VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belgaum -590014, Karnataka.

LAB REPORT

on

Data Structures (23CS3PCDST)

Submitted by

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in partial fulfilment for the award of the degree of

BACHELOR OF ENGINEERING

in

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Department of Computer Science and Engineering

CERTIFICATE

This is to certify that the Lab work entitled "Data Structures (23CS3PCDST)" carried out by **Bhavya J Makadia (1BM23CS064) ,**who is a bonafide student of **B. M. S. College of Engineering.** It is in partial fulfilment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the year 2024. The Lab report has been approved as it satisfies the academic requirements in respect of a Data Structures(23CS3PCDST) work prescribed for the said degree.

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INDEX

Course outcomes:

CO1	Apply the concept of linear and nonlinear data structures.
CO2	Analyze data structure operations for a given problem
CO3	Design and develop solutions using the operations of linear and nonlinear data structure for a given specification.
CO4	Conduct practical experiments for demonstrating the operations of different data structures.

GITHUB LINK

https://github.com/Bhavya404/1BM23CS064_DS_3B

LAB PROGRAMS

1. Write a program to simulate the working of stack using an array with the following: a) Push b) Pop c) Display The program should print appropriate messages for stack overflow, stack underflow.

Program:

```
#include<stdio.h>
#include<conio.h>
#define SIZE 5
void push(int);
void pop();
void display();
int stack[SIZE],top=-1;
void main()
{
   int choice,value;
   int clrscr();
   while(1)
    {
      printf("\nMENU\n");
      printf("1.push\n 2.pop\n 3.display\n 4.exit\n");
      printf("Enter your choice:");
      scanf("%d",&choice);
      switch(choice)
       {
         case 1: printf("Enter the value to be inserted: ");
         scanf("%d",&value);
         push(value);
         break;
         case 2:pop();
         break;
         case 3:display();
         break;
         case 4: exit(0);
```

```
            default:printf("WRONG SELECTION");
        }
    }
}
void push(int value)
{
    if(top==SIZE-1)
    {
        printf("Stack is full");
    }
    else
    {
        top++;
        stack[top]=value;
        printf("Insertion successful");
    }
}
void pop()
{
    if(top==-1)
    {
        printf("Stack is empty");
    }
    else
    {
        printf("deleted=%d",stack[top]);
        top--;
    }
}
void display()
{
    if(top==-1)
    {
        printf("stack is empty,underflow");
    }
    else
    {
        int i;
        printf("stack elements
        are:"); for(i=top;i>=0;i--)
        {
```

```
        printf("%d",stack[i]);
        }
    }
}
```

```
MENU
1.push
 2.pop
 3.display
 4.exit
Enter your choice:1
Enter the value to be inserted: 12
Insertion successful
MENU
1.push
 2.pop
 3.display
 4.exit
Enter your choice:1
Enter the value to be inserted: 23
Insertion successful
MENU
1.push
 2.pop
 3.display
 4.exit
Enter your choice:2
deleted=23
MENU
1.push
 2.pop
 3.display
 4.exit
Enter your choice:3
stack elements are:12
MENU
```

2. WAP to convert a given valid parenthesized infix arithmetic expression to postfix expression. The expression consists of single character operands and the binary operators + (plus), - (minus), * (multiply) and / (divide)

Program:

```
#include <stdio.h>
#include <ctype.h>
#define SIZE 50
char stack[SIZE];
int top = -1;
void push(char elem)
 {
   stack[++top] = elem;
```

```
}
char pop()
{
   return stack[top--];
 }
int pr(char symbol)
{
   if (symbol == '^')
    {
      return 3;
    }
   else if (symbol == '*' || symbol == '/')
    {
      return 2;
    }
   else if (symbol == '+' || symbol == '-')
    {
      return 1;
    }
   else
    {
      return 0;
    }
}
void main()
{
   char postfix[50], infix[50], ch, elem;
   int i = 0, k = 0;
   printf("Enter the infix expression: ");
   scanf("%s", infix);
   push('#');
   while ((ch = infix[i++]) != '\0')
    {
      if (ch == '(')
       {
         push(ch);
       }
      else if (isalnum(ch))
       {
         postfix[k++] = ch;
       }
```

```
        else if (ch == ')')
        {
           while (stack[top] != '(')
           {
              postfix[k++] = pop();
           }
           pop();
        }
        else
        {
           while (pr(stack[top]) >= pr(ch))
           {
              postfix[k++] = pop();
           }
           push(ch);
        }
     }
     while (stack[top] != '#')
     {
        postfix[k++] = pop();
     }
     postfix[k] = '\0';
     printf("Postfix expression = %s\n", postfix);
}
```

Output

```
Enter the infix expression: P-Q*(R+S)/T
Postfix expression = PQRS+*T/-
```

3a) WAP to simulate the working of a queue of integers using an array. Provide the following operations: Insert, Delete, Display The program should print appropriate messages for queue empty and queue overflow conditions.

Program:

```
#include<stdio.h>
#define Max 5
int queue[Max];
int front=-1;
int rear=-1;
void insert(int item); void delete();
void display();
void main()
{
   int choice, item;
   while(1)
    {
      printf("\nMENU\n");
      printf("1. Insert\n");
      printf("2. Delete\n");
      printf("3. Display\n");
      printf("4. Exit\n");
      printf("Enter your choice: ");
      scanf("%d", &choice);
      switch(choice)
       {
         case 1:
            printf("Enter the element to insert: ");
            scanf("%d", &item);
            insert(item);
            break;
         case 2:
            delete();
            break;
         case 3:
            display();
            break;
         case 4:
            exit(0);
         default:
            printf("Invalid choice\n");
       }
    }
}
```

```
void insert(int add_item)
{
   if(rear == Max-1)
    {
      printf("Queue overflow\n");
   }
   else
    {
      if(front == -1)
       {
          front = 0;
       }
      rear = rear + 1;
      queue[rear] = add_item;
      printf("Inserted %d\n", add_item);
   }
}

void delete()
{
   if(front == -1 || front > rear)
    {
      printf("Queue underflow\n");
      return;
   }
   else
    {
      printf("Deleted item is %d\n", queue[front]);
      front = front + 1;
   }
}

void display()
{
   int i;
   if(front == -1)
    {
      printf("Queue is empty\n");
   }
   else
```

```
    {
      printf("Queue is: ");
      for(i = front; i <= rear; i++)
      {
         printf("%d ", queue[i]);
      }
      printf("\n");
    }
  }
```

Output

```
MENU
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the element to insert: 1
Inserted 1

MENU
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the element to insert: 2
Inserted 2

MENU
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
Queue is: 1 2
```

3b) WAP to simulate the working of a circular queue of integers using an array. Provide

