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# WORKSHEET 4

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Cyber Security

## TASK 1

1. STL Container Practice: Write a program using STL containers that: (40 marks)
  1. Uses `vector<string>` to store names (5 Marks)
  2. Uses `map<string, int>` to store age against each name (5 Marks)
  3. Implements functions to:
    1. Add new name-age pair (10 marks)
    2. Find all people above certain age (10 marks)
    3. Sort and display names alphabetically (10 marks)

INPUT:

```
#include <iostream>
#include <vector>
#include <map>
#include <algorithm>
```

```
using namespace std;
```

```
vector<string> names;
```

```
map<string, int> nameAgeMap;
```

```
void addPerson(const string& name, int age)
```

```
{
    names.push_back(name);

    nameAgeMap[name] = age;
}
```

```
void displayAboveAge(int ageLimit)
```

```
{
    cout << "People above age " << ageLimit << endl;

    for (const auto& pair : nameAgeMap)
    {
        if (pair.second > ageLimit)
```

```

        {
            cout << pair.first << " - " << pair.second << " years old"<<endl;
        }
    }
}

```

```

void displaySortedNames()

```

```

{
    vector<string> sortedNames = names;

    sort(sortedNames.begin(), sortedNames.end());

    cout << "Names sorted alphabetically:"<<endl;

    for (const string& name : sortedNames)

        {
            cout << name << endl;
        }
}

```

```

int main()

```

```

{
    addPerson("Anu", 20);
    addPerson("Kasu", 19);
    addPerson("Tina", 44);
    addPerson("Rajya", 33);

    int ageLimit;

    cout << "Enter age to find people above: ";

    cin >> ageLimit;

    displayAboveAge(ageLimit);
    displaySortedNames();

    return 0;
}

```

OUTPUT:

```
C:\Users\user\Desktop\W4T10 >
Enter age to find people above: 30
People above age 30
Rajya - 33 years old
Tina - 44 years old

Names sorted alphabetically:
Anu
Kasu
Rajya
Tina

Process returned 0 (0x0)   execution time : 66.942 s
Press any key to continue.
|
```

2. Stack Problem: Implement a stack using arrays (not STL) that: (20 marks)

1. Has basic push and pop operations
2. Has a function to find middle element
3. Has a function to reverse only bottom half of stack
4. Maintain stack size of 10

INPUT:

```
#include <iostream>
using namespace std;
```

```
const int MAX_SIZE = 10;
```

```
class Stack {
    int data[MAX_SIZE];
    int top;
```

```
public:
```

```
    Stack() {
        top = -1;
    }
```

```
    void push(int value) {
```

```

    if (top < MAX_SIZE - 1) {
        top++;
        data[top] = value;
        cout << "Pushed: " << value << endl;
    } else {
        cout << "Stack is full" << endl;
    }
}

void pop() {
    if (top >= 0) {
        cout << "Popped: " << data[top] << endl;
        top--;
    } else {
        cout << "Stack is empty" << endl;
    }
}

void show() {
    cout << "Stack (top to bottom): ";
    for (int i = top; i >= 0; i--) {
        cout << data[i] << " ";
    }
    cout << endl;
}

void findMiddle() {
    if (top >= 0) {
        int mid = top / 2;
        cout << "Middle Element: " << data[mid] << endl;
    } else {
        cout << "Stack is empty" << endl;
    }
}

void reverseBottomHalf() {
    if (top < 1) {
        cout << "Not enough elements to reverse bottom half" << endl;
        return;
    }
    int mid = top / 2;
    for (int i = 0, j = mid; i < j; i++, j--) {
        int temp = data[i];

```

```
        data[i] = data[j];
        data[j] = temp;
    }
    cout << "Bottom half reversed" << endl;
}
};
```

```
int main() {
    Stack stack;

    stack.push(10);
    stack.push(20);
    stack.push(30);
    stack.push(40);
    stack.push(50);
    stack.push(60);
    stack.push(70);
    stack.push(80);
    stack.push(90);
    stack.push(100);

    stack.show();

    stack.findMiddle();
    stack.reverseBottomHalf();
    stack.show();

    stack.pop();
    stack.show();

    return 0;
}
```

