Department of Computer Engineering has student's club named 'COMET' Students of second, third and final gear of department can be granted membership on request, Similarly one may cancel the membership of club. First node is reperved for node of president of club and last node is reperved for node of exceeding of club. White a program to maintain club member's information using singly link list store students MIS registration No. and Name. White functions a) to add and delete the members on well as president or even secretary. (b) Compute total no of members of club.

C) Display members. J) Display list in severce order using recursion. (c) Two linked list exists for two division.

Concatenate two lists:

Theory:

A linked list is a data structure sequence, which can connected fogether via links. Linked list is a sequence of links which contains items. Each link contains a connections to another link. Linked list is the second most wed data structure after array. Following are the important terms to understand the concept of linked lists

19

Link - Each link of linked list can store a data known element.

Next - Each link of linked list contain a link to the next link

called Next.

Linked 19st - It contains the connection link to the first

Linklist Representation:Linklist can be visualized as chain of node where every node points to next node.

Head NODE WODE

Data etem Next Data etem Next NOLL

As per above illustration, following are the important

Points to be considered

Linklist contains a link element called first.

Each link carrier a data field & link field called next.

Each link is linked with its next link wing next link.

Last link carrier a link as null to mark end of list.

Types of Linklighton

Simple Linked 19st - Item ravigation is forward only.

Doubly Linked 195t - Them can be navigated forward of backward.

Circular linked list - Last item contain link of first element as next of last first element has link to last element as

	· ·
	Busic Operations:
	Insertion - Add clement at beginning of 19st.
	Deletion - Deleter an element at beginning of 1:57
	Display- Displays the complete list.
9	Search - Searches an element wing the given ke
	Delete - Deleter an element wring the given key
	Insertion Operation: Adding a new mode in linked list is more than one step activity. We shall learn this of the dayrans here First execute a node wing the same structure and find the location where it has to be inserted.
	Head NODE NODE [O] *Data ?tems [Next] [Note : tems Next] [Note : tems Next]
	Data; tem [Next] NEW NODE
	Letween A (Left Node) & C (Right Node). Then point Binent to C-
	to C- New Node. next -> Right Node;

It should look like this;

Now, the next node at left should point to new Leftwode. next -> New Node. Smilar steps should be taken if the node is being inserted at beginning of list. While inserting it at the end, the second node last of list should point to new node from node will put to end. NULL. Deletion Operation:

Deletion is also a more than one step

process. We shall learn this pictorial representation. First,

locate the process target to remove node, by using

searching algorithms. The previous node of larget node now should point to next node of larget node, Left Node next -> Target Node next; Data: tem | Next OH | Data : tem | Next OH This will remove the lith that was pointing to the target node. Now, wing the following code, we will remove what target node is pointing at Target Node. not -> NULL; MODE

MODE

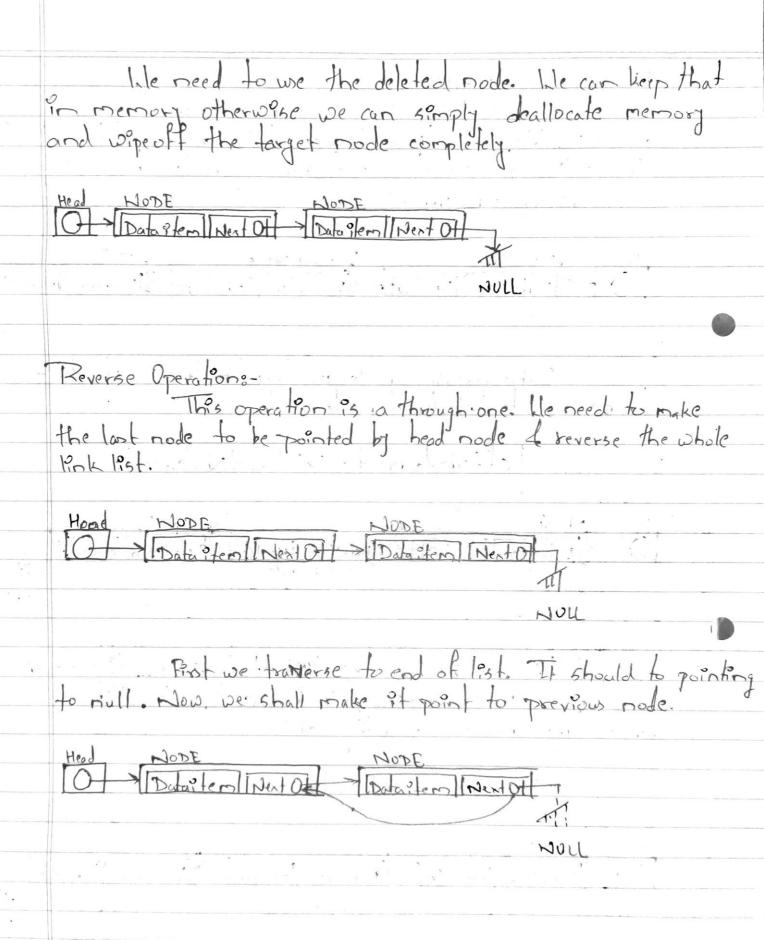
MODE

MODE

MODE

Target Mode

Target Mode



We have to make sure that the last node is the not lost Mode. So we'll have some temp noder which looks like head node pointing to last node. Now, we shall make all left side nodes point to their previous nodes one by one. NODE

NODE

NODE

Noda : tems | Next Ot --> [Data : tem [Next O]] Except thre node pointed by the head node, all node should point to their predenor, making them their new successor. The first node will point to NULL. MODE [Detector | TNex] DA Hend WODE

O---> Dutastern | Next OF NULL He will make the head node point to new first node by wing temp node. Dura Hem [Next Ad Data Head [Next pal O]

The linked list is now reversed.

Program Code:

```
#include <iostream>
#include <string>
using namespace std;
struct node {
 string name;
 int MISno:
 node * next;
};
class member {
 public:
  node * header1, * header2;
 member() {
  header1 = NULL;
  header2 = NULL;
 }
 node * create();
 int count(node * x);
 void add(node * head);
 void del(node * head);
 void display(node * head);
 void rdisplay(node * cn);
 void concatinate();
 // void option();
};
int member::count(node * x) {
 node * cn = x;
 int count = 0;
 while (cn != NULL) {
  count++;
  cn = cn \rightarrow next;
 return count;
node * member::create() {
 char ch;
 node * head;
 node * nn = new node;
 head = nn;
 cout << "Enter Name of president : ";</pre>
```

```
cin >> nn -> name:
 cout << "Enter MIS no. of president : ";</pre>
 cin >> nn -> MISno;
 cout << endl:
 do {
  nn -> next = new node;
  nn = nn \rightarrow next;
  cout << "Enter Name of Member : ";</pre>
  cin >> nn -> name;
  cout << "Enter MIS no. of Member : ";</pre>
  cin >> nn -> MISno;
  cout << endl;
  cout << "Do you want to enter another member? (Y or y if yes): ";
  cin >> ch:
  cout << endl:
 } while (ch == 'Y' || ch == 'y');
 nn \rightarrow next = new node;
 nn = nn \rightarrow next:
 cout << "Enter Name of secretary : ";</pre>
 cin >> nn -> name;
 cout << "Enter MIS no. of secretary : ";</pre>
 cin >> nn -> MISno;
 cout << endl:
 nn \rightarrow next = NULL;
 cout << "List is created! It has " << count(head) << " members!" <<
endl << endl;
 return head:
void member::display(node * head) {
 node * nn;
 nn = head:
 cout << "President : " << nn -> name << endl;</pre>
 cout << "MIS no. : " << nn -> MISno << endl << endl;
 nn = nn \rightarrow next:
 for (int i = 0; nn -> next != NULL; i++) {
  cout << ''Member : '' << nn -> name << endl;</pre>
  cout << "MIS no. : " << nn -> MISno << endl << endl;
  nn = nn \rightarrow next;
 cout << "Secretary: " << nn -> name << endl;
 cout << "MIS no. : " << nn -> MISno << endl << endl;
 cout << "List has " << count(head) << " members!" << endl << endl;
```

