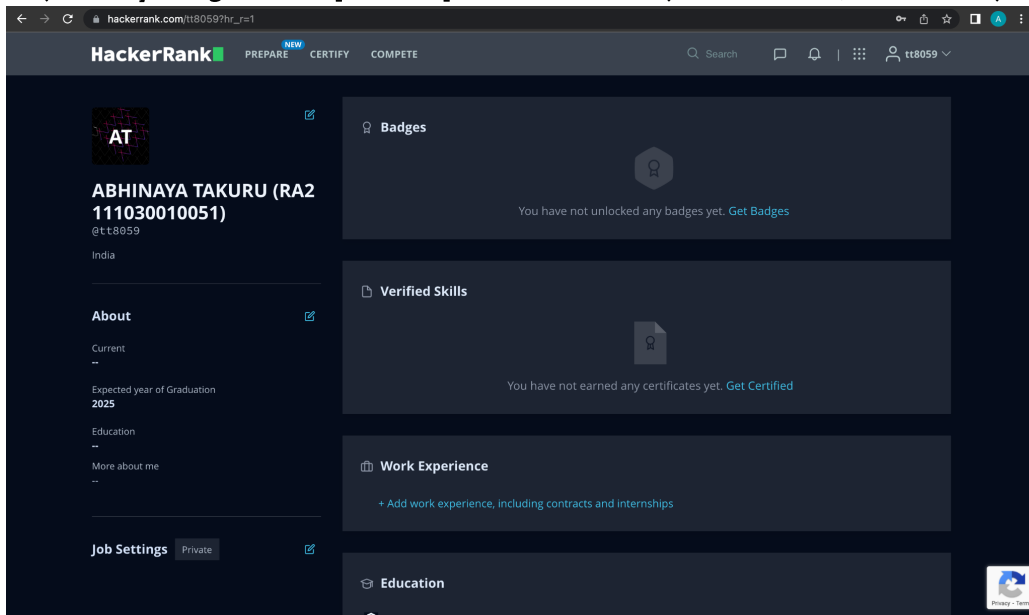
The screenshot shows the CodeChef profile of Abhinaya sree Takuru. The profile includes the following information:

- Username:** smcse_152
- About Me:** SRM Institute of Science and Technology, Kattankulathur, Tamil Nadu
- Country:** India
- Student/Professional:** Student
- Institution:** SRM Institute of Science and Technology, Kattankulathur, Tamil Nadu, India
- Teams List:** List of teams by Abhinaya sree Takuru
- Team Invites:** Click here to check team invites.
- Discuss Profile:** You have never logged into Discuss.
- CodeChef Pro Plan:** No Active Plan. [View Details](#)
- Submission Heat Map:** (Last 6 Months)

On the right side, the user's current rating is 0? (Div 4). The profile shows two 'Inactive' badges for Global Rank and Country Rank. The 'Badges' section includes:

- Contest Contender - Bronze Badge:** 0 / 5 (Participate in 5 Contests to get Bronze Badge)
- Problem Solver - Bronze Badge:** 46 / 50 (Solve 4 more Problems to get Bronze Badge)
- Daily Streak - Bronze Badge:**

Any other
(Write if you registered or practise apart from Codechef(ex. Hackerrank, Leetcode etc.))



T. Abhinayaasree

Signature

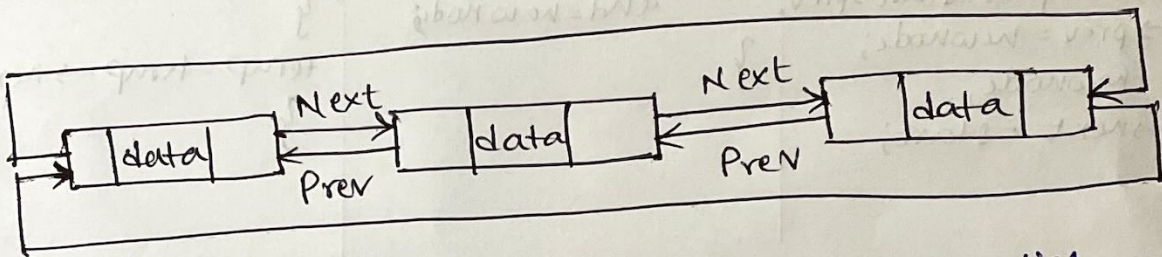
Note: Enclose the assignment and relevant certificates along with the profile

DSA ASSIGNMENT-1

1. Definition of Circular Doubly Linked List.

A doubly circular linked list is a linked list that has the features of both the lists i.e. Doubly linked list and circular linked list. In a doubly circular linked list, two nodes are connected or linked together by the previous & the next pointers, and the last node of doubly circular linked list is connected to first node of doubly circular linked list.

