

## DSA Write-up Experiment number 09

**Name:** Aamir Ansari

**Batch:** A

**Roll no.** 01

**AIM:** To implement of Singly Circular linked lists

### **THEORY:**

A circular linked list is the type of linked list in which the last node contains a pointer to the first node of the list. A circular linked list has no beginning and no ending.

### **ALGORITHM**

#### INSERT

##### **At the beginning**

```
Step 1: [INITIALIZE] newNode
Step 2: SET newNode->data = data
Step 3: IF end == NULL
        SET end = newNode
        SET newNode->next = end
        Goto Step 5
Step 4: ELSE
        newNode->next = end->next
        end->next = newNode
    [END IF]
Step 5: EXIT
```

##### **At the end**

```
Step 1: [INITIALIZE] newNode, ptr
Step 2: SET newNode->data = data
Step 3: IF end == NULL
        SET end = newNode
        SET newNode->next = end
        Goto Step 5
Step 4: ELSE
        SET ptr = end->next
        Repeat while ptr->next != end
            ptr=ptr-> next
        [END LOOP]
        newNode->next = end->next
        end->next = newNode
        end = newNode
    [END IF]
Step 5: EXIT
```

##### **At a position:**

```
Step 1: [INITIALIZE] newNode, ptr, prePtr
Step 2: SET newNode = end->next->next , prenewNode = newNode
Step 3: SET new->data = data
Step 4: IF end == NULL
```

```

        PRINT "LIST EMPTY"
        Goto Step 12
    [END IF]
Step 4: SET count = 1
Step 5: Repeat step 6 to 8 while count != position AND ptr->next != end->next
Step 6:     SET prePtr = ptr;
Step 7:     SET ptr = ptr->next;
Step 8:     count = count + 1
Step 9: IF count == 1
        newNode->next = ptr
        end->next = newNode
Step 10: ELSE IF ptr->next == end->next AND count < pos
        newNode->next = end->next
        end->next = newNode
        end = newNode
Step 11: ELSE
        prePtr->next = newNode;
        newNode->next = ptr;
    [END IF]
Step 12: EXIT

```

#### **Before a given value:**

```

Step 1: [INITIALIZE] newNode, ptr, prePtr
Step 2: SET new->data = data
Step 3: SET newNode = end->next
Step 4: SET prePtr = ptr
Step 5: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 11
Step 6: Repeat step 7&8 while newNode->data != val
Step 7:     SET prePtr = ptr;
Step 8:     SET ptr = ptr->next;
Step 9: IF ptr == end->next
        SET newNode->next = end->next;
        SET end->next = newNode;
Step 10: ELSE
        SET prePtr->next = newNode
        SET newNode->next = ptr
Step 11: EXIT

```

#### **After a given Value:**

```

Step 1: [INITIALIZE] ptr, prePtr, newNode
Step 2: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 9
Step 3: SET ptr = end->next
Step 4: DO steps 5&6 while ptr->data != val
Step 5:     SET prePtr = ptr;
Step 6:     SET ptr = ptr->next;
    [END LOOP]
Step 7: IF prePtr->next == end->next
        newNode->next = end->next;

```

```

        prePtr->next = newNode;
        end = newNode;
Step 8: ELSE
        prePtr->next = newNode;
        newNode->next = ptr;
    [END IF]
Step 9: EXIT

```

## DELETE

### **Value at the beginning**

```

Step 1: [INITIALIZE] ptr
Step 2: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 6
    [END IF]
Step 3: SET end->next == ptr->next
Step 4: IF ptr == end
        end = NULL
    [END IF]
Step 5: free(ptr)
Step 6: EXIT

```

### **At the end**

```

Step 1: [INITIALIZE] ptr, prePtr
Step 2: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 10
    [END IF]
Step 3: Repeat Steps 4, 5 while ptr->next != end->next
Step 4:     SET prePtr = ptr;
Step 5:     SET ptr = ptr->next;
    [END LOOP]
Step 6: SET prePtr->next = end->next;
Step 7: SET end = prePtr;
Step 8: IF prePtr == ptr
        SET end = NULL
    [END IF]
Step 9: free(ptr)
Step 10: EXIT

```

### **Value at a Position**

```

Step 1: [INITIALIZE] ptr, prePtr
Step 2: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 13
    [END IF]
Step 3: SET count = 1
Step 4: Repeat steps while count != pos AND ptr->next != end->next
Step 5:     SET prePtr = ptr;
Step 6:     SET ptr = ptr->next;