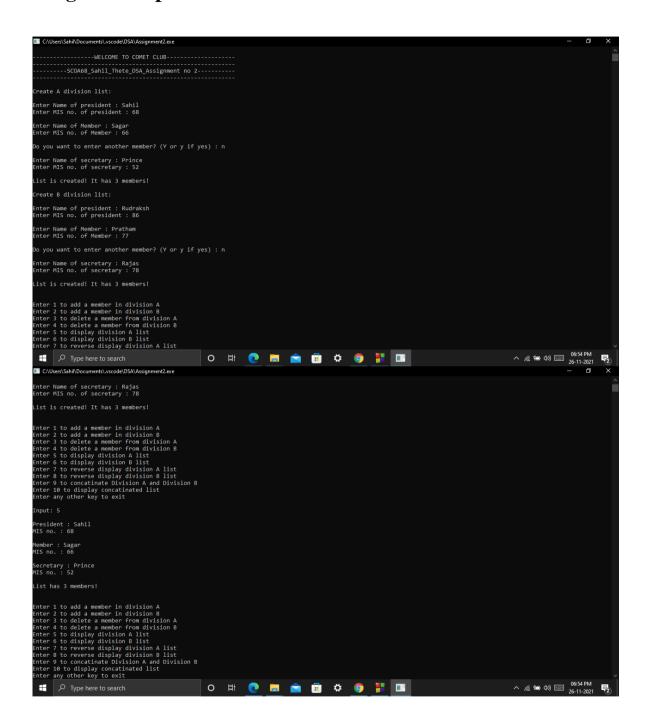
```
void member::rdisplay(node * cn) {
 if (cn == NULL)
  return;
 rdisplay(cn -> next);
 cout << cn -> name << endl;
 cout << cn -> MISno << endl;
 cout << endl:
void member::add(node * head) {
 cout << "Enter the position where you want to add : ";</pre>
 cin >> p;
 node * nn, * temp;
 nn = head:
node * an = new node:
 if (p == 1) {
  cout << "Enter Name of Member : ";</pre>
  cin >> an -> name;
  cout << "Enter MIS no. of Member:";
  cin >> an -> MISno;
  cout << endl:
  an \rightarrow next = head;
  head = an;
  cout << ''Member is added! List has '' << count(head) <<</pre>
   " members now!\n\n";
 } else if (p == count(head) + 1) {
  for (int i = 0; nn -> next != NULL; i++) {
   nn = nn \rightarrow next;
  cout << "Enter Name of Member : ";</pre>
  cin >> an -> name;
  cout << "Enter MIS no. of Member : ";</pre>
  cin >> an -> MISno;
  cout << endl:
  nn \rightarrow next = an;
  an -> next = NULL;
  cout << ''Member is added! List has '' << count(head) <<</pre>
   " members now!\n\n";;
 \} else if (1  {
  for (int i = 1; i < p; i++) {
   temp = nn;
```

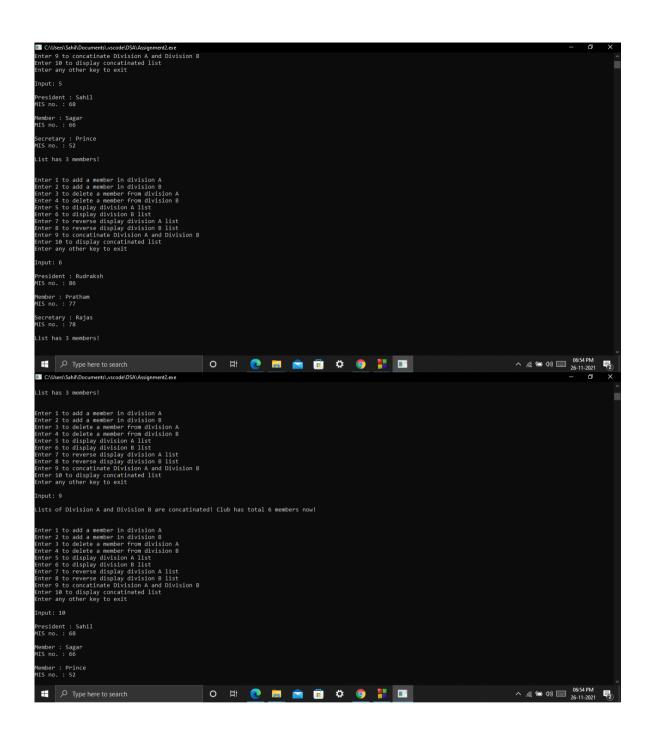
```
nn = nn \rightarrow next;
  cout << "Enter Name of Member : ":</pre>
  cin >> an -> name:
  cout << "Enter MIS no. of Member : ";</pre>
  cin >> an -> MISno;
  cout << endl;
  an \rightarrow next = nn;
  temp -> next = an;
  cout << ''Member is added! List has '' << count(head) <<</pre>
   " members now!\n\n";
 } else
  cout << "Invalid Position!\n\n";</pre>
}
void member::del(node * head) {
 int kev:
 cout << "Enter the MIS no. of the student which is to be deleted: ";
 cin >> key;
 cout << endl;
 node * nn, * temp;
 nn = head:
 if (nn \rightarrow MISno == kev) {
  head = nn -> next;
  delete(nn);
  cout << ''Member deleted! List has '' << count(head) <<</pre>
   " members now!\n\n";
 } else {
  while (nn -> MISno != key) {
   temp = nn;
   nn = nn \rightarrow next;
  if (nn \rightarrow MISno == key && nn \rightarrow next == NULL) {
   temp \rightarrow next = NULL;
   delete(nn);
   cout << ''Member deleted! List has '' << count(head) <<</pre>
     " members now!\n\n";
  } else if (nn -> MISno == key) {
   temp \rightarrow next = nn \rightarrow next;
   delete(nn);
   cout << "Member deleted! List has " << count(head) <<
     " members now!\n\n":
  } else
```

