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Assignment 3 | 7th August 2021

Question 1

Write a program to perform insertion of elements from beginning in a linked list.

```
Program:
#include<iostream>
using namespace std;
struct Node
int data;
Node *next;
Node * create(int);
Node * insert_begin(Node *, int);
void display_list(Node *head);
Node *create(int item) //Creation of Node
  Node * nptr = new Node;
  nptr -> data = item;
 nptr -> next = NULL;
 return nptr;
int main()
Node * head = NULL;
  head = insert_begin(head, 10);
  head = insert_begin(head, 20);
```

```
head = insert_begin(head, 30);
 head = insert_begin(head, 40);
 display_list(head);
return 0;
Node * insert_begin(Node *head, int data)
  Node *np = create(data);
  if(!head)
 head = np;
 return head;
 np -> next = head;
 head = np;
return head;
}
void display_list(Node *head) //Displaying Linked List
 if(!head)
 cout << "List is Empty!!!" << endl;
 return;
  Node *temp = head;
  cout << "Elements in the list when they are inserted from beginning are:- " << endl;
  while(temp != NULL)
 cout << temp -> data<< " ";
 temp = temp -> next;
}
```

Output:

```
Telements in the list when they are inserted from beginning are:

40 30 20 10
Process returned 0 (0x0) execution time: 7.366 s
Press any key to continue.
```

Question 2

Write a program to perform insertion of elements from ending in a linked list.

Program:

```
#include<iostream>
using namespace std;
struct Node
{
   int data;
   Node *next;
};
Node * create(int);
Node * insert_end(Node *, int);
void display_list(Node *head);
Node *create(int item) //Creation of Node
{
   Node * nptr = new Node;
   nptr -> data = item;
   nptr -> next = NULL;
   return nptr;
}
int main()
```

```
Node * head = NULL;
  head = insert_end(head, 10);
  head = insert_end(head, 20);
  head = insert_end(head, 30);
  head = insert_end(head, 40);
  display_list(head);
  return 0;
Node * insert_end(Node *head, int data)
  Node *ptr=create(data);
  Node *temp=head;
  if(head==NULL)
 head=ptr;
 return head;
 while(temp->next!=NULL)
 temp=temp->next;
 temp->next=ptr;
 return head;
void display_list(Node *head) //Displaying Linked List
 if(!head)
    cout << "List is Empty!!!" << endl;</pre>
 return;
  Node *temp = head;
  cout << "Elements in the list when they are inserted from ending are:- " << endl;
  while(temp != NULL)
 cout << temp -> data<< " ";
    temp = temp -> next;
```

```
"CAUSers\Advarat\Downloads\Assignment 3- Insert from ending.exe"

Elements in the list when they are inserted from ending are:-
10 20 30 40

Process returned 0 (0x0) execution time: 7.092 s

Press any key to continue.
```

Question 3

Write a program to perform deletion of elements from ending in a linked list.

Program:

#include<iostream>

using namespace std;

```
struct Node
{
int data;
```

Node *next;

```
Node * create(int);
Node * insert_end(Node *, int);
Node * Delete_from_end(Node *,int);
void display_list(Node *head);
void display_list_after_delete_from_end(Node *head);
Node *create(int item) //Creation of Node
{
  Node * nptr = new Node;
nptr -> data = item;
nptr -> next = NULL;
return nptr;
int main()
  Node * head = NULL;
```

```
head = insert_end(head, 10);
  head = insert_end(head, 20);
  head = insert_end(head, 30);
  head = insert_end(head, 40);
  display_list(head);
  display_list_after_delete_from_end(head);
return 0;
}
Node * insert_end(Node *head, int data)
{
Node *ptr=create(data);
Node *temp=head;
if(head==NULL)
{
head=ptr;
return head;
}
```

```
while(temp->next!=NULL)
{
   temp=temp->next;
}
  temp->next=ptr;
return head;
}
void display_list(Node *head) //Displaying Linked List
{
if(!head)
{
cout << "List is Empty!!!" << endl;
return;
}
Node *temp = head;
cout << "Elements in the list before deleting are:- " << endl;
while(temp != NULL)
{
```

```
cout << temp -> data<< " ";
temp = temp -> next;
}
}
Node *Delete_from_end(Node *head)
{
Node *temp=head;
if(head==NULL)
{
cout<<"The list is already empty.";
return head;
}
if(head->next==NULL)
{
delete head;
return NULL;
}
while(temp->next->next!=NULL)
{
temp=temp->next;
}
```

```
temp->next=NULL;
return head;
}
void display_list_after_delete_from_end(Node *head)
{
Node *temp=head;
int count=0;
if(temp==NULL)
{
cout<<"The list is empty.";
}
cout<<"\nThe elements of the list after deleting from end are:"<<endl;
while(temp->next)
{
cout<<temp->data<< " ";
temp=temp->next;
}
```

Output:

```
■ "C\Users\Advair\Downloads\Assignment 3- deletion from ending.exe"

Elements in the list before deleting are:-
10 20 30 40

The elements of the list after deleting from end are:
10 20 30

Process returned 0 (0x0) execution time: 0.038 s

Press any key to continue.
```

Question 4

Write a program to perform deletion of elements from beginning in a linked list.

Program:

```
#include <iostream>
#include<stdlib.h>
using namespace std;

struct Node
{
   int Data;
   Node *next;
};
.
Node *create(int Data)
{
```

```
Node *nptr=new(Node);
  nptr->Data=Data;
 nptr->next=NULL;
 return nptr;
Node *insert_beg(Node *head, int x)
 Node *pt=create(x);
  if(head==NULL)
    head=pt;
    return head;
  pt->next=head;
 head= pt;
 return head;
Node *Delete_from_beginning(Node *head)
  Node *newhead=NULL;
 if(head==NULL)
    cout<<"Nothing to Delete. The list is already empty.";
    return head;
 }
 else
    newhead=head->next;
    delete(head);
 return newhead;
void display(Node *head)
```

```
Node *temp=head;
  int count=0;
 if(temp==NULL)
 {
    cout<<"The list is empty.";</pre>
 cout<<"The elements of the list are:"<<endl;</pre>
  while(temp!=NULL)
 {
    cout<<temp->Data<< " ";
    temp=temp->next;
int main()
  Node *head, *temp;
  head= NULL;
  head=insert_beg(head,40);
  head=insert_beg(head,50);
  head=insert_beg(head,60);
 head=insert_beg(head,70);;
  head=insert_beg(head,80);
  display(head);
  cout<<"\n After deleting from beginning ";</pre>
 head=Delete_from_beginning(head);
  display(head);
  return 0;
```

Output:

