

Lab - Program - 9

```
# include <stdio.h>
# include <stdlib.h>

struct node
{
    int info;
    struct node *rlink;
    struct node *llink;
};

typedef struct node *NODE;
NODE getnode();
{
    NODE x;
    x = (NODE) malloc(sizeof(struct node));
    if(x == NULL)
    {
        printf("Memory full\n");
        exit(0);
    }
    return x;
}

void freenode(NODE x)
{
    free(x);
}
```

3 NODE insert-front (int item, NODE head)

```
NODE temp, cur;  
temp = getNode();  
temp->info = item;  
temp->llink = NULL;  
temp->rlink = NULL;  
cur = head->rlink;  
head->rlink = temp;  
temp->llink = head;  
temp->rlink = cur;  
cur->llink = temp;  
return head;
```

3

3 NODE insert-rear (int item, NODE head)

```
NODE temp, cur;  
temp = getNode();  
temp->info = item;  
temp->llink = NULL;  
temp->rlink = NULL;  
cur = head->llink;  
head->llink = temp;  
temp->rlink = head;  
(cur->)rlink = temp;  
temp->llink = cur;  
return head;
```

3

NODE ddelete_front(NODE head)

{

 NODE cur, next;

 if (head->rlink == head)

{

 printf("List is empty\n");

 }

 cur = head->rlink;

 next = cur->rlink;

 head->rlink = next;

 next->llink = head;

 printf("Item deleted at the front end
 is : %d\n", cur->info);

 free(cur);

 return head;

}

NODE ddelete_rear(NODE head)

{

 NODE cur, prev;

 if (head->llink == head)

{

 printf("List is empty\n");

 }

}

 cur = head->llink;

 prev = cur->llink;

 prev->rlink = head;

 head->llink = prev;

```
printf("Item deleted at the rear end is : %d\n",  
    free(cur);  
    cur->info);  
    return head;
```

{

```
void display(NODE head)
```

{

```
NODE temp;  
if (head->rlink == head)  
{
```

```
    printf("List is empty\n");  
}
```

```
printf("The contents of the list are :\n");
```

```
temp = head head->rlink;
```

```
while (temp != head)
```

```
{  
    printf("%d\n", temp->info);
```

```
    temp = temp->rlink;
```

{

{

```
void dsearch(int key, NODE head)
```

{

```
NODE cur;
```

```
int count;
```

```
if (head->rlink == head)  
{
```

```
    printf("List is empty\n");  
}
```

cur = head -> rlink;

count = 1;

while (cur != head && cur -> info != key)

{

 cur = cur -> rlink;

 Count++;

}

if (cur == head)

{

 printf("Search unsuccessful\n");

}

else

{

 printf("Key element found at the position %d\n");

}

}

NODE dinsert_leftPos (int item, NODE head)

{

 NODE cur, prev, temp;

 if (head -> rlink == head)

{

 printf("List is empty\n");

 return head;

}

 cur = head -> rlink;

 while (cur != head)

 if (cur -> info == item)

 break;

cur = cur -> rlink;

{

if (cur == head)

{

printf ("No such item found in the list.\n");
return head;

}

Prev = cur -> llink;

temp = getnode();

temp -> llink = NULL;

temp -> rlink = NULL;

printf ("Enter the item to be inserted at the
left of the given item\n");

scanf ("%d", &temp -> info);

Prev -> rlink = temp;

temp -> llink = Prev;

temp -> rlink = ~~temp~~ cur;

cur -> llink = temp;

return head;

}

NODE insert_right_pos (int item, NODE head)

{

NODE temp, cur, next;

if ($\text{read} \rightarrow \text{rlink} == \text{head}$)
 {
 printf ("List is empty\n");
 return head;
 }

 {
 cur = head \rightarrow rlink;
 while (cur != head)

 {
 if (cur \rightarrow info == item)

 break;
 }
 cur = cur \rightarrow rlink;

 }
 if (cur == head)

 printf ("No such item found in the list\n");

 scanf ("%d", &temp \rightarrow info);
 return head;

 next = cur \rightarrow rlink;

 temp = getnode();

 temp \rightarrow llink = NULL;

 temp \rightarrow rlink = NULL;

 printf ("Enter the item to be inserted at
 the right of the given item: \n");

```
scanf("%d", &temp->info);
cur->rlink=temp;
temp->llink=cur;
next->llink=temp;
temp->rlink=next;
return head;
```

