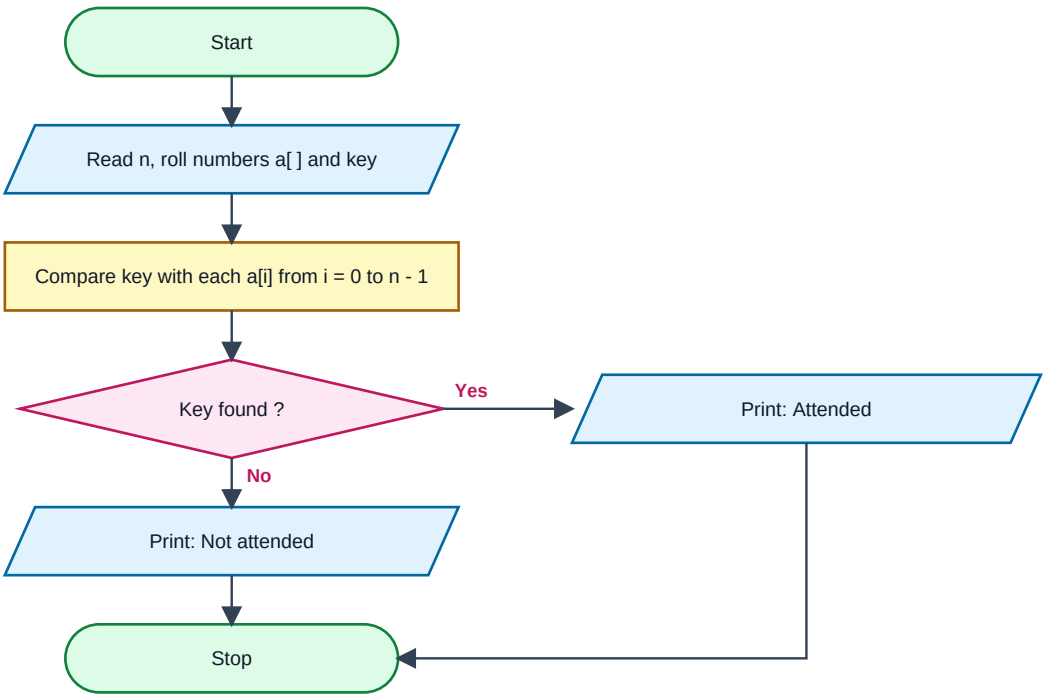
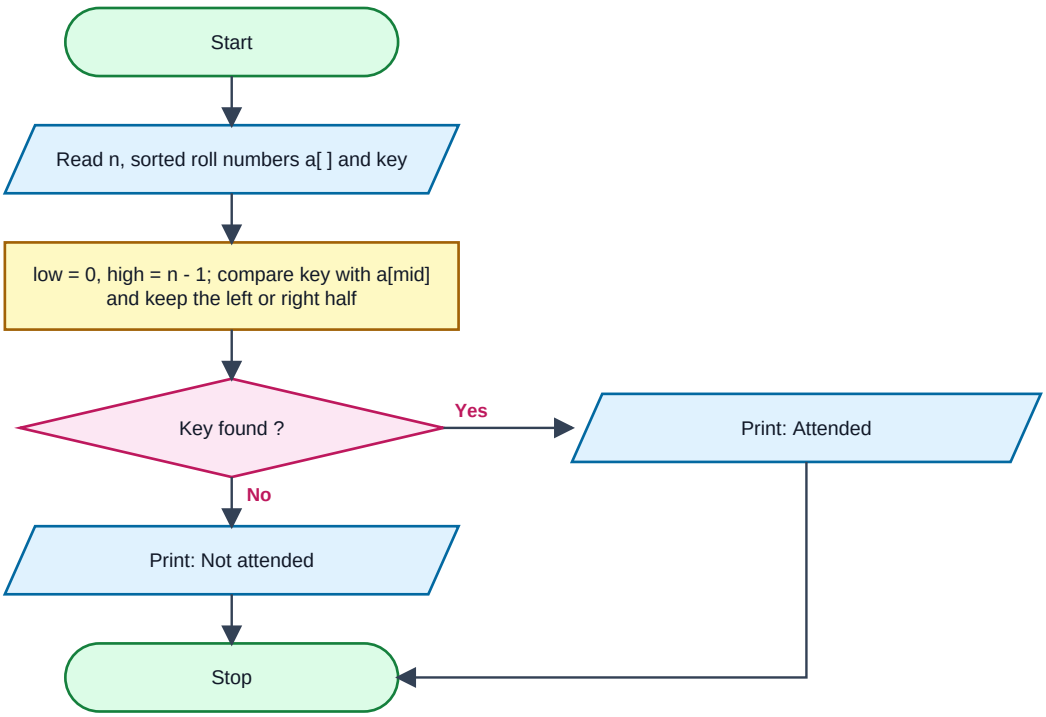
1. Linear search

pr_1.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



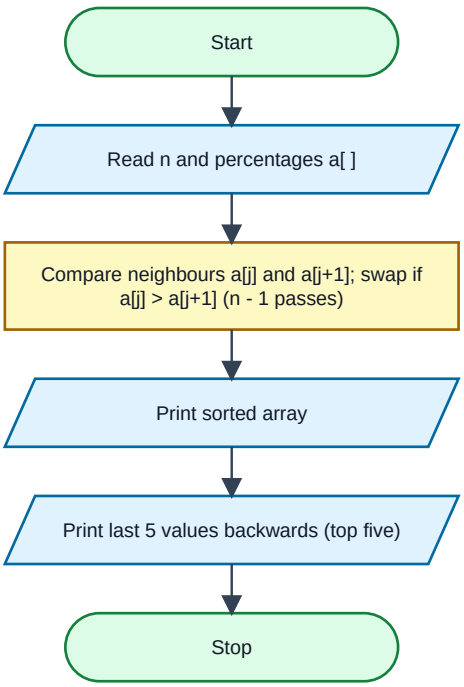
2. Binary search

pr_2.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



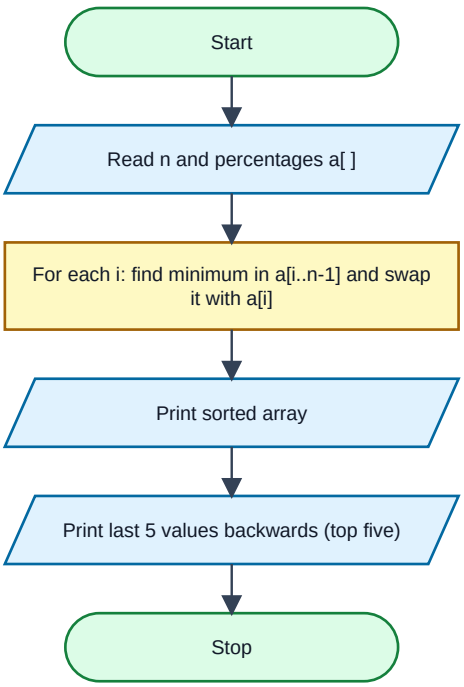
3. Bubble sort and top five

pr_3.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



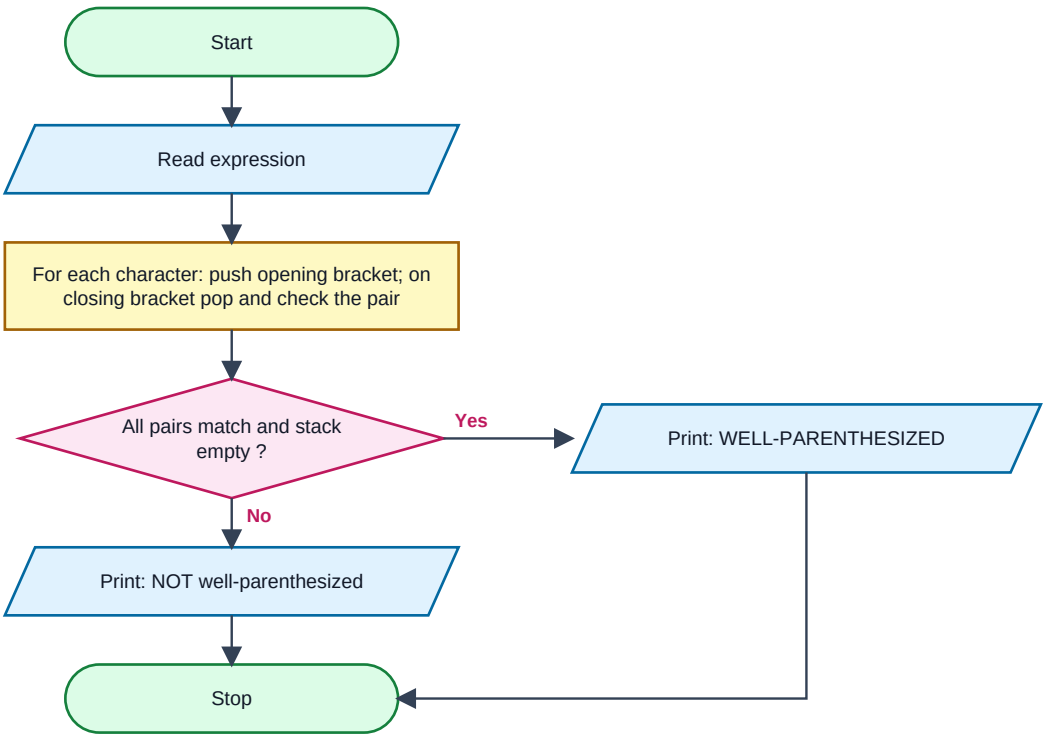
4. Selection sort and top five

pr_4.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