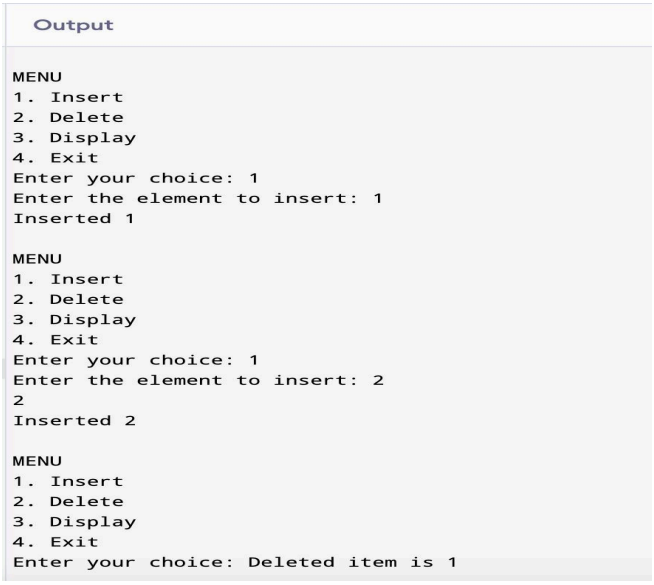
the following operations: Insert, Delete & Display The program should print appropriate messages for queue empty and queue overflow conditions.

Program:

```
#include<stdio.h>
#define Max 5
int queue[Max];
int front = -1; int rear = -1;
void insert(int item);
void delete();
void display();
void main() {
   int choice, item;
   while(1) {
      printf("\nMENU\n");
      printf("1. Insert\n");
      printf("2. Delete\n");
      printf("3. Display\n");
      printf("4. Exit\n");
      printf("Enter your choice: ");
      scanf("%d", &choice);
      switch(choice) {
         case 1:
            printf("Enter the element to insert: ");
            scanf("%d", &item);
            insert(item);
            break;
         case 2:
            delete();
            break;
         case 3:
            display();
            break;
         case 4:
            exit(0);
         default:
            printf("Invalid choice\n");
      }
   }
}
```

```
void insert(int item)
{
   if ((front == 0 && rear == Max - 1) || (rear == (front - 1) % (Max - 1)))
    {
       printf("Queue overflow\n");
       return;
    }
   else if (front == -1)
    {
       front = rear = 0;
       queue[rear] = item;
    }
   else if (rear == Max - 1 && front != 0)
    {
       rear = 0;
       queue[rear] =
       item;
    }
   else
    {
       rear++;
       queue[rear] =
       item;
    }
   printf("Inserted %d\n", item);
}
void delete()
{
   if (front == -1) {
       printf("Queue underflow\n");
       return;
    }
   printf("Deleted item is %d\n", queue[front]);
   if (front == rear)
    {
       front = rear = -1;
    }
   else if (front == Max - 1)
    {
       front = 0;
    }
```

```
    else
    {
        front++;
    }
}
void display() {
    int i;
    if (front == -1) {
        printf("Queue is empty\n");
        return;
    }
    printf("Queue is: "); if (rear >= front)
    {
        for(i = front; i <= rear; i++)
        {
            printf("%d ", queue[i]);
        }
    }
    else
    {
        for(i = front; i < Max; i++)
        {
            printf("%d ", queue[i]);
        }
        for(i = 0; i <= rear; i++)
        {
            printf("%d ", queue[i]);
        }
    }
    printf("\n");
}
```



```
Output

MENU
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the element to insert: 1
Inserted 1

MENU
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 1
Enter the element to insert: 2
2
Inserted 2

MENU
1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: Deleted item is 1
```

4. WAP to Implement Singly Linked List with following operations a) Createalinkedlist. b) Insertion of a node at first position, at any position and at end of list. Display the contents of the linked list.

Program:

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

struct Node
{
   int data;
   struct Node* next;
};
struct Node* createNode(int data)
{
   struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
   newNode->data = data;
   newNode->next = NULL;
   return newNode;
}

void insertAtFirst(struct Node** head, int data)
{
   struct Node* newNode = createNode(data);
   newNode->next = *head;
    *head = newNode;
```

```
}

void insertAtEnd(struct Node** head, int data)
{
   struct Node* newNode = createNode(data);
   if (*head == NULL)
    {
   *head = newNode;
   return;
   }
   struct Node* temp = *head;
   while (temp->next != NULL)
    {
   temp = temp->next;
   }
   temp->next = newNode;
}


void insertAtPosition(struct Node** head, int data, int position)
 {
   struct Node* newNode = createNode(data);
   if (position == 0)
    {
   insertAtFirst(head,data);
   return;
   }
   struct Node* temp = *head;
   for (int i = 0; temp != NULL && i < position - 1; i++)
    {
   temp = temp->next;
   }
   if (temp == NULL)
    {
   printf("Position out of range\n");
   free(newNode);
   return;
   }
   newNode->next = temp->next;
   temp->next = newNode;
}
```

```
void display(struct Node* head)
{
   struct Node* temp = head;
   while (temp != NULL)
    {
   printf("%d -> ", temp->data);
   temp = temp->next;
    }
   printf("NULL\n");
}

int main()
{
   struct Node* head = NULL;
   printf("Linked list after inserting the node:10 at the beginning \n");
   insertAtFirst(&head, 10);
   display(head);
   printf("Linked list after inserting the node:20 at the end \n");
   insertAtEnd(&head, 20);
   display(head);
   printf("Linked list after inserting the node:1 at the end \n");
   insertAtPosition(&head,30,1);
   display(head);
}
```

```
Linked list after inserting the node:10 at the beginning
10 -> NULL
Linked list after inserting the node:20 at the end
10 -> 20 -> NULL
Linked list after inserting the node:1 at the end
10 -> 30 -> 20 -> NULL