```

```

Step 7:      SET count = count + 1;
            [END LOOP]
Step 8: IF POS > count
            PRINT "NO NODE AVAILABLE"
            Goto Step 13
            [END IF]
Step 9: IF end->next == ptr
            SET end->next = ptr->next;
            free(ptr);
Step 10: ELSE IF ptr->next == end->next
            SET prePtr->next = end->next;
            SET end = prePtr;
            SET end->next = prePtr->next;
            free(ptr);
Step 11: ELSE
            SET prePtr->next = ptr->next;
            free(ptr);
            [END IF]
Step 12: IF ptr->next == end->next
            SET end = NULL
            [END IF]
Step 13: EXIT

```

#### **Before a given value**

```

Step 1: [INITIALIZE] ptr, prePtr
Step 2: IF end == NULL
            PRINT "LIST IS EMPTY"
            Goto Step 9
            [END IF]
Step 3: IF ptr->data == val
            PRINT "NO NODE BEFORE THIS"
            Goto Step 9
            [END IF]
Step 4: Repeat Steps 5, 6 while ptr->next->data != val
Step 5:      SET prePtr = ptr;
Step 6:      SET ptr = ptr->next;
            [END LOOP]
Step 7: prePtr->next = ptr->next
Step 8: free(ptr)
Step 9: EXIT

```

#### **After a given value**

```

Step 1: [INITIALIZE] ptr, prePtr
Step 2: IF end == NULL
            PRINT "LIST IS EMPTY"
            Goto Step 10
            [END IF]
Step 3: Repeat Steps 5, 6 while ptr->data != val
Step 4:      SET prePtr = ptr;
Step 5:      SET ptr = ptr->next;
            [END LOOP]
Step 6: prePtr = ptr

```

```

Step 7: ptr = ptr->next
Step 8: IF ptr->next == end->next
        SET prePtr->next = end->next;
        SET end = prePtr;
        free(ptr);
Step 9: ELSE
        SET prePtr->next = ptr->next;
        free(ptr);
    [END IF]
Step 10: EXIT

```

### 3.UPDATE

#### **Value at the beginning**

```

Step 1: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 3
    [END IF]
Step 2: SET end->next->data = toUpdate
Step 3:EXIT

```

#### **At the end**

```

Step 1: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 3
    [END IF]
Step 2: SET end->data = toUpdate
Step 3:EXIT

```

#### **Value at a given Position**

```

Step 1: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 9
    [END IF]
Step 2: SET count = 1
Step 3: [INITIALIZE] ptr
Step 4: Repeat step 5, 6 while count != pos AND ptr->next!=end->next
Step 5:     SET ptr = ptr->next
Step 6:     SET count = count + 1
    [END LOOP]
Step 7: IF pos > count
        PRINT "NO NODE AT GIVEN POSITION"
        Goto Step 9
    [END IF]
Step 8: SET ptr->data = toUpdate
Step 9: EXIT

```

#### **Before a particular value**

```

Step 1: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 6

```

```

[END IF]
Step 2: [INITIALIZE] ptr
Step 3: Repeat step 4&5 while ptr->next->data != val
Step 4:     SET ptr = ptr->next
[END LOOP]
Step 5: SET ptr->data = toUpdate;
Step 6: EXIT

```

#### **After a particular value**

```

Step 1: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 6
[END IF]
Step 2: [INITIALIZE] ptr
Step 3: Repeat step 4&5 while ptr->next->data != val
Step 4:     SET ptr = ptr->next
[END LOOP]
Step 5: SET ptr->next->data = toUpdate;
Step 6: EXIT

```

#### 4. SEARCH

```

Step 1: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 9
[END IF]
Step 2: [INITIALIZE] ptr
Step 3: SET Count = 1
Step 4: Repeat step 4&5 while ptr->data != val && count<=countNodes()+1
Step 5:     SET ptr = ptr->next
Step 6:     SET count = count + 1
[END LOOP]
Step 7: IF count > countNodes()
        PRINT "NOT FOUND"
Step 8: ELSE
        PRINT "FOUND"
Step 9: EXIT

```

#### 5. COUNT NODES

```

Step 1: IF end == NULL
        return 0
[END IF]
Step 2: [INITIALIZE] ptr
Step 3: SET Count = 1
Step 4: Repeat step 5, 6 while ptr->next->data != val
Step 5:     SET ptr = ptr->next
Step 6:     SET count = count + 1
[END LOOP]
Step 7: return count

```

## 6. DISPLAY

```
Step 1: IF end == NULL
        PRINT "LIST IS EMPTY"
        Goto Step 7
    [END IF]
Step 2: [INITIALIZE] ptr
Step 3: Repeat steps 4, 5 while ptr->next != end->next
Step 4:     PRINT ptr->data
Step 5:     ptr = ptr->next;
    [END LOOP]
Step 6: PRINT ptr->data
Step 7: EXIT
```

\*\*\*\*\*