2. Graphical Representation of circular Doubly Linked List.



3. Algorithm or Pseudo code of Circular Doubly linked list.

Algorithm:

- i) Create a structure of node of doubly circular linked list.
- ii) To create a node first initialize a new node with the help of malloc function.
- iii) If $START == NULL$, then $START = newnode$ & $newnode = end$. Else, $end \rightarrow next = newnode$ & $newnode \rightarrow prev = end$.
- iv) Set $newnode \rightarrow next = start$; $start \rightarrow prev = newnode$

Traversal:

- i) Set $temp = start$
- ii) $temp \rightarrow next \neq start$, print $temp \rightarrow data$.

Insertion:

- i) Initialize a newnode
- ii) If $start == NULL$, set $start = newnode$ & create link
- iii) Else $newnode \rightarrow next = start$, $start \rightarrow prev = newnode$; $newnode \rightarrow prev = end$; $start = newnode$.

Deleting:

- i) Specify temp points to start.
- ii) Then $start = start \rightarrow next$
- iii) Then $setfree(temp)$
- iv) $start \rightarrow prev = end$

4. CODE FOR INSERTION AND DELETION :

Insert front:

```
void insfront() {
    initialize();
    if (start == NULL) {
        start = newnode;
        newnode->next = start;
        newnode->prev = start;
    } else {
        newnode->next = start;
        newnode->prev = start->prev;
        start->prev = newnode;
        start = newnode;
        end->next = start;
    }
}
```

Insert last:

```
void inlast() {
    initialize();
    end = start;
    while (end->next != start)
        end = end->next;
    end->next = newnode;
    newnode->prev = end;
    newnode->next = start;
    start->prev = newnode;
    end = newnode;
}
```

Insert middle:

```
void middle() {
    int x;
    scanf("%d", &x);
    temp = start;
    while (temp != null) {
        if (temp->data == x) {
            initialize();
            temp->next = newnode;
        }
        temp = temp->next;
    }
}
```

Deleting front

```
void delfront() {
    temp = start;
    start = start->next;
    free(temp);
    start->prev = end;
    end->next = start;
}
```

Deleting last

```
void dellast() {
    end = temp;
    end = end->prev;
    free(temp);
    end->next = start;
    start->prev = end;
}
```

Deleting Middle

```
void del-mid() {
    int x; scanf("%d", &x);
    temp = start;
    while (temp != null) {
        if (temp->data == x) {
            temp->prev->next = temp->next;
            temp->next->prev = temp->prev;
            free(temp);
        }
        temp = temp->next;
    }
}
```

ADVANTAGES OF CIRCULAR DOUBLY LINKED LIST:

- List can be traversed from both directions.
- Each of data manipulation.
- Jumping from start to end or vice versa — $O(1)$ time.

DISADVANTAGE OF CIRCULAR DOUBLY LINKED LIST:

- Requires additional memory.
- More complex than singly linked list.
- If not used properly, then problem of infinite loop can occur.

DSA ASSIGNMENT-2

1. Definition of binary search tree.

• Binary Search Tree is a node-based binary tree data structure which has the following properties:

- The left subtree of a node contains only nodes with keys less than the node's key.
- The right subtree of a node contains only nodes with keys greater than the node's key.
- The left & right subtree each must also be a binary search tree.

2. Algorithm or Pseudo code of Binary Search Tree.

i) If tree is empty (no root), create a node holding key K as root.

ii) Set $\text{curr-node} = \text{root-node}$

iii) If $K = \text{curr-node key}$, done

No duplicate keys in a BST

iv) If $K < \text{curr-node key}$

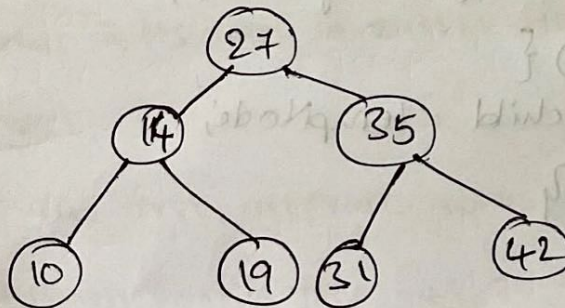
key must go in left subtree.

If $\text{curr-node} == \text{NULL}$, create a node holding K as left child of curr-node . Else, set $\text{curr-node} = \text{curr-node left}$.

v) else if $\text{curr-node.right} == \text{NULL}$, create a node holding K as left child of curr-node else set $\text{curr-node} = \text{curr-node right}$.

vi) Go to (iii).

3. Graphical Representation of BST.



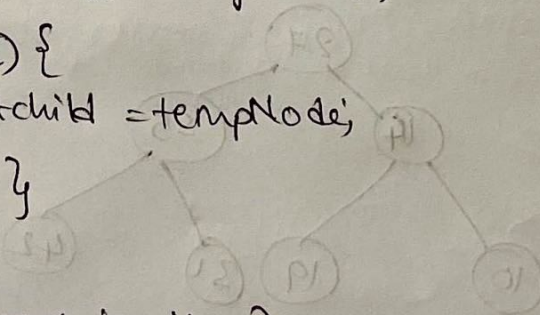
4. Code for INSERTION & DELETION.