{

```
NODE ddelete_duplicates(int item, NODE head)
```

```
{  
    NODE prev, cur, next;  
    int count=0;  
    if (head->rlink==head)  
    {
```

```
        printf("List is empty.\n");  
        return head;
```

```
    cur=head->rlink;  
    while (cur!=head)  
    {
```

```
        if (cur->info==item)  
        {
```

```
            cur=cur->rlink;  
        }
```

```
        else  
        {
```

```
            count++;
```

```
            if (count==1)  
            {
```

```
                cur=cur->rlink;  
            }
```

```
            continue;
```

else

{

 Prev = cur -> llink;

 next = cur -> rlink;

 Prev -> rlink = next;

 next -> llink = Prev;

 free(cur);

 cur = next;

}

{

{

 if (count == 0)

{

 printf("No such item found in the list");

{

 else

{

 printf("All the duplicate elements of the
 given item are removed successfully");

{

 return head;

}

NODE delete_all_key(int item, NODE head)

{

 NODE Prev, cur, next;
 int count;

```
if (head->rlink == head)
```

```
{
```

```
    printf("LE");  
    return head;
```

```
}
```

```
count = 0;
```

```
cur = head->rlink;
```

```
while (cur != head)
```

```
{
```

```
    if (item == cur->info)
```

```
        cur = cur->rlink;
```

```
    else
```

```
{
```

```
    count++;
```

```
    Prev = cur->llink;
```

```
    next = cur->rlink;
```

```
    Prev->rlink = next;
```

```
    next->llink = Prev;
```

```
    freemode(cur);
```

```
    cur = next;
```

```
}
```

```
}
```

```
if (count == 0)
```

```
    printf("Key not found");
```

```
else  
    printf("Key found at %d Positions and are  
          deleted\n", count);
```

```
}
```

```
int main()
```

```
{  
    NODE head;  
    int item, choice, key;  
    head = getnode();  
    head->llink = head;  
    head->rlink = head;  
    for(;;)
```

```
{  
    printf("1: insert front\n2: insert rear\n3:  
        delete front\n4: delete rear\n5: display  
        search\n6: insert leftPos\n7: insert rightPos  
        delete duplicates\n8: delete based on  
        specified value\n9: exit\n");
```

```
    printf("Enter the choice\n");  
    scanf("%d", &choice);  
    switch(choice)
```

```
{  
    case 1: printf("Enter the item at front\n");  
        scanf("%d", &item);  
        head = insert_front(item, head);  
        break;  
    case 2: printf("Enter the item at rear\n");  
        scanf("%d", &item);  
        head = insert_rear(item, head);  
        break;
```

```
    case 3: printf("Delete from front\n");  
        head = delete_front(head);  
        break;  
    case 4: printf("Delete from rear\n");  
        head = delete_rear(head);  
        break;  
    case 5: display(head);  
        break;  
    case 6: printf("Enter the left position\n");  
        scanf("%d", &key);  
        insert_left(key, head);  
        break;  
    case 7: printf("Enter the right position\n");  
        scanf("%d", &key);  
        insert_right(key, head);  
        break;  
    case 8: printf("Delete duplicates\n");  
        head = delete_duplicates(head);  
        break;  
    case 9: exit(0);  
}
```

case 3 : head = ddelete_front(head);
break;

case 4 : head = ddelete_rear(head);
break;

case 5 : ddigPlay(head);
break;

case 6 : printf("Enter the key element to be
Searched:(\n)");

scanf("%d", &key);
dSearch(key, head);
break;

case 7 : printf("Enter the key element:(\n)");
scanf("%d", &key);
head = dinsert_leftPos(key, head);
break;

case 8 : printf("Enter the key element:(\n)");
scanf("%d", &key);
head = dinsert_rightPos(key, head);
break;

case 9 : printf("Enter the key element whose
duplicates should be removed:(\n)");
scanf("%d", &key);
head = ~~dinsert~~ & deleteDuplicates(key, head);
break;

```
case 10 : printf("Enter the key value(n);  
scanf("%d", &item);  
delete_all_key(item, head);  
break;
```

```
case 11 : exit(0);
```

```
default : printf("Invalid choice(n);
```

```
}
```

```
}
```

```
return 0;
```

```
}
```