Process returned 0 (0x0)   execution time : 0.009 s
Press any key to continue.
```

5. WAP to Implement Singly Linked List with following operations a) Create a linked list. b) Deletion of first element, specified element and last element in the list. c) Display the contents of the linked list.

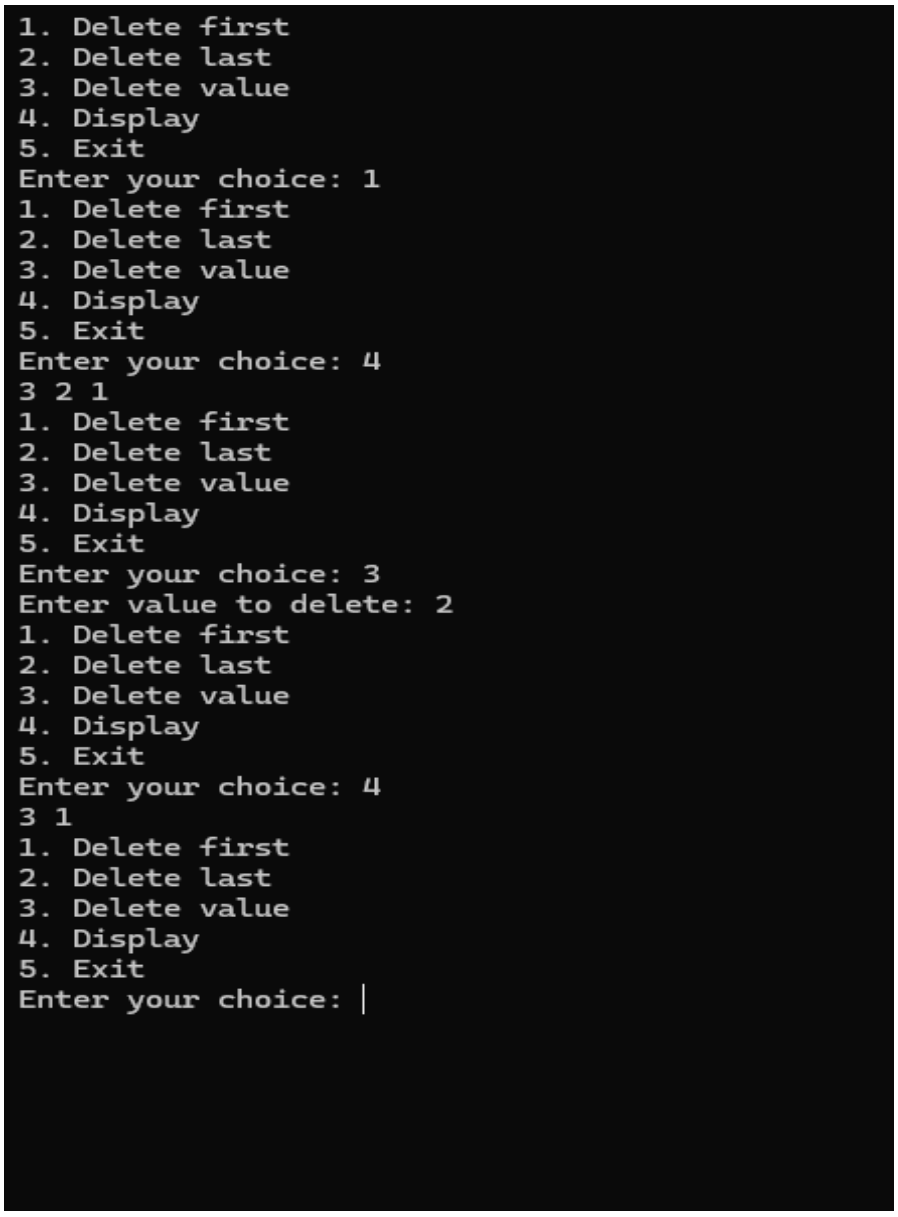
Program:

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

struct node {
   int value;
   struct node* next;
};
typedef struct node* NODE;
NODE get_node() {
   NODE ptr = (NODE)malloc(sizeof(struct node));
   if (ptr == NULL) {
      printf("Memory not allocated\n");
   }
   return ptr;
}

NODE delete_first(NODE first)
{
   NODE temp = first;
   if (first == NULL)
   {
      printf("Linked list is empty\n");
      return NULL;
   }
   first = first->next;
   free(temp);
   return first;
}

NODE delete_last(NODE first)
{
   NODE prev, last;
   if (first == NULL) {
      printf("Linked list is empty\n");
      return NULL;
 }
   prev = NULL;
```

```
    last = first;
    while (last->next != NULL)
        {
        prev = last;
        last = last->next;
        }
    if (prev == NULL)
        {
        free(first);
        return
        NULL;
    }
    prev->next = NULL;
    free(last);
    return first;
}

NODE delete_value(NODE first, int value_del) {
    if (first == NULL) {
        printf("Linked list is empty\n");
        return NULL;
    }

    NODE prev = NULL;
    NODE current = first;
    while (current != NULL && current->value != value_del) {
        prev = current;
        current = current->next;
    }
    if (current == NULL) { printf("Value not found\n"); return first;
    }

    if (prev == NULL) {
        first = current->next;
    } else {
        prev->next = current->next;
    }

    free(current);
    return first;
}
```

```
void  display(NODE  first)
   { NODE temp = first;
   if (first == NULL) {
      printf("Empty\n");
      return;
   }
   while (temp != NULL) {
      printf("%d ", temp->value);
      temp = temp->next;
   }
   printf("\n");
}
NODE insert_beginning(NODE first, int item) {
   NODE new_node = get_node();
   new_node->value =
   item; new_node->next =
   first; return new_node;
}

int main() {
   NODE head = NULL;
   int choice, item;
   head = insert_beginning(head, 1);
   head = insert_beginning(head, 2);
   head = insert_beginning(head, 3);
   head = insert_beginning(head, 4);
   while (1) {
      printf("1. Delete first\n");
      printf("2. Delete last\n");
      printf("3. Delete value\n");
      printf("4. Display\n");
      printf("5. Exit\n");
      printf("Enter your choice: ");
      scanf("%d", &choice);

      switch (choice) {
         case 1:
            head = delete_first(head);
            break;
         case 2:
```

```
            head = delete_last(head);
            break;
        case 3:
            printf("Enter value to delete: ");
            scanf("%d", &item);
            head = delete_value(head, item);
            break;
        case 4:
            display(head);
            break;
        case 5:
            return 0;
        default:
            printf("Invalid choice\n");
      }
   }
  return 0;
}
```



6 a) WAP to Implement Single Link List with following operations: Sort the linked list, Reverse the linked list, Concatenation of two linked lists.

