

DS - Lab-8



PAGE

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linked list

```
#include <stdio.h>
#include <stdlib.h>
struct node
{
    int info;
    struct node *link*;
};
typedef struct node *NODE;
NODE getnode()
{
    NODE x;
    x = (NODE) malloc (size of (struct node));
    if (x = NULL)
    {
        printf ("mem full\n");
        exit (0);
    }
    return x;
}
NODE insert-front (NODE first, int item)
{
    NODE temp;
    temp = getnode();
```

Sulekha

```

temp → info = item;
temp → link = NULL;
if (first == NULL)
    return temp;
temp → link = first;
first = temp;
return first;

```

```

}

```

```

NODE delete_rear(NODE first)
{

```

```

    NODE cur, prev;
    if (first == NULL)

```

```

    {

```

```

        printf("List is empty, cannot delete\n");
        return first;
    }

```

```

    {

```

```

        if (first → link == NULL)

```

```

        {

```

```

            printf("Item deleted is %d\n",
                    first → info);

```

```

            free(first);

```

```

            return NULL;

```

```

        }

```

```

        prev = NULL;

```

```

        cur = first;

```




```
while (cur → link != NULL)
```

```
{
```

```
    prev = cur;
```

```
    cur = cur → link;
```

```
}
```

```
printf ("item deleted at rear end  
is %d", cur → info);
```

```
free (cur);
```

```
prev → link = NULL;
```

```
return first;
```

```
}
```

```
NODE order_list (NODE first)
```

```
{
```

```
    int swapped, i;
```

```
    NODE ptr1, lptr = NULL;
```

```
    if (first == NULL)
```

```
        return first;
```

```
do
```

```
{
```

```
    swapped = 0;
```

```
    ptr = first;
```

```
    while (ptr1 → link != lptr
```

```
    {
```

```
        if (ptr1 → info > ptr1 → link → info)
```

```
        {
```

```

int temp = ptr1 -> info;
ptr1 -> info = ptr1 -> link -> info;
ptr1 -> link -> info = temp;
swapped = 1;
}

```

```

ptr1 = ptr1 -> link;
}

```

```

ptr = ptr1;
}

```

```

while (swapped);
return first;
}

```

```

void count (NODE first)
{

```

```

    NODE temp;

```

```

    temp = first;

```

```

    int c = 0;

```

```

    while (temp != NULL)
    {

```

```

        temp = temp -> link;

```

```

        c++;
    }

```

```

void list-search (NODE first, int key) {
    NODE temp;

```

```

    temp = first;

```




```
int c = 0, f = 0;
while (temp != NULL) {
    c++;
    if (temp->info == key) {
        printf("searched unsuccessful, element\npost" : "\n", c);
        f = 1; break;
    }
    temp = temp->link;
}
if (f == 0)
    printf("Search Unsuccessful!\n");
}

void display (NODE first)
{
    NODE temp;
    if (first == NULL)
        printf("list empty cannot display items\n");
    for (temp = first; temp != NULL; temp = temp->link)
    {
        printf("\n d\n", temp->info);
    }
}
```

```

int main () {
    int item, choice, pos, i, n;
    NODE first = NULL;
    for (;;)
    {
        printf ("1. insert-front\n2. delete-rear\n3. display\n4. count items\n5. search\n6. order\nAny other key to exit\n");
        printf ("enter the choice\n");
        scanf ("%d", &choice);
        switch (choice)
        {
            case 1: printf ("Enter the item at front end\n");
                    scanf ("%d", &item);
                    first = insert-front (first, item);
                    break;
            case 2: first = delete-rear (first);
                    break;
            case 4: count (first);
                    break;
            case 5: printf ("Enter element to be searched : ");
                    scanf ("%d", &item);

```




```
break;  
case 6:  
    first = order-list(first)  
break;  
default : exit (0);  
{  
}  
}
```