INSERTION

```
void insert(int data) {  
    struct node* tempNode = (struct node*) malloc size of (struct Node);  
    struct node* current;  
    struct node* parent;  
    tempNode -> data = data;  
    tempNode -> leftchild = NULL;  
    tempNode -> rightchild = NULL;  
    if (root == NULL) {  
        root = tempNode; }  
    else {  
        current = root;  
        parent = NULL;  
        while(1) {  
            parent = current;  
            if (current == NULL) {  
                parent -> leftchild = tempNode;  
                return;  
            }  
            else { current = current -> rightchild;  
                if (current == NULL) {  
                    parent -> rightchild = tempNode;  
                    return; } } } } }  
}
```

DELETION

```
void deletion(Node* &root, int item)  
{  
    Node* parent = NULL;  
    Node* curr = root;  
    search(curr, item, parent);  
    if (curr == NULL)  
        return;
```




```

if (curr->left == NULL && curr->right == NULL)
{ if (curr != root) { if (parent->left == curr)
parent->left = NULL;
else { parent->right = NULL; } }
else if (curr->left && curr->right) {
Node* succ = find minimum (curr->right);
int var = succ->data;
deletion (root, succ->data);
curr->data = var; }
else { Node* child = (curr->left) ? curr->left : curr->right;
if (curr != root) {
if (curr == parent->left)
parent->left = child;
else
parent->right = child;
} else
root = child;
free (curr); } }

```

5. ADVANTAGES & DISADVANTAGES OF BST.

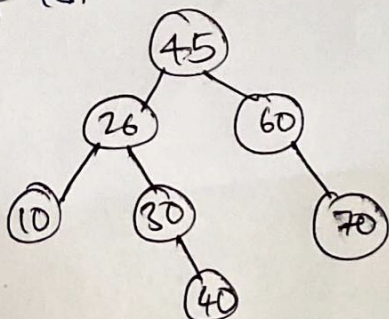
Advantages:

- BST is fast in insertion & deletion when balanced
- Very efficient & its code is easier than linked list.

Disadvantages:

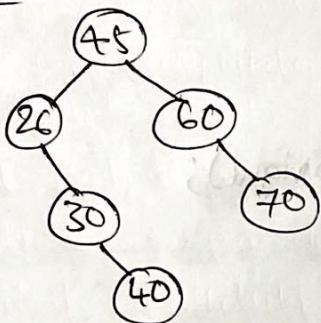
- Shape of the tree depends upon order of insertion.

6. Create a binary search tree - 45, 26, 10, 60, 70, 30, 40. Delete keys 10, 60, & 45.

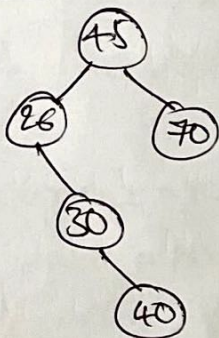


Deletion:

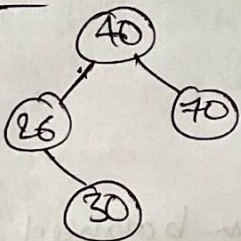
1. 10



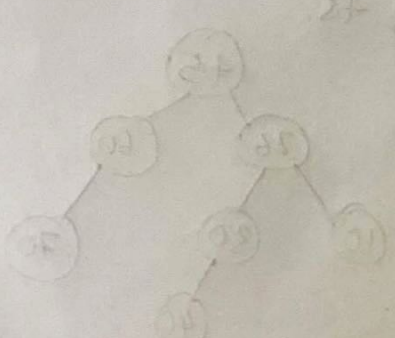
2. 60



3. 45



Disadvantages:
 • Graphs of the tree grows when order of insertion.
 • Very efficient & its code is easier than linked list.
 • BST is fast in insertion & deletion.



DSA ASSIGNMENT - 3

Consider a hash table of size 7 and a hash function $(3x+4) \bmod 7$. Assuming that hash table is initially empty, which of the following is the contents of the table when the sequence 1, 3, 8, 10 is inserted into the table using closed hashing?

The correct option is 1, 10, 8, ---, 3

Size of hash table = 7

$$h(x) = (3x+4) \bmod 7$$

$$h(1) = (3 \cdot 1 + 4) \bmod 7$$

$$= 7 \bmod 7 = 0; \text{ insert } 1 \text{ at } 0^{\text{th}} \text{ position}$$

$$h(3) = (3 \cdot 3 + 4) \bmod 7 = 13 \bmod 7 = 6;$$

insert 3 at 6th location

$$h(8) = (3 \cdot 8 + 4) \bmod 7 = 28 \bmod 7$$

$$= 0; \text{ } 0^{\text{th}} \text{ position is already filled by element}$$

1 so insert 8 at next free location which is 1st

position.

$$h(10) = (3 \cdot 10 + 4) \bmod 7 = 34 \bmod 7$$

$$= 6$$

but 6th position is already filled with the

element 3 so insert 10 at next free location which

is 2nd position.

$$1, 10, 8, \text{---}, 3$$

$$0, 1, 2, 3, 4, 5, 6$$