OUTPUT:

```
C:\Users\user\Desktop\W4T1( x + v
Pushed: 10
Pushed: 20
Pushed: 30
Pushed: 40
Pushed: 50
Pushed: 60
Pushed: 70
Pushed: 80
Pushed: 90
Pushed: 100
Stack (top to bottom): 100 90 80 70 60 50 40 30 20 10
Middle Element: 50
Bottom half reversed
Stack (top to bottom): 100 90 80 70 60 10 20 30 40 50
Popped: 100
Stack (top to bottom): 90 80 70 60 10 20 30 40 50

Process returned 0 (0x0)   execution time : 33.321 s
Press any key to continue.
```

3. Queue Problem: Implement a queue using arrays (not STL) that: (20 marks)

1. Has basic enqueue and dequeue operations
2. Has a function to reverse first K elements
3. Has a function to interleave first half with second half
4. Handle queue overflow/underflow

INPUT:

```
#include <iostream>
using namespace std;

#define MAX_SIZE 15

class Queue

{

private:

    int arr[MAX_SIZE];
```

```
int front, rear, size;
```

```
public:
```

```
Queue()
```

```
{  
    front = 0;  
    rear = -1;  
    size = 0;  
}
```

```
bool isFull()
```

```
{  
    return size == MAX_SIZE;  
}
```

```
bool isEmpty()
```

```
{  
    return size == 0;  
}
```

```
void enqueue(int val)
```

```
{  
    if (isFull())  
    {  
        cout << "Queue overflow! Cannot enqueue " << val << endl;  
        return;  
    }  
  
    rear = (rear + 1) % MAX_SIZE;  
    arr[rear] = val;  
  
    size++;  
}
```

```
int dequeue()
```

```
{  
    if (isEmpty())
```



```

    {
        cout << "Queue underflow! Nothing to dequeue." << endl;
        return -1;
    }

    int val = arr[front];
    front = (front + 1) % MAX_SIZE;
    size--;
    return val;
}

void display()

{
    if (isEmpty())
    {
        cout << "Queue is empty."<<endl;
        return;
    }

    cout << "Queue: ";

    for (int i = 0; i < size; ++i)

    {

        cout << arr[(front + i) % MAX_SIZE] << " ";

    }

    cout << endl;
}

void reverseFirstK(int k)

{
    if (k > size || k <= 0)

    {

        cout << "Invalid value of K."<<endl;
        return;
    }
}

```

```

    }

    int temp[MAX_SIZE];
    for (int i = 0; i < k; ++i)
    {

        temp[i] = dequeue();
    }

    for (int i = k - 1; i >= 0; --i)

    {

        enqueue(temp[i]);
    }

    int rotate = size - k;
    for (int i = 0; i < rotate; ++i)

    {

        enqueue(dequeue());
    }

    cout << "First " << k << " elements reversed."<<endl;
}

void interleaveQueue()

{
    if (size % 2 != 0)

    {

        cout << "Interleave requires even number of elements."<<endl;

        return;
    }

    int half = size / 2;

    int temp[MAX_SIZE];

```

```

        for (int i = 0; i < size; ++i)

        {

            temp[i] = dequeue();
        }

        for (int i = 0; i < half; ++i)

        {

            enqueue(temp[i]);
            enqueue(temp[i + half]);

        }

        cout << "Queue interleaved."<<endl;
    }
};

int main()

{
    Queue q;

    for (int i = 2; i <= 15; ++i)
        q.enqueue(i);

    q.display();

    q.reverseFirstK(5);
    q.display();

    q.interleaveQueue();
    q.display();

    return 0;
}