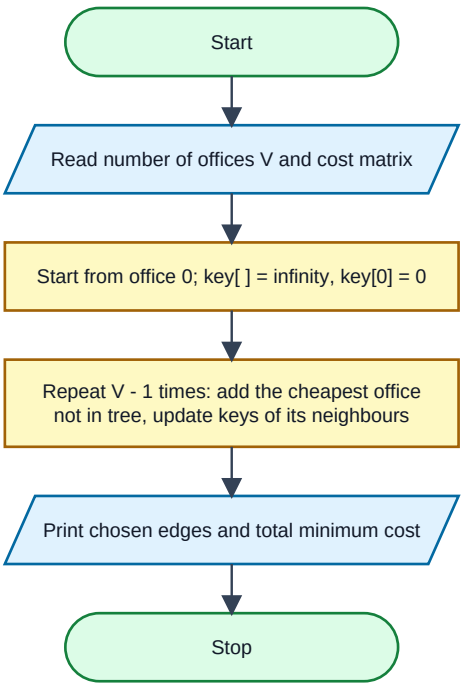
5. Balanced brackets using stack

pr_11.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



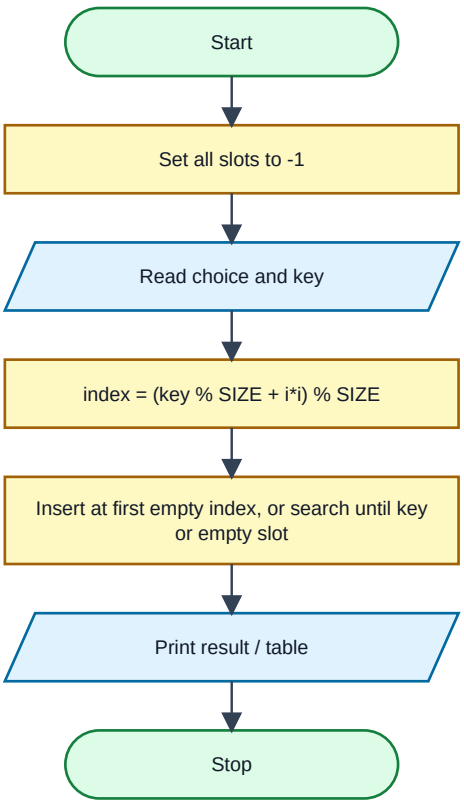
6. Prim's minimum spanning tree

pr_14.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



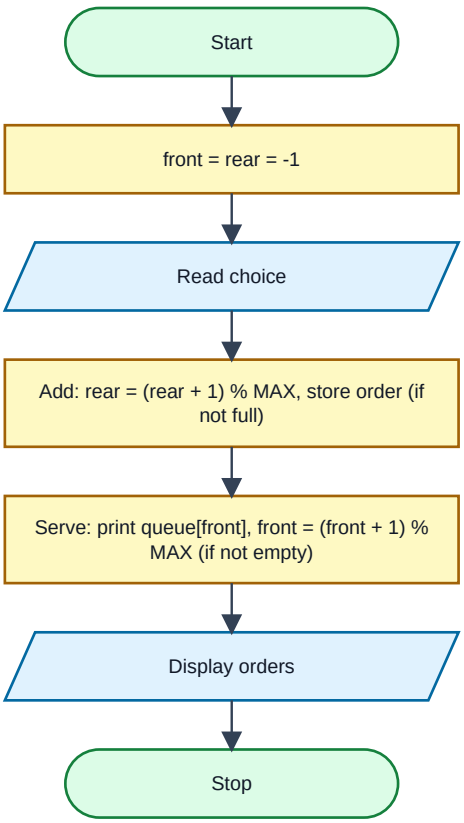
7. Hashing: quadratic probing

pr_6.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



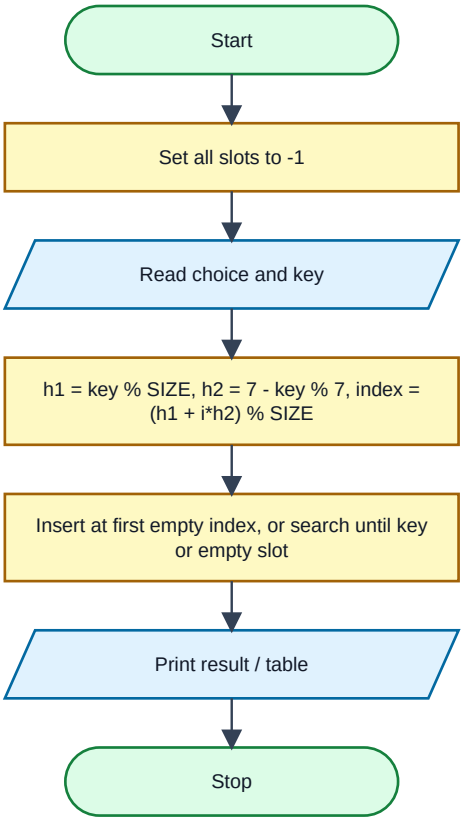
8. Circular queue (pizza orders)