Program:

```
#include  <stdio.h>
#include <stdlib.h>
struct Node
{
   int data;
   struct Node* next;
};
struct Node* createNode(int data)
{
   struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
```

```
    newNode->data = data; newNode->next = NULL; return newNode;
}
void insert(struct Node** head, int data)
{
    struct Node* newNode = createNode(data);
    if (*head == NULL)
    {
        *head = newNode;
    } else
    {
        struct Node* temp = *head;
        while (temp->next != NULL)
        {
            temp = temp->next;
        }
        temp->next = newNode;
    }
}
void printList(struct Node* head)
{
    struct Node* temp = head;
    while (temp != NULL)
    {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }
    printf("NULL\n");
}

void sortList(struct Node* head) {
    if (head == NULL) return;

    struct Node *i, *j;
    int temp;
    for (i = head; i != NULL; i = i->next) {
        for (j = i->next; j != NULL; j = j->next) {
            if (i->data > j->data)
            {
                temp = i->data;
                i->data = j->data;
                j->data = temp;
```

```
            }
        }
    }
}

void reverseList(struct Node** head) {
    struct Node* prev = NULL;
    struct Node* current = *head;
    struct Node* next = NULL;

    while (current != NULL) {
        next = current->next;
        current->next = prev;
        prev = current;
        current = next;
    }
    *head = prev;
}

void concatenateLists(struct Node** head1, struct Node* head2) {
    if (*head1 == NULL) {
        *head1 = head2;
        return;
    }

    struct Node* temp = *head1;
    while (temp->next != NULL) {
        temp = temp->next;
    }
    temp->next = head2;
}

int main() {
    struct Node* list1 = NULL;
    struct Node* list2 = NULL;
```

```
int choice, data;

while (1) {
    printf("\n1. Insert into List 1\n");
    printf("2. Insert into List 2\n");
    printf("3. Sort List 1\n");
    printf("4. Reverse List 1\n");
    printf("5. Concatenate List 1 and List 2\n");
    printf("6. Print List 1\n");
    printf("7. Print List 2\n");
    printf("8. Exit\n");
    printf("Enter your choice: ");
    scanf("%d", &choice);

    switch (choice) {
        case 1:
            printf("Enter data to insert into List 1: ");
            scanf("%d", &data);
            insert(&list1, data);
            break;
        case 2:
            printf("Enter data to insert into List 2: ");
            scanf("%d", &data);
            insert(&list2, data);
            break;
        case 3:
            sortList(list1);
            printf("List 1 sorted.\n");
            break;
        case 4:
            reverseList(&list1);
            printf("List 1 reversed.\n");
            break;
        case 5:
            concatenateLists(&list1, list2);
            printf("List 2 concatenated to List 1.\n");
            break;
        case 6:
            printf("List 1: ");
            printList(list1);
            break;
```

```
            case 7:
                printf("List 2: ");
                printList(list2);
                break;
            case 8:
                exit(0);
            default:
                printf("Invalid choice! Please try again.\n");
        }
    }

    return 0;
}
```

```
1. Insert into List 1
2. Insert into List 2
3. Sort List 1
4. Reverse List 1
5. Concatenate List 1 and List 2
6. Print List 1
7. Print List 2
8. Exit
Enter your choice: 1
Enter data to insert into List 1: 12

1. Insert into List 1
2. Insert into List 2
3. Sort List 1
4. Reverse List 1
5. Concatenate List 1 and List 2
6. Print List 1
7. Print List 2
8. Exit
Enter your choice: 1
Enter data to insert into List 1: 23

1. Insert into List 1
2. Insert into List 2
3. Sort List 1
4. Reverse List 1
5. Concatenate List 1 and List 2
6. Print List 1
7. Print List 2
8. Exit
Enter your choice: 1
Enter data to insert into List 1: 34

1. Insert into List 1
2. Insert into List 2
3. Sort List 1
4. Reverse List 1
5. Concatenate List 1 and List 2
6. Print List 1
7. Print List 2
8. Exit
Enter your choice: 2
Enter data to insert into List 2: 12

1. Insert into List 1
2. Insert into List 2
3. Sort List 1
4. Reverse List 1
5. Concatenate List 1 and List 2
6. Print List 1
```

7 WAP to Implement Single Link List to simulate Stack & Queue Operations.

Program:

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

struct node {
   int value;
   struct node *next;
};
typedef struct node *NODE;

NODE get_node() {
   NODE ptr = (NODE)malloc(sizeof(struct node));
   if (ptr == NULL) {
      printf("Memory not allocated\n");
   }
   return ptr;
}

NODE          delete_first(NODE
   first){ NODE temp=first;
   if (first == NULL) {
      printf("Empty\n");
      return NULL;
   }
   first=first->next;
   free(temp);
   return first;
}

NODE insert_beginning(NODE first, int item) {
   NODE new_node = get_node();
   new_node->value =
   item; new_node->next =
   first; return new_node;
}

NODE insert_end(NODE first, int item) {
   NODE new_node = get_node();
   new_node->value = item;
```

```
    new_node->next = NULL;
    if (first == NULL) {
        return new_node;
    }
    NODE temp = first;
    while (temp->next != NULL) {
        temp = temp->next;
    }
    temp->next = new_node;
    return first;
}

void  display(NODE  first)
    { NODE temp = first;
    if (first == NULL) {
        printf("Empty\n");
        return;
    }
    while (temp != NULL) {
        printf("%d ", temp->value);
        temp = temp->next;
    }
    printf("\n");
}

int main() {
    int item, choice, deleted_item;
    NODE first = NULL;

    printf("Choose:\n");
    printf("1. Stack\n");
    printf("2. Queue\n");
    printf("Enter choice (1/2):
    "); scanf("%d", &choice);

    if (choice == 1) {
        while (1) {
            printf("\nStack Operations:\n");
            printf("1. Push\n");
            printf("2. Pop\n");
            printf("3. Display stack\n");
```

```
        printf("4. Exit\n");
        printf("Enter choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                printf("Enter item to push: ");
                scanf("%d", &item);
                first = insert_beginning(first, item);
                break;
            case 2:
                if (first != NULL) {
                    deleted_item = first->value;
                    first = delete_first(first);
                    printf("Deleted item from stack: %d\n", deleted_item);
                } else {
                    printf("Stack is empty\n");
                }
                break;
            case 3:
                printf("Stack: ");
                display(first);
                break;
            case 4:
                exit(0);
            default:
                printf("Invalid choice.\n");
        }
    }
}
else if (choice == 2) {
    while (1) {
        printf("\nQueue Operations:\n");
        printf("1. Insert\n");
        printf("2. Delete\n");
        printf("3. Display queue\n");
        printf("4. Exit\n");
        printf("Enter choice: ");
        scanf("%d", &choice);

        switch (choice) {
```

```
            case 1:
               printf("Enter item to insert: ");
               scanf("%d", &item);
               first = insert_end(first, item);
               break;
            case 2:
               if (first != NULL) {
                  deleted_item = first->value;
                  first = delete_first(first);
                  printf("Deleted item from queue: %d\n", deleted_item);
               } else {
                  printf("Queue is empty!\n");
               }
               break;
            case 3:
               printf("Queue: ");
               display(first);
               break;
            case 4:
               exit(0);
            default:
               printf("Invalid choice.\n");
         }
      }
   }
   else {
      printf("Invalid operation.\n");
   }

   return 0;
   }
```

```
Choose:
1. Stack
2. Queue
Enter choice (1/2): 1

Stack Operations:
1. Push
2. Pop
3. Display stack
4. Exit
Enter choice: 1
Enter item to push: 56

Stack Operations:
1. Push
2. Pop
3. Display stack
4. Exit
Enter choice: 1
Enter item to push: 66

Stack Operations:
1. Push
2. Pop
3. Display stack
4. Exit
Enter choice: 1
Enter item to push: 88

Stack Operations:
1. Push
2. Pop
3. Display stack
4. Exit
Enter choice: 2
Deleted item from stack: 88

