## Lab 5

## Ques 1:

Function	Big O
Tanction	
struct student	
{	
char rollNo[20];	
char emailId[35];	
char lecture[3];	
char tutorial[3];	
char practical[3];	
struct student*next;	
<b>}</b> ;	O(1)[declaration]
struct student*createNode(struct student	1
buffer)	
{	
struct student*ptr=(struct	O(1)[memory allocation]
student*)malloc(sizeof(struct student));	
strcpy(ptr->rollNo,buffer.rollNo);	
strcpy(ptr->emailId,buffer.emailId);	
strcpy(ptr->lecture,buffer.lecture);	O(1)[strcpy function]
strcpy(ptr->tutorial,buffer.tutorial);	
strcpy(ptr->practical,buffer.practical);	
	J
ptr->next=NULL;	O(1)[making ptr next to null]
return ptr;	O(1)[return stmt]
}	O(1)
<pre>int insertNode(struct student**startPtr,struct</pre>	
student*temp)	
{	
if(*startPtr==NULL)	O(1)[comparison]
{	
*startPtr=temp;	O(1)[assignment]
return 1;	O(1)[return]
}	
struct student*iterator=*startPtr;	O(1)[declaration, assignment]
while(iterator->next!=NULL)	O(n)[traversing the linked list till the end]
{	
if(strcmp(iterator-	n*O(1)[comparison, comparison]
>rollNo,temp->rollNo)==0)	
return 0;	n*O(1)[return]
iterator=iterator->next;	n*O(1)[making iterator point to next iterator
}	position]
if(strcmp(iterator->rollNo,temp-	O(1)[comparison, comparison]
>rollNo)==0)	
return 0;	O(1)[return]
iterator->next=temp;	O(1)[making iterator point to location of temp]
return 1;	O(1)[return]

```
O(n)
int deleteNode(struct student**ptr,char
rollNumber[20])
{
 struct student *old,*temp;
                                                 O(1)[declaration]
 temp= *ptr;
                                                 O(1)[assignment]
 while(temp!=NULL)
                                                 O(n)[traversing the linked list till the end]
   if(strcmp(temp->rollNo,rollNumber)==0)
                                                 n*O(1)[comparison, comparison]
         if(temp== *ptr)
                                                 all the statements will take atmost n*O(1) time
                                                 for execution
          *ptr=temp->next;
          free(temp);
          return 1;
         }
         else
          old->next=temp->next;
          free(temp);
          return 1;
        }
   }
   else
   {
         old=temp;
        temp=temp->next;
   }
 }
 return 0;
                                                 O(n)
int searchNode(struct student*ptr,char
rollNumber[20])
struct student *temp = ptr;
                                                 O(1)[declaration, assignment]
int index=1;
                                                 O(1)[declaration, assignment]
  while(temp != NULL)
                                                 O(n)[traversing the linked list till the end]
    if(strcmp(temp->rollNo,rollNumber)==0)
      return index;
                                                 all the statements will take atmost n*O(1) time
    }
    else
                                                 for execution
    temp = temp->next;
    index++;
    }
 return 0;
                                                 O(n)
int displayList(struct student*start)
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{
int count=0;
struct student *temp=start;

while(temp!=NULL)
{
    printf("\nRoll Number: %s \tEmail ID:
    %s", temp->rollNo, temp->emailId);
    temp=temp->next;
    count++;
}
return count;
}

O(1)[declaration, assignment]

O(n)[traversing the linked list till the end]

all the statements will take atmost n*O(1) time for execution

O(1)[declaration, assignment]

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O(1)[declaration, assignment]

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## Ques 2:

Function	Big O
int push(struct student**top,struct student*	
temp) {	
if(*top==NULL) {	O(1)[comparison]
*top = temp;	O(1)[assignment]
return 1;	O(1)[return stmt]
}	
temp->next = *top;	O(1)[accessing location, assignment to temp]
*top = temp;	O(1)[assigning location of temp to *temp]
}	O(1)
struct student* pop(struct student**top) {	
if(*top == NULL) {	O(1)[comparison]
return NULL;	O(1)[return stmt]
}	

```
struct student* temp = *top;

*top = temp->next;

return temp;

};

O(1)[declaration, assignment]

O(1)[assigning location of temp->next to

*linked list, return stmt]

O(1)
```

