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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

The screenshot shows the OnlineGDB online compiler interface. The top bar includes the site name and navigation links. The left sidebar contains a menu with options like 'My Projects', 'Classroom', 'Learn Programming', 'Programming Questions', 'We are Hiring', 'Sign Up', and 'Login'. The main area displays a C program in 'main.c' with line numbers 116 to 120. The code defines a linked list structure and functions to insert elements and print the list. The output window shows the program's execution, including prompts for element insertion and the final union and intersection results. The program exits successfully with code 0.

```
main.c
116     return;
117 }
118 while(list!=NULL){
119     printf("%d ",list->data);
120     list = list->next;
```

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  
Program exit successfully!  
...Program finished with exit code 0  
Press ENTER to exit console.



## ALGORITHMS

- classmate  
Date \_\_\_\_\_  
Page \_\_\_\_\_
1. Declare node pointer output, output tail as null
  2. Repeat step 3 to 9 while  $l_1 \neq \text{null}$  and  $l_2 \neq \text{null}$ .
  3. make a newnode and set its next = null
  4. If  $l_1 \rightarrow \text{data} < l_2 \rightarrow \text{data}$  then  
Set newnode  $\rightarrow \text{data} = l_1 \rightarrow \text{data}$   
Set  $l_1 = l_1 \rightarrow \text{next}$
  5. else if  $l_1 \rightarrow \text{data} > l_2 \rightarrow \text{data}$  then  
Set newnode  $\rightarrow \text{data} = l_2 \rightarrow \text{data}$   
 $l_2 = l_2 \rightarrow \text{next}$
  6. else  
i) set data =  $l_2 \rightarrow \text{data}$   
ii) set new node  $\rightarrow \text{data} = \text{data}$   
iii) Repeat step 4 and 5  
while  $l_1 \neq \text{null}$  and  $l_2 \neq \text{null}$  and  $l_2 \rightarrow \text{data} == \text{data}$  and  $l_2 \rightarrow \text{data} == \text{data}$   
a) set  $l_1 = l_1 \rightarrow \text{next}$   
b) set  $l_2 = l_2 \rightarrow \text{next}$
  7. If output == null then  
set output = outputtail = newnode.
  8. else  
a) set outputtail  $\rightarrow \text{next} = \text{newnode}$ .  
b) set outputtail  $\rightarrow \text{outputtail} \rightarrow \text{next}$
  - 9) repeat step 10 to 14 while  $l_1 \neq \text{null}$
  - 10) make a newnode.
  11. set outputtail  $\rightarrow \text{next} = \text{newnode}$ .
  12. set outputtail  $\rightarrow \text{outputtail} \rightarrow \text{next}$
  13. set outputtail  $\rightarrow \text{data} = l_1 \rightarrow \text{data}$ .
  14. set  $l_1 = l_1 \rightarrow \text{next}$   
Repeat 15 to 19 while  $l_2 \neq \text{null}$

15. make a newnode
  16. set outputtail  $\rightarrow$  next = newnode
  17. set outputtail = outputtail  $\rightarrow$  next
  18. set outputtail  $\rightarrow$  data =  $l_2 \rightarrow$  data
  19. set  $l_2 = l_2 \rightarrow$  next
- Return output