Stack Operations:
1. Push
2. Pop
3. Display stack
4. Exit
Enter choice: 3
Stack: 66 56

Stack Operations:
1. Push
2. Pop
3. Display stack
4. Exit
Enter choice: |
```

```
Choose:
1. Stack
2. Queue
Enter choice (1/2): 2

Queue Operations:
1. Insert
2. Delete
3. Display queue
4. Exit
Enter choice: 1
Enter item to insert: 1

Queue Operations:
1. Insert
2. Delete
3. Display queue
4. Exit
Enter choice: 1
Enter item to insert: 2

Queue Operations:
1. Insert
2. Delete
3. Display queue
4. Exit
Enter choice: 2
Deleted item from queue: 1

Queue Operations:
1. Insert
2. Delete
3. Display queue
4. Exit
Enter choice: 3
Queue: 2

Queue Operations:
1. Insert
2. Delete
3. Display queue
4. Exit
Enter choice: |
```

8 WAP to Implement doubly link list with primitive operations a) Create a doubly linked list. b) Insert a new node to the left of the node. c) Delete the node based on a specific value d) Display the contents of the list

Program:

```
#include  <stdio.h>
#include <stdlib.h>
struct Node
{
   int data;
   struct Node* prev;
   struct Node* next;
};
void create(struct Node** head, int data)
{
   struct Node* new_node = (struct Node*)malloc(sizeof(struct
   Node)); new_node->data = data;
   new_node->prev =
   NULL; new_node->next =
   NULL; if (*head ==
   NULL)
   {
      *head = new_node;
      return;
   }
   struct Node* temp = *head;
   while (temp->next != NULL)
   {
      temp = temp->next;
   }
   temp->next = new_node;
   new_node->prev = temp;
}
void insert_left(struct Node** head, int target_data, int new_data)
{
   struct Node* new_node = (struct Node*)malloc(sizeof(struct
   Node)); new_node->data = new_data;
   struct Node* temp = *head;
   while (temp != NULL)
   {
      if (temp->data == target_data)
```

```
        {
            new_node->next = temp;
            new_node->prev = temp->prev;
            if (temp->prev != NULL)
            {
                temp->prev->next = new_node;
            }
            else
            {
                *head = new_node;
            }
            temp->prev = new_node;
            return;
        }
        temp = temp->next;
    }
    printf("Node with data %d not found.\n", target_data);
}
void delete_node(struct Node** head, int value)
{
    struct Node* temp = *head;
    while (temp != NULL)
    {
        if (temp->data == value)
        {
            if (temp == *head)
            {
                *head = temp->next;
            }
            if (temp->prev != NULL)
            {
                temp->prev->next = temp->next;
            }
            if (temp->next != NULL)
            {
                temp->next->prev = temp->prev;
            }

            free(temp);
            return;
        }
        temp = temp->next;
```

```
    }
    printf("Node with data %d not found.\n", value);
}
void display(struct Node* head)
{
    if (head == NULL) {
        printf("The list is empty.\n");
        return;
    }
    struct Node* temp = head;
    while (temp != NULL)
    {
        printf("%d", temp->data);
        if (temp->next != NULL)
        {
            printf(" <-> ");
        }
        temp = temp->next;
    }
    printf("\n");
}
int main()
{
    struct Node* head = NULL;
    int choice, data, target_data, new_data;

    while (1)
    {
        printf("\nDoubly Linked List Operations:\n");
        printf("1. Create a node\n");
        printf("2. Insert node to the left of a specific node\n");
        printf("3. Delete a node\n");
        printf("4. Display the list\n");
        printf("5. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);

        switch (choice)
        {
            case 1:
                printf("Enter the data for the node to create: ");
```

```
            scanf("%d", &data);
            create(&head,
            data); break;

        case 2:
            printf("Enter the target node data before which to insert: ");
            scanf("%d", &target_data);
            printf("Enter the data for the new node to insert: ");
            scanf("%d", &new_data);
            insert_left(&head, target_data, new_data);
            break;

        case 3:
            printf("Enter the data of the node to delete: ");
            scanf("%d", &data);
            delete_node(&head, data);
            break;

        case 4:
            printf("The current list is: ");
            display(head);
            break;

        case 5:
            printf("Exiting...\n");
            exit(0);

        default:
            printf("Invalid choice. Please try again.\n");
      }
   }

   return 0;
}
```

```
Doubly Linked List Operations:
1. Create a node
2. Insert node to the left of a specific node
3. Delete a node
4. Display the list
5. Exit
Enter your choice: 1
Enter the data for the node to create: 23

Doubly Linked List Operations:
1. Create a node
2. Insert node to the left of a specific node
3. Delete a node
4. Display the list
5. Exit
Enter your choice: 1
Enter the data for the node to create: 45

Doubly Linked List Operations:
1. Create a node
2. Insert node to the left of a specific node
3. Delete a node
4. Display the list
5. Exit
Enter your choice: 2
Enter the target node data before which to insert: 66
Enter the data for the new node to insert: 3
Node with data 66 not found.

Doubly Linked List Operations:
1. Create a node
2. Insert node to the left of a specific node
3. Delete a node
4. Display the list
5. Exit
Enter your choice: 45
Invalid choice. Please try again.

Doubly Linked List Operations:
1. Create a node
2. Insert node to the left of a specific node
3. Delete a node
4. Display the list
5. Exit
Enter your choice: 4
The current list is: 23 <-> 45

Doubly Linked List Operations:
1. Create a node
2. Insert node to the left of a specific node
```

9 Write a program a) ToconstructabinarySearchtree. b) To traverse the tree using all the methods i.e., inorder, preorder and post order c) To display the elements in the tree.

Program:

```
#include  <stdio.h>
#include <stdlib.h>
struct node
{
   int data;
   struct node *left;
   struct node *right;
```

```
};
struct node* newNode(int data)
{
   struct node* node = (struct node*)malloc(sizeof(struct
   node)); node->data = data;
   node->left = node->right = NULL;
   return node;
}
struct node* insert(struct node* root, int data)
{
   if (root == NULL)
      return newNode(data);

   if (data < root->data)
      root->left = insert(root->left, data);
   else if (data > root->data)
      root->right = insert(root->right, data);

   return root;
}
void inorder(struct node* root)
{
   if (root != NULL)
   {
      inorder(root->left);
      printf("%d ",
      root->data);
      inorder(root->right);
   }
}
void preorder(struct node* root)
{
   if (root != NULL)
   {
      printf("%d ",
      root->data);
      preorder(root->left);
      preorder(root->right);
   }
}
void postorder(struct node* root)
{
   if (root != NULL)
```