pr_12.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



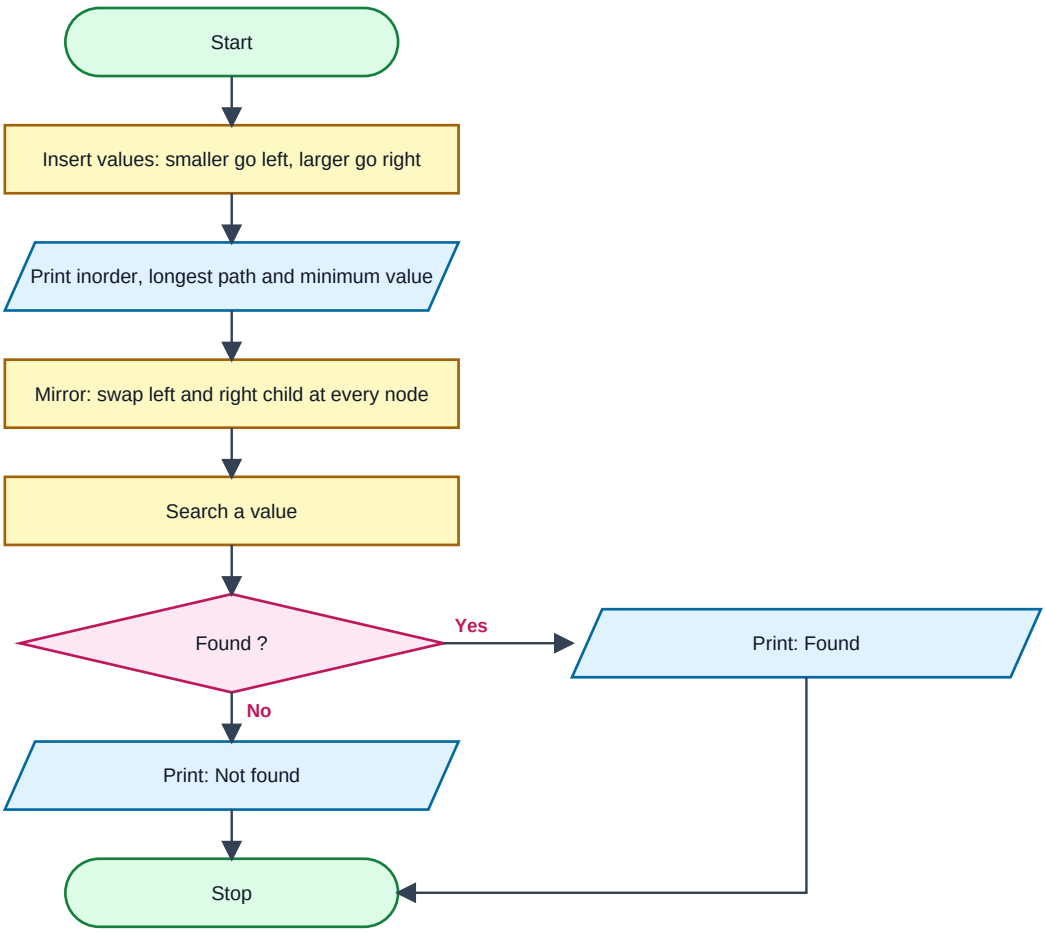
9. Hashing: double hashing

pr_7.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



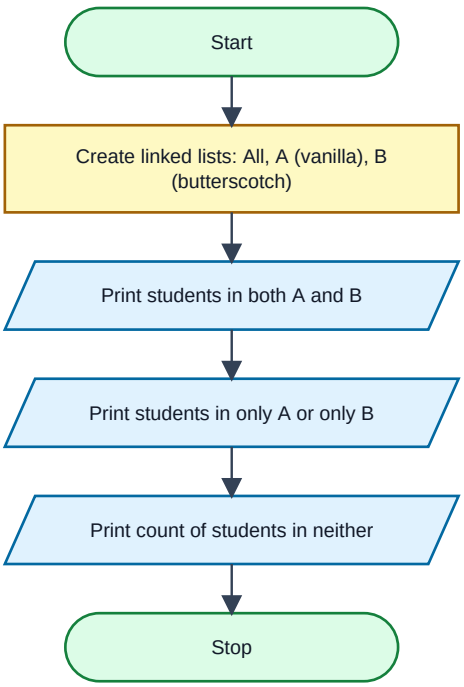
10. Binary search tree

pr_13.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



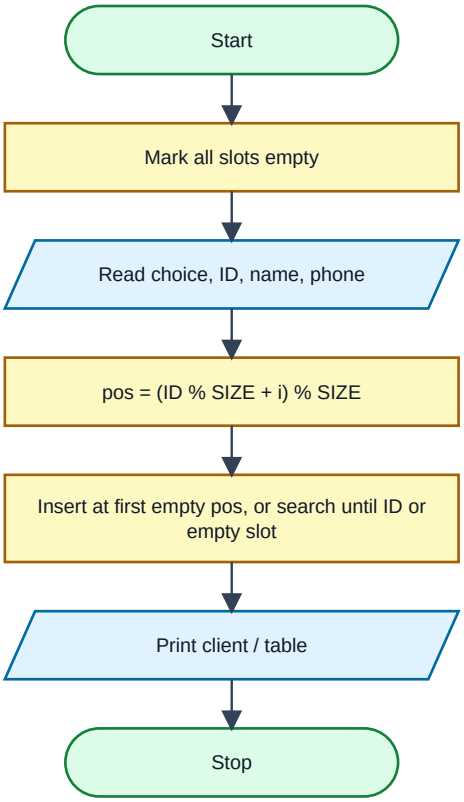
11. Sets using linked list

