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Question No 1:

To create a single linked list using "SSL" Function ...

Answer:

```
#include <iostream>
using namespace std;
const int MAX_SIZE = 5;
class Stack{
private:
  int top;
  int arr[MAX_SIZE];
public:
  Stack() {
    top = -1;
  }
  bool isEmpty() {
    return top == -1;
  }
  bool isFull() {
    return top == MAX_SIZE - 1;
  }
```

```
void push(int data) {
  if (isFull()) {
     cout << "Stack is full. Cannot push." << endl;</pre>
     return;
  arr[++top] = data;
}
void pop() {
  if (isEmpty()) {
     cout << "Stack is empty. Cannot pop." << endl;</pre>
     return;
  --top;
}
int peek() {
  if (isEmpty()) {
     cout << "Stack is empty. Cannot pop." << endl;</pre>
     return 0;
  //cout<<arr[top]<<" ";
  return arr[top];
}
int display() {
```

```
if (isEmpty()) {
       cout << "Stack is empty. Cannot Display." << endl;</pre>
       return -1;
     int display=top;
     while(display!=-1){
       cout<<arr[display]<<" ";</pre>
       display--;
};
class Node {
public:
  int data;
  Node* next;
  Node(int data) {
     this->data = data;
     this->next = NULL;
  }
};
```

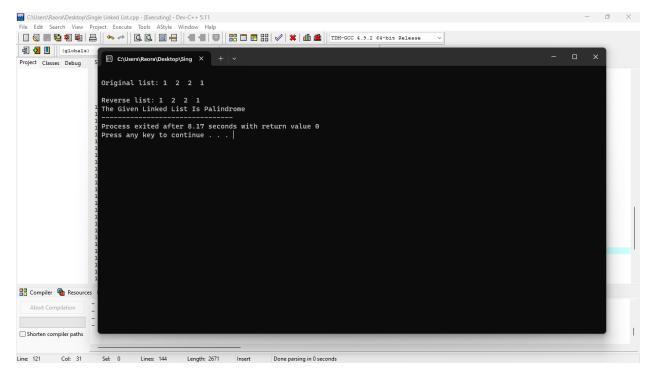
```
class LinkedList {
public:
  Node* head;
      Stack stack;
  LinkedList() {
    head = NULL;
  }
  void insert(int data) {
    Node* newNode = new Node(data);
    if (head == NULL) {
      head = newNode;
    }
    else {
      Node* temp = head;
      while (temp->next != NULL) {
         temp = temp->next;
       }
      temp->next = newNode;
    }
  }
      void SSL(){
```

```
Node* temp=head;
       while(temp!=NULL){
              stack.push(temp->data);
              temp=temp->next;
       }
      stack.display();
}
void palindrome(){
      Node* temp=head;
      int a=0;
       while(temp!=NULL){
      if(temp->data==stack.peek()){
              temp=temp->next;
              stack.pop();
       }
      else{
              cout<<"\nThe Given Linked List Is Not Palindrome"<<endl;</pre>
              a=5;
              return;
       }
      if(a==0){
```

```
cout<<"\nThe Given Linked List Is Palindrome";</pre>
               }
       }
  void display() {
     Node* temp = head;
     while (temp != NULL) {
       cout << temp-> data << " \ ";
       temp = temp->next;
    cout<<endl;
  }
int main() {
  LinkedList list;
  list.insert(1);
  list.insert(2);
  list.insert(2);
  list.insert(1);
```

};

```
cout << "\nOriginal list: ";
list.display();
cout << "\nReverse list: ";
list.SSL();
    list.palindrome();
return 0;
}</pre>
```



Question no 2:
Simple Stack function
Answer:

```
#include <iostream>
using namespace std;
const int MAX_SIZE = 100;
class Stack{
private:
  int top;
  int arr[MAX_SIZE];
public:
  Stack() {
    top = -1;
  }
  bool isEmpty() {
     return top == -1;
  }
  bool isFull() {
     return top == MAX_SIZE - 1;
  }
  void push(int data) {
    if (isFull()) {
       cout << "Stack is full. Cannot push." << endl;</pre>
```

```
return;
  arr[++top] = data;
}
void pop() {
  if (isEmpty()) {
     cout << "Stack is empty. Cannot pop." << endl;</pre>
     return;
  }
  --top;
}
int peek() {
  if (isEmpty()) {
     cout << "Stack is empty. Cannot peek." << endl;</pre>
     return -1;
  return arr[top];
}
int display() {
  if (isEmpty()) {
     cout << "Stack is empty. Cannot Display." << endl;
     return -1;
```

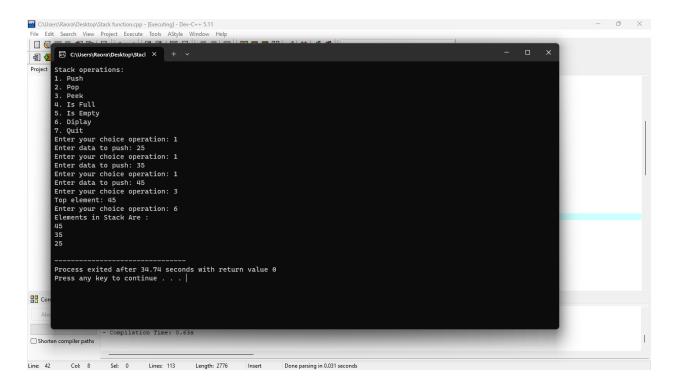
```
int display=top;
     while(display!=-1){
       cout<<arr[display]<<endl;</pre>
       display--;
                }
  }
};
int main() {
  Stack stack;
  cout << "Stack operations:" << endl;</pre>
  cout << "1. Push" << endl;
  cout << "2. Pop" << endl;
  cout << "3. Peek" << endl;
  cout << "4. Is Full" << endl;
  cout << "5. Is Empty" << endl;</pre>
  cout << "6. Diplay" << endl;</pre>
  cout << "7. Quit" << endl;
```

int choice, data;

```
do {
  cout << "Enter your choice operation: ";</pre>
  cin >> choice;
  switch (choice) {
     case 1:
        cout << "Enter data to push: ";</pre>
        cin >> data;
        stack.push(data);
        break;
     case 2:
        stack.pop();
        break;
     case 3:
        cout << "Top element: " << stack.peek() << endl;</pre>
        break;
     case 4:
        if (stack.isFull()) {
           cout << "Stack is full." << endl;</pre>
        } else {
           cout << "Stack is not full." << endl;</pre>
        }
        break;
```

```
if (stack.isEmpty()) {
             cout << "Stack is empty." << endl;</pre>
          } else {
             cout << "Stack is not empty." << endl;</pre>
          }
          break;
       case 7:
          cout << "Exiting program." << endl;</pre>
          break;
       case 6:
          cout << "Elements in Stack Are :" << endl;
          stack.display();
          break;
       default:
          cout << "Invalid choice. Please try again." << endl;</pre>
     }
  } while (choice != 6);
  return 0;
}
```

case 5:



.....