```
    {
        postorder(root->left);
        postorder(root->right);
        printf("%d ",
        root->data);
    }
}
void display(struct node* root, int choice)
{
    switch (choice)
    {
        case 1:
            printf("\nIn-order traversal: ");
            inorder(root);
            break;
        case 2:
            printf("\nPre-order traversal: ");
            preorder(root);
            break;
        case 3:
            printf("\nPost-order traversal: ");
            postorder(root);
            break;
        default:
            printf("\nInvalid choice\n");
            break;
    }
}
int main()
{
    struct node* root = NULL;
    int n, data, choice;
    printf("Enter the number of nodes to insert in the BST: ");
    scanf("%d", &n);
    for (int i = 0; i < n; i++)
    {
        printf("Enter value for node %d: ", i + 1);
        scanf("%d", &data);
        root = insert(root, data);
    }
    while (1)
    {
        printf("\nChoose the type of traversal:\n");
```

```
        printf("1. In-order\n");
        printf("2. Pre-order\n");
        printf("3. Post-order\n");
        printf("4. Exit\n");
        printf("Enter your
        choice (1/2/3/4): ");
        scanf("%d", &choice);
        if (choice == 4)
        {
            printf("Exiting the program...\n");
            break;
        }
        display(root, choice);
    }

    return 0;
}
```

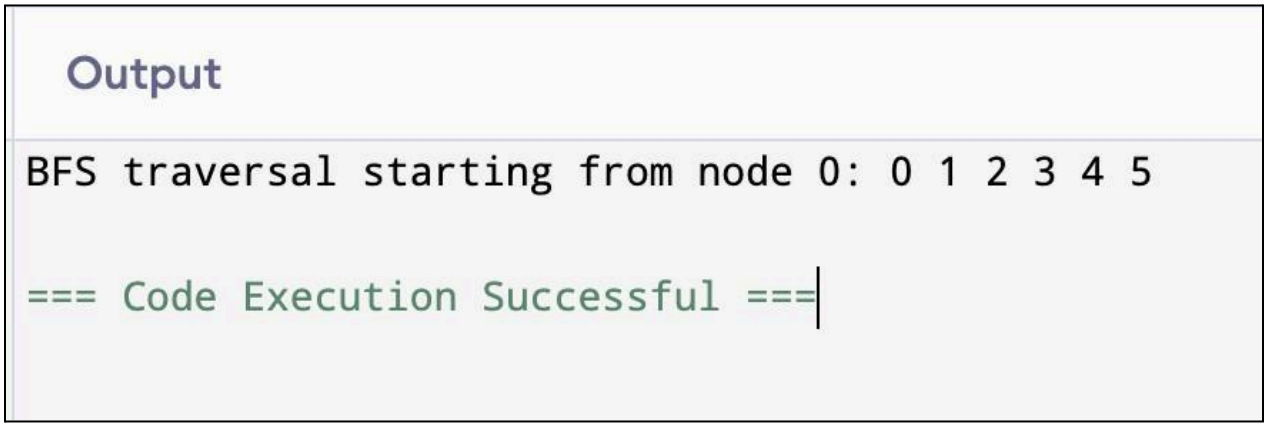
```
Choose the type of traversal:
1. In-order
2. Pre-order
3. Post-order
4. Exit
Enter your choice (1/2/3/4): 1

In-order traversal: 12 32 45
Choose the type of traversal:
1. In-order
2. Pre-order
3. Post-order
4. Exit
Enter your choice (1/2/3/4): 2

Pre-order traversal: 12 45 32
Choose the type of traversal:
1. In-order
2. Pre-order
3. Post-order
4. Exit
Enter your choice (1/2/3/4): 3

Post-order traversal: 32 45 12
Choose the type of traversal:
1. In-order
2. Pre-order
3. Post-order
4. Exit
Enter your choice (1/2/3/4): |
```

10 a) Write a program to traverse a graph using the BFS method. Program:

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#define MAX 100


struct Queue
{
  int items[MAX];
  int front, rear;
};

void initQueue(struct Queue* q) {
   q->front = -1;
   q->rear = -1;
}

bool isEmpty(struct Queue* q) {
   return q->front == -1;
}

void enqueue(struct Queue* q, int value) {
   if (q->rear == MAX - 1)
      return;
   if (q->front == -1)
      q->front = 0;
   q->rear++;
   q->items[q->rear] = value;
}

int dequeue(struct Queue* q) {
   if (isEmpty(q))
      return -1;
   int item = q->items[q->front];
   if (q->front == q->rear) {
      q->front = q->rear = -1;
   } else {
      q->front++;
   }
```

```
    return item;
}

struct Graph {
    int vertices;
    int adjMatrix[MAX][MAX];
};

void initGraph(struct Graph* g, int vertices)
    {
        g->vertices = vertices;
        for (int i = 0; i < vertices; i++)
        {
                for (int j = 0; j < vertices; j++)
                {
                        g->adjMatrix[i][j] = 0;
                }
        }
}

void addEdge(struct Graph* g, int u, int v)
{
         g->adjMatrix[u][v] = 1;
         g->adjMatrix[v][u] = 1;
}

void bfs(struct Graph* g, int start) {
    bool visited[MAX] = {false};
    struct Queue q;
    initQueue(&q);
    visited[start] = true;
    enqueue(&q, start);

    while (!isEmpty(&q)) {
        int node = dequeue(&q);
        printf("%d ", node);

        for (int i = 0; i < g->vertices; i++) {
            if (g->adjMatrix[node][i] == 1 && !visited[i]) {
                visited[i] = true;
                enqueue(&q, i);
            }
        }
```

```
    }
}

int main() {
    struct Graph g;
    initGraph(&g, 6);
    addEdge(&g, 0, 1);
    addEdge(&g, 0, 2);
    addEdge(&g, 1, 3);
    addEdge(&g, 1, 4);
    addEdge(&g, 2, 5);

    printf("BFS traversal starting from node 0: ");
    bfs(&g, 0);
    return 0;
}
```



11 Write a program to check whether given graph is connected or not using DFS method.

Program:

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#define MAX 100
struct Graph
{
    int vertices;
    int adjMatrix[MAX][MAX];
```

```
};

void initGraph(struct Graph* g, int vertices)
   { g->vertices = vertices;
   for (int i = 0; i < vertices; i++) {
      for (int j = 0; j < vertices; j++) {
         g->adjMatrix[i][j] = 0;
      }
   }
}

void addEdge(struct Graph* g, int u, int v)
{
   g->adjMatrix[u][v] = 1;
   g->adjMatrix[v][u] = 1;
}

void dfs(struct Graph* g, int vertex, bool visited[])
{
        visited[vertex] = true;
        for (int i = 0; i < g->vertices; i++)
        {
            if (g->adjMatrix[vertex][i] == 1 && !visited[i])
            {
                    dfs(g, i, visited);
            }
         }
}

bool isConnected(struct Graph* g) {
   bool visited[MAX] = {false};
   dfs(g, 0, visited);
   for (int i = 0; i < g->vertices; i++) {
      if (!visited[i]) {
         return false;
      }
   }
   return true;
}

int main() {
   struct Graph g;
   int vertices = 6;
```

```
    initGraph(&g, vertices);

    addEdge(&g, 0, 1);
    addEdge(&g, 0, 2);
    addEdge(&g, 1, 3);
    addEdge(&g, 1, 4);
    addEdge(&g, 2, 5);

    if (isConnected(&g)) {
        printf("The graph is connected.\n");
    } else {
        printf("The graph is not connected.\n");
    }

    return 0;
}
```

Output

```
The graph is connected.