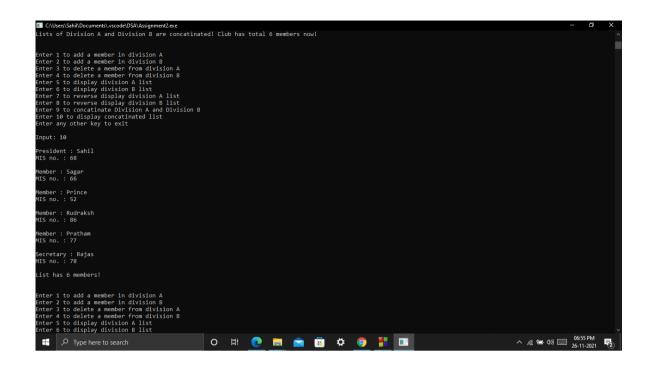
```
cout << ''Member not found!\n\n'';</pre>
 }
}
void member::concatinate() {
 node * cn = header1;
 while (cn -> next != NULL)
  cn = cn \rightarrow next;
 cn \rightarrow next = header2:
 cout << "Lists of Division A and Division B are concatinated! Club has
total " <<
  count(header1) << '' members now!\n\n'';</pre>
int main() {
 int choice, g, a;
 member m:
 cout << "\n-----WELCOME TO COMET CLUB-----
---\n'':
 cout << "-----\n":
 cout << "-----SCOA68 Sahil Thete DSA Assignment no 2-----
\n'':
 cout << "-----\n\n":
 cout << "Create A division list: " << endl << endl;</pre>
 m.header1 = m.create():
 cout << "Create B division list: " << endl << endl;</pre>
 m.header2 = m.create();
 while (true) {
  cout << endl << "Enter 1 to add a member in division A \nEnter 2 to
add a member in division B \nEnter 3 to delete a member from division A
\nEnter 4 to delete a member from division B \nEnter 5 to display
division A list \nEnter 6 to display division B list \nEnter 7 to reverse
display division A list \nEnter 8 to reverse display division B list \nEnter
9 to concatinate Division A and Division B \nEnter 10 to display
concatinated list \nEnter any other key to exit \n\nInput: ";
  cin >> choice;
  cout << endl;
  switch (choice) {
  case 1:
   m.add(m.header1);
   break:
  case 2:
   m.add(m.header2);
   break;
```

```
case 3:
 m.del(m.header1);
 break;
case 4:
 m.del(m.header2);
 break;
case 5:
 m.display(m.header1);
 break;
case 6:
 m.display(m.header2);
 break;
case 7:
 m.rdisplay(m.header1);
 break;
case 8:
 m.rdisplay(m.header2);
 break;
case 9:
 m.concatinate();
 break;
case 10:
 m.display(m.header1);
 break;
default:
 return 0;
```

Program Output:







Conclusion:

This we we implemented, operations on Singly