pr_8.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



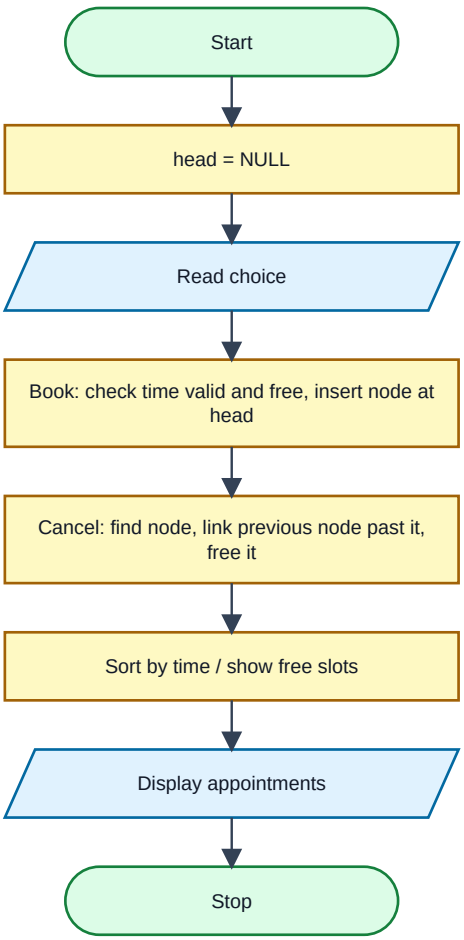
12. Hashing: linear probing (telephone book)

pr_5.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



13. Singly linked list: appointments

pr_9.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision



14. Doubly linked list: appointments

pr_10.c · Oval: start/stop Parallelogram: input/output Rectangle: process Diamond: decision