=== Code Execution Successful ===
```

12 Hashing of employee records.

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

int key[20], n, m;
int *ht;
int count = 0;

void insert(int key) {
    int index = key % m;
    while (ht[index] != -1) {
        index = (index + 1) % m;
```

```
    }
    ht[index] = key;
    count++;
}

void display() {
    int i;
    if (count == 0) {
        printf("\nHash Table is empty\n");
        return;
    }
    printf("\nHash Table:\n");
    for (i = 0; i < m; i++) {
        printf("T[%d] = %d\n", i, ht[i]);
    }
}

int main() {
    int i;
    printf("Enter No. of Employee: ");
    scanf("%d", &n);

    printf("Enter Size of Hash Table: ");
    scanf("%d", &m);

    ht = (int *)calloc(m, sizeof(int));
    for (i = 0; i < m; i++)
        ht[i] = -1;

    printf("Enter 4-digit key values for %d Employee Records:\n", n);
    for (i = 0; i < n; i++) {
        scanf("%d", &key[i]);
    }

    for (i = 0; i < n; i++) {
        if (count == m) {
            printf("\nHash table is full");
            break;
        }
```

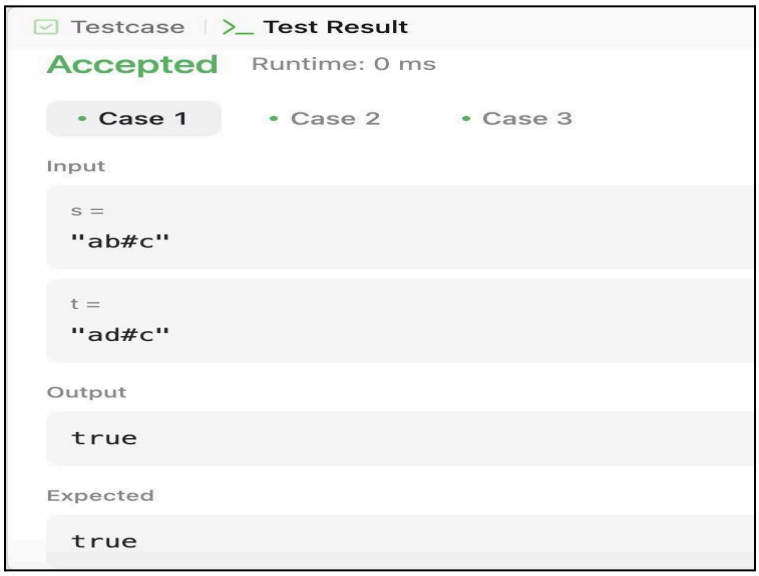
```
        insert(key[i]);
    }

    display();
    free(ht);
    return 0;
}
```

```
Enter No. of Employee: 5
Enter Size of Hash Table: 7
Enter 4-digit key values for 5 Employee Records:
1234
2345
4567
5678
6789

Hash Table:
T[0] = 2345
T[1] = 5678
T[2] = 1234
T[3] = 4567
T[4] = -1
T[5] = -1
T[6] = 6789
```

LEETCODE QUESTIONS:

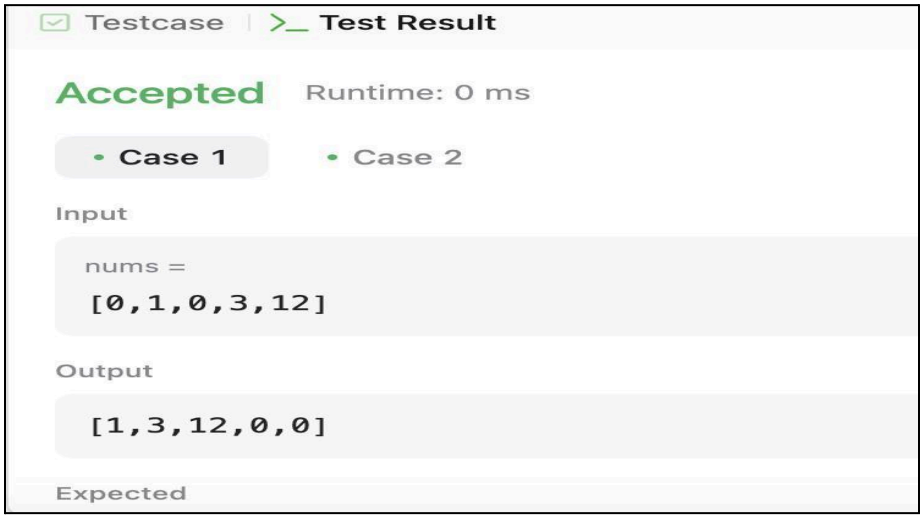
1. Backspace string compare

```
void processString(const char* str, char* result)
{
   int top = 0;
   for (int i = 0; str[i] != '\0'; i++)
   {
      if (str[i] != '#') {
         result[top++] = str[i];
         } else if (top > 0) {
         top--;
      }
   }
   result[top] = '\0';
}

bool backspaceCompare(const char *s, const char *t) {
   char processedS[1000];
   char processedT[1000];

   processString(s, processedS);
   processString(t, processedT);

   return strcmp(processedS, processedT) == 0;
}
```