```

OUTPUT:

```
C:\Users\user\Downloads\Wo × + v
Queue: 2 3 4 5 6 7 8 9 10 11 12 13 14 15
First 5 elements reversed.
Queue: 6 5 4 3 2 7 8 9 10 11 12 13 14 15
Queue overflow! Cannot enqueue 2
Queue overflow! Cannot enqueue 0
Queue overflow! Cannot enqueue 7
Queue overflow! Cannot enqueue 6421968
Queue overflow! Cannot enqueue 8
Queue overflow! Cannot enqueue 0
Queue interleaved.
Queue: 9 10 11 12 13 14 15 6 0 5 6421968 4 0 3 4206776

Process returned 0 (0x0)   execution time : 33.676 s
Press any key to continue.
```

4. Linked List Problem: Create a singly linked list (not STL) that: (20 marks)

1. Has functions to insert at start/end/position
2. Has a function to detect and remove loops
3. Has a function to find nth node from end
4. Has a function to reverse list in groups of K nodes

INPUT:

```
#include <iostream>
```

```
using namespace std;
```

```
class Node
```

```
{
```

```
public:
```

```
int data;  
  
Node* next;  
  
Node(int val) : data(val), next(nullptr) {}  
  
};
```

```
class LinkedList
```

```
{
```

```
private:
```

```
Node* head;
```

```
public:
```

```
LinkedList() : head(nullptr) {}
```

```
void insertAtStart(int val) {
```

```
Node* newNode = new Node(val);
```

```
newNode->next = head;
```

```
head = newNode;
```

```
}
```

```
// 1. Insert at the end
```

```
void insertAtEnd(int val) {  
  
    Node* newNode = new Node(val);  
  
    if (!head) {  
  
        head = newNode;  
  
        return;  
  
    }  
  
    Node* temp = head;  
  
    while (temp->next)  
  
        temp = temp->next;  
  
    temp->next = newNode;  
  
}
```

```
void insertAtPosition(int pos, int val)
```

```
{  
  
    if (pos == 0)  
  
  
  
  
  
  
  
        insertAtStart(val);  
  
        return;  
  
}
```

```

Node* newNode = new Node(val);

Node* temp = head;

for (int i = 0; temp && i < pos - 1; ++i)

    temp = temp->next;

if (!temp)

{

    cout << "Position out of bounds."<<endl;

    return;

}

newNode->next = temp->next;

temp->next = newNode;

}

void display()

{

Node* temp = head;

cout << "Linked List: ";

```

```
while (temp)
```

```
{
```

```
    cout << temp->data << " ";
```

```
    temp = temp->next;
```

```
}
```

```
cout << endl;
```

```
}
```

```
void detectAndRemoveLoop()
```

```
{
```

```
    Node *slow = head, *fast = head;
```

```
    while (fast && fast->next)
```

```
    {
```

```
        slow = slow->next;
```

```
        fast = fast->next->next;
```



```
    if (slow == fast)

    {

        cout << "Removing Loop detected."<<endl;

        removeLoop(slow);

        return;

    }

}
```

```
    cout << "No loop detected."<<endl;

}
```

```
void removeLoop(Node* loopNode)
```

```
{

    Node* ptr1 = head;

    Node* ptr2;
```

```
    while (true)
```

```

{
    ptr2 = loopNode;

    while (ptr2->next != loopNode && ptr2->next != ptr1)

        ptr2 = ptr2->next;

    if (ptr2->next == ptr1)
        break;

    ptr1 = ptr1->next;
}

ptr2->next = nullptr;
}

```

```

void findNthFromEnd(int n)

{
    Node *mainPtr = head, *refPtr = head;

    for (int i = 0; i < n; ++i)

```

```

{
    if (!refPtr)

        {
            cout << "N is greater than list length."<<endl;

            return;
        }

    refPtr = refPtr->next;
}

while (refPtr)

{
    mainPtr = mainPtr->next;

    refPtr = refPtr->next;
}

cout << "the node from end is: " << mainPtr->data << endl;
}

