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Annapoorneswari D
MCA batch A
Roll No:20
Reg.No: AJC20MCA-2020

DATA STRUCTURE LAB (20MCA135)

1. Implement two singly linked list and implement SET operations

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

struct node{
  struct node*next;
  int data;
};

struct node * Union(struct node * L1, struct node * L2){
  struct node * output = NULL;
  struct node * outTail = NULL;
  while(L1&&L2){
    struct node * newNode = (struct node *) malloc(sizeof(struct
node));
    newNode->next = NULL;
    if(L1->data<L2->data){
```

```
    newNode->data = L1->data;
    L1 = L1->next;
  }
  else if(L1->data>L2->data){
    newNode->data = L2->data;
    L2 = L2->next;
  }
  else{
    int data = L1->data;
    newNode->data = data;
    while(L1 && L2 && L1->data == data && L2->data == data){
      L1 = L1->next;
      L2 = L2->next;
    }
  }
  if(!output)
    output = outTail = newNode;
  else{
    outTail->next = newNode;
    outTail = outTail->next;
  }
}
while(L1){
  outTail->next = (struct node *) malloc(sizeof(struct node));
  outTail = outTail->next;
```

```
    outTail->data = L1->data;
    L1 = L1->next;
  }
  while(L2){
    outTail->next = (struct node *) malloc(sizeof(struct node));
    outTail = outTail->next;
    outTail->data = L2->data;
    L2 = L2->next;
  }
  outTail->next = NULL;
  return output;
}

struct node * intersection(struct node * L1, struct node* L2){
  if(L1 == NULL || L2 == NULL)
    return NULL;
  struct node * output = NULL;
  struct node * outTail = NULL;
  while(L1&&L2){
    if(L1->data<L2->data){
      L1 = L1->next;
    }
    else if(L2->data<L1->data){
      L2 = L2->next;
    }
```

```
    else{
      int data = L1->data;
      struct node * newNode = (struct node *) malloc(sizeof(struct
node));
      newNode->data = data;
      newNode->next = NULL;
      if(output == NULL){
        outTail = output = newNode;
      }
      else{
        outTail->next = newNode;
        outTail = outTail->next;
      }
      while(L1 && L2 && L1->data == data && L2->data == data){
        L1 = L1->next;
        L2 = L2->next;
      }
    }
  }
  return output;
}

struct node * createList(int listNum){
  struct node * list = NULL;
  struct node * list_tail = NULL;
```

```
  printf("Enter elements of List %d in increasing order\n",listNum);
  char ch = 'y';
  do{
    int data;
    printf("Enter your element : ");
    scanf("%d",&data);
    struct node * newNode = (struct node *) malloc(sizeof(struct
node));
    newNode->data = data;
    newNode->next = NULL;
    if(list == NULL){
      list = list_tail = newNode;
    }
    else{
      list_tail->next = newNode;
      list_tail = list_tail->next;
    }
    printf("Would you like to insert another element [Y/N] : ");
    scanf(" %c",&ch);
  }while(ch == 'y' || ch == 'Y');

  return list;
}

void print(struct node * list){
```

```
  if(list == NULL){
    printf("Empty List\n");
    return;
  }
  while(list!=NULL){
    printf("%d ",list->data);
    list = list->next;
  }
  printf("\n");
}

int main() {
  struct node * L1 = NULL;
  struct node * L2 = NULL;
  struct node * L3 = NULL;
  struct node * L4 = NULL;

  L1 = createList(1);
  L2 = createList(2);
  printf("List 1 : ");
  print(L1);
  printf("List 2 : ");
  print(L2);
  printf("Union : ");
  L3 = Union(L1, L2);
```

```
  print(L3);
  printf("Intersection : ");
  L4 = intersection(L1, L2);
  print(L4);

  printf("\nProgram exit successfully!");
  return 0;
}
```

OUTPUT

```
Enter elements of List 1 in increasing order
Enter your element : 4
Would you like to insert another element [Y/N] : Y
Enter your element : 8
Would you like to insert another element [Y/N] : Y
Enter your element : 12
Would you like to insert another element [Y/N] : Y
Enter your element : 14
Would you like to insert another element [Y/N] : N
Enter elements of List 2 in increasing order
Enter your element : 2
Would you like to insert another element [Y/N] : Y
Enter your element : 13
Would you like to insert another element [Y/N] : Y
```

Enter your element : 25

Would you like to insert another element [Y/N] : Y

Enter your element : 30

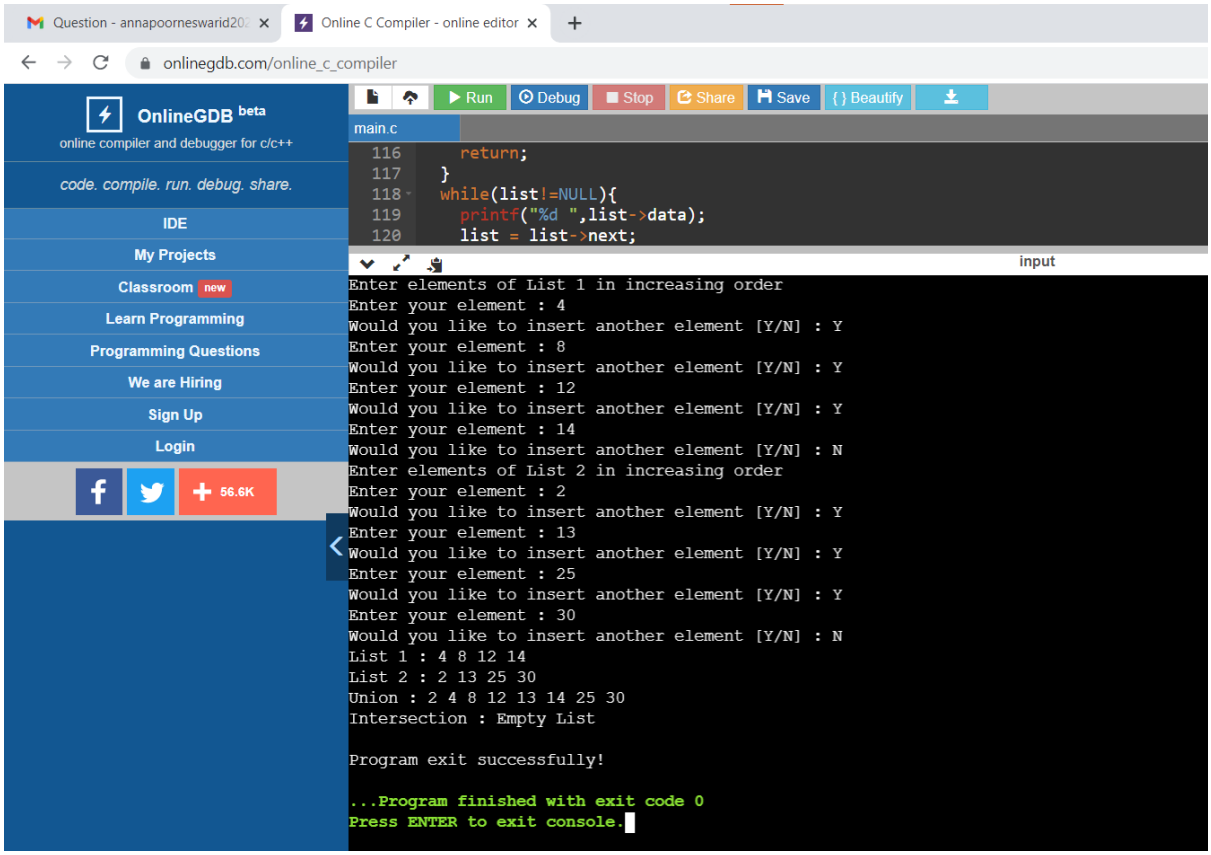
Would you like to insert another element [Y/N] : N

List 1 : 4 8 12 14

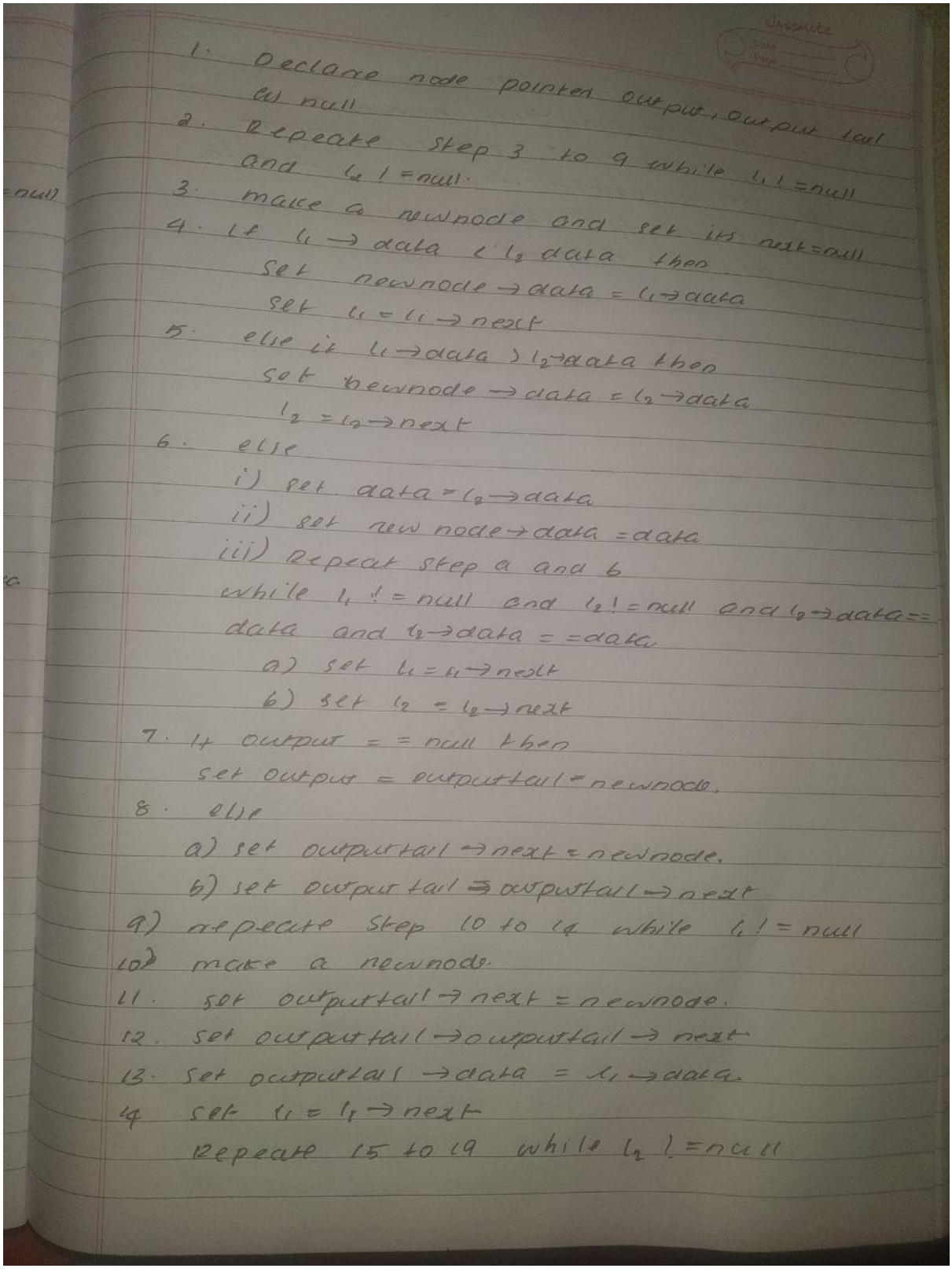
List 2 : 2 13 25 30

Union : 2 4 8 12 13 14 25 30

Intersection : Empty List



ALGORITHMS



1. Declare node pointed output, output tail as null
2. Repeate step 3 to 9 while l_1 != null and l_2 != null.
3. make a newnode and set its next=null
4. If $l_1 \rightarrow$ data < l_2 data then
   Set newnode $\rightarrow$ data = $l_1 \rightarrow$ data
   Set $l_1 = l_1 \rightarrow$ next
5. else if $l_1 \rightarrow$ data > $l_2 \rightarrow$ data then
   Set newnode $\rightarrow$ data = $l_2 \rightarrow$ data
   $l_2 = l_2 \rightarrow$ next
6. else
   i) Set data = $l_2 \rightarrow$ data
   ii) Set new node $\rightarrow$ data = data
   iii) Repeat step a and b
   while l_1 != null and l_2 != null and $l_2 \rightarrow$ data == data and $l_2 \rightarrow$ data = = data
   a) Set $l_1 = l_1 \rightarrow$ next
   b) Set $l_2 = l_2 \rightarrow$ next
7. If output = = null then
   Set Output = outputtail = newnode.
8. else
   a) Set outputtail $\rightarrow$ next = newnode.
   b) Set output tail $\Rightarrow$ outputtail $\rightarrow$ next
9. repeate Step 10 to 14 while l_1 != null
10. make a newnode.
11. Set outputtail $\rightarrow$ next = newnode.
12. Set outputtail $\rightarrow$ outputtail $\rightarrow$ next.
13. Set outputtail $\rightarrow$ data = $l_1 \rightarrow$ data.
14. Set $l_1 = l_1 \rightarrow$ next
    Repeate 15 to 19 while l_2 != null

15. make a newnode
16. set outputtail → next = newnode
17. set outputtail = outputtail → next
18. set outputtail → data = l2 → data
19. set l2 = l2 → next

Return output