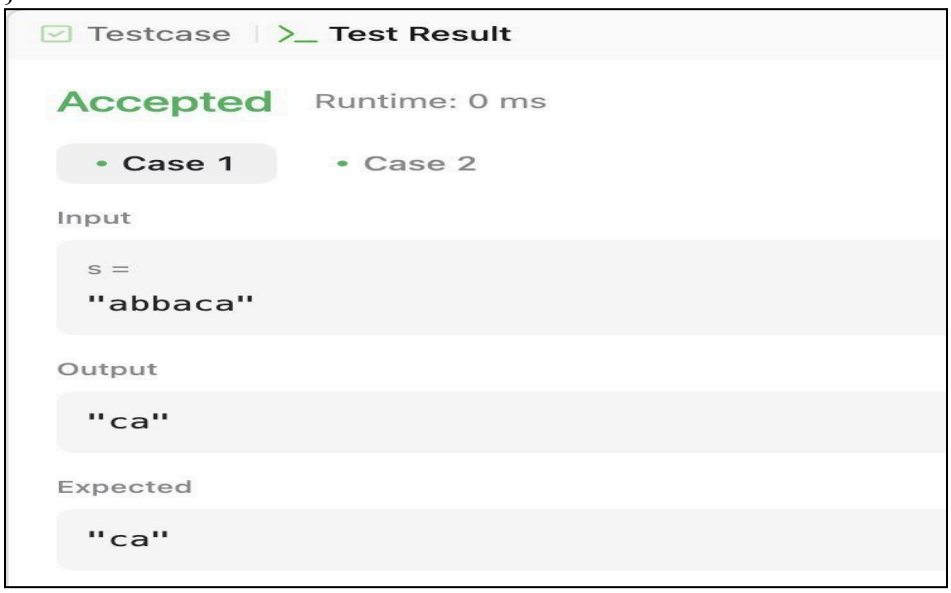
2.Moving zeroes

```
void moveZeroes(int* nums, int numsSize)
{
  int i=0;
   for(int j=0;j<numsSize;j++)
   {
   if(nums[j]!=0)
     nums[i++]=nums[j];
   }
  while(i<numsSize)
   nums[i++]=0;
}
```



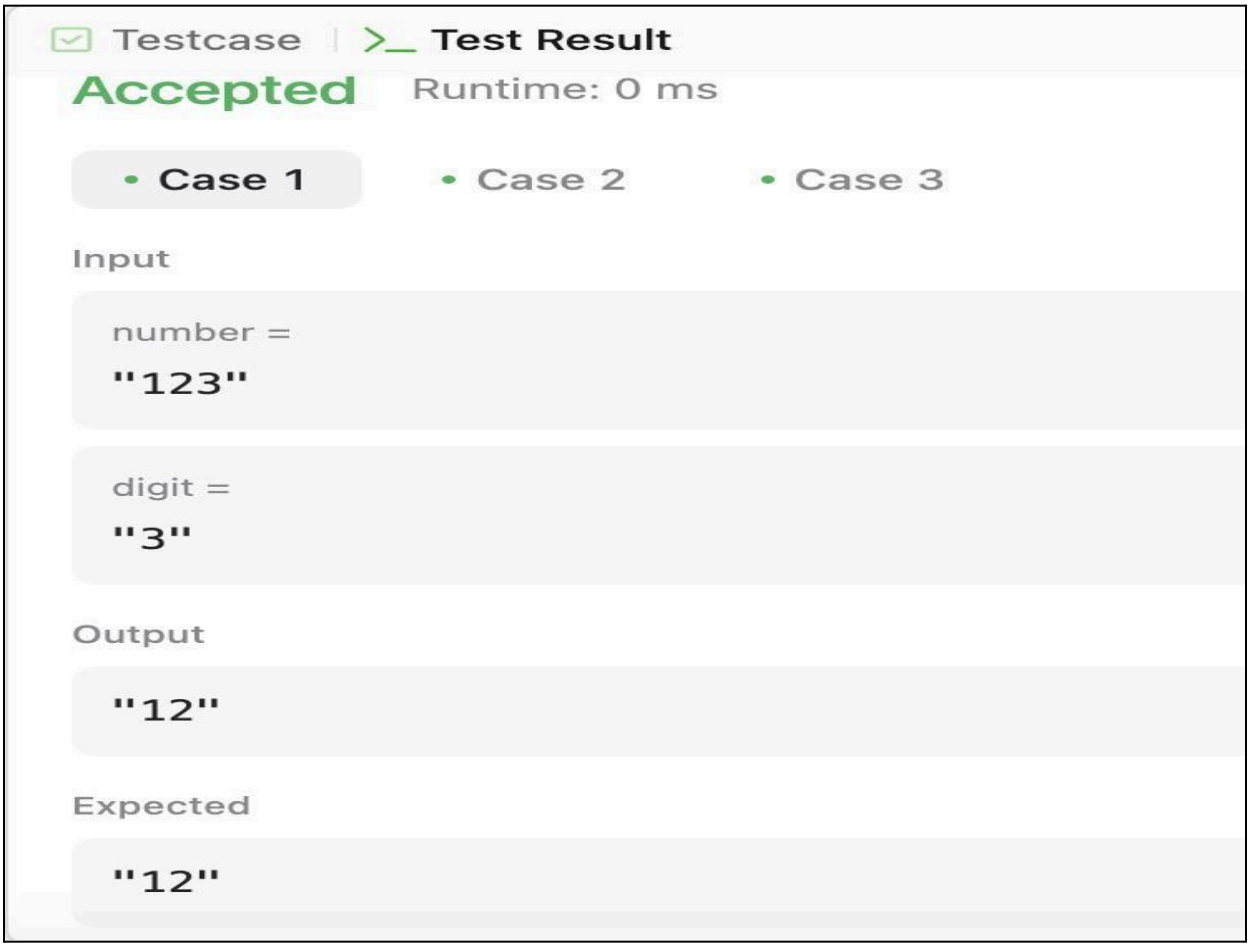
3.Remove all adjacent duplicates in a string

```
char* removeDuplicates(char* s) {
    int n = strlen(s);
    char* stack = malloc(sizeof(char) * (n + 1));
    int i = 0;
    for (int j = 0; j < n; j++) {
        char c = s[j];
        if (i && stack[i - 1] == c) {
            i--;
        } else {
            stack[i++] = c;
        }
    }
    stack[i] = '\0';
    return stack;
}
```



4.Remove digit from number to maximize result

```
char* removeDigit(char* number, char digit)
{
    int len = strlen(number);
    for (int i = 0; i < len - 1; i++)
    {
        if (number[i] == digit && number[i] < number[i + 1])
        {
            for (int j = i; j < len - 1; j++)
            {
                number[j] = number[j + 1];
            }
            number[len - 1] = '\0';
            return number;
        }
    }
    for (int i = len - 1; i >= 0; i--)
    {
        if (number[i] == digit)
        {
            for (int j = i; j < len - 1; j++)
            {
                number[j] = number[j + 1];
            }
            number[len - 1] = '\0';
            return number;
        }
    }

    return number;
}
```



5.Remove duplicates from sorted list

```
struct ListNode* deleteDuplicates(struct ListNode* head)
{
    if (head == NULL) {
        return head;
    }
    struct ListNode* current = head;
    while (current != NULL && current->next != NULL)
    {
        if (current->val == current->next->val)
        {
            struct ListNode* temp = current->next;
            current->next = current->next->next;
            free(temp);
        }
         else
        {
            current = current->next;
        }
```

```
    }
    return head;
}
```


Testcase
Test Result
Accepted
Runtime: 0 ms
Case 1
Case 2
Input
head =
[1,1,2]
Output
[1,2]
Expected
[1,2]