```

```
Node* reverseInGroups(Node* node, int k)
```

```
{
```

```
    Node* prev = nullptr;
```

```
    Node* curr = node;
```

```
    Node* next = nullptr;
```

```
    int count = 0;
```

```
    while (curr && count < k)
```

```
    {
```

```
        next = curr->next;
```

```
        curr->next = prev;
```

```
        prev = curr;
```

```
        curr = next;
```

```
        count++;
```

```
    }
```

```
    if (next)
```

```
node->next = reverseInGroups(next, k);
```

```
return prev;
```

```
}
```

```
void reverseGroups(int k)
```

```
{
```

```
head = reverseInGroups(head, k);
```

```
cout << "Reserved list in groups of " << k << endl;
```

```
}
```

```
void createLoop()
```

```
{
```

```
if (!head) return;
```

```
Node* temp = head;
```

```
while (temp->next)
```

```
temp = temp->next;
```

```
        temp->next = head->next;

    }

};
```

```
int main() {

    LinkedList list;

    list.insertAtEnd(10);

    list.insertAtEnd(20);

    list.insertAtEnd(30);

    list.insertAtEnd(40);

    list.insertAtEnd(50);

    list.insertAtPosition(5, 25);

    list.insertAtStart(5);

    list.display();

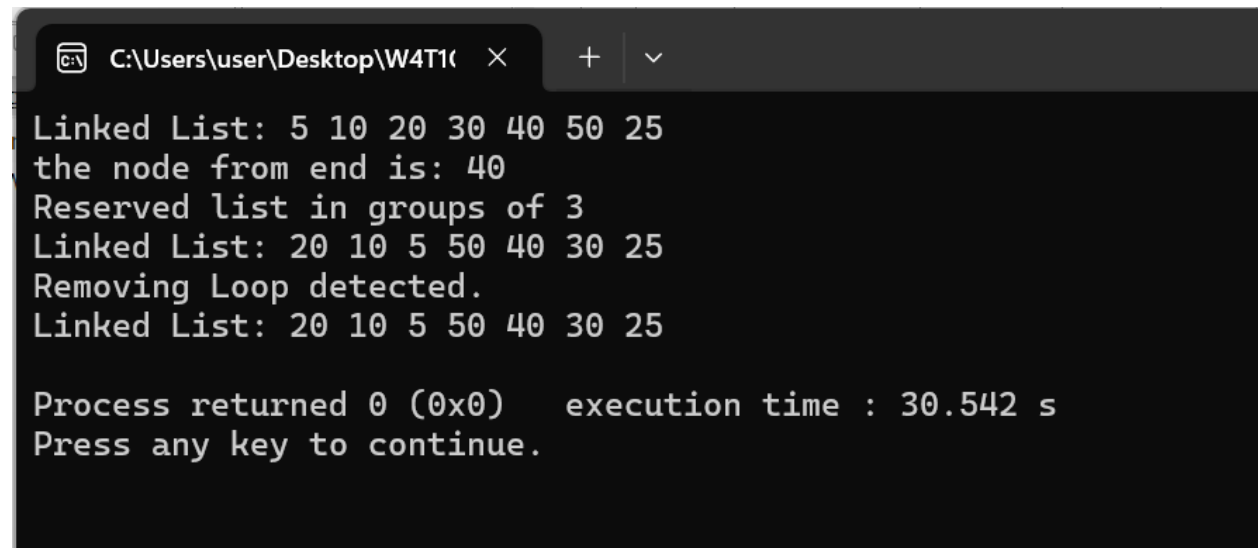
    list.findNthFromEnd(3);

    list.reverseGroups(3);

    list.display();
```

```
list.createLoop();  
  
list.detectAndRemoveLoop();  
  
list.display();  
  
return 0;  
  
}
```

OUTPUT:



```
C:\Users\user\Desktop\W4T10 > .\program.exe  
Linked List: 5 10 20 30 40 50 25  
the node from end is: 40  
Reserved list in groups of 3  
Linked List: 20 10 5 50 40 30 25  
Removing Loop detected.  
Linked List: 20 10 5 50 40 30 25  
  
Process returned 0 (0x0)   execution time : 30.542 s  
Press any key to continue.
```

GitHub link: