

**МІНІСТЕРСТВО ОСВІТИ І НАУКИ УКРАЇНИ  
НАЦІОНАЛЬНОМУ УНІВЕРСИТЕТІ “ЛЬВІВСЬКА ПОЛІТЕХНІКА”**

**Кафедра систем штучного інтелекту**

**Лабораторна робота 11**  
з дисципліни  
«Алгоритмізації та програмування»

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## Варіант 15

- 1) Написати програму, у якій створюються динамічні структури й виконати їхню обробку у відповідності зі своїм варіантом

Записи в лінійному списку містять ключове поле типу `*char` (рядок символів).  
Сформувати двонаправлений список. Знищити `K` елементів з кінця списку.  
Додати елемент після елемента із заданим ключем.

2)

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

```
#include <string.h>
```

```
typedef struct Node
```

```
{
```

```
    int key;
```

```
    char* data;
```

```
    struct Node* next;
```

```
    struct Node* prev;
```

```
}Node;
```

```
Node* createList(char* data) // creates list
```

```
{
```

```
    Node* head = (Node*) malloc(sizeof(Node)); // C
```

```
    head->next = NULL; // set next pointer to NULL, because list consists of 1  
element
```

```
    head->prev = NULL; // set previous pointer to NULL, because list consists  
of 1 element
```

```
    head->data = data; // data to list
```

```

    head->key = 1;    // key of first element = 1
    return head;      // return pointer to first element
}

```

Node\* putElement(Node\* head,char\* data,int key) // Puts element in list in key position

```

{
    if(head == NULL) // creates list if it doesnt exist
    {
        Node* head = (Node*) malloc(sizeof(Node));
        head->next = NULL;
        head->prev = NULL;
        head->data = data;
        head->key = 1;
        return head;
    }
}

```

// add element in key posititon

```

Node* tmp = (Node*) malloc(sizeof(Node));    // memory for new element
while(head->next!= NULL)                      // looking for element
after which we need to put new element
{
    if(key == head->key)
    {
        break;
    }
    head = head->next;
}

```

```
}
```

```
// manipulate with pointer to put our new element
```

```
tmp->prev = head;
```

```
tmp->next = head->next;
```

```
head->next = tmp;
```

```
tmp->key = head->key + 1;
```

```
tmp->data = data;
```

```
// changing keys of next elements
```

```
while(tmp->next != NULL)
```

```
{
```

```
    tmp->next->key = tmp->key + 1;
```

```
    tmp = tmp->next;
```

```
}
```

```
}
```

```
void killLastsElems(Node*head,int lasts) // kill all element after one which we set
```

```
{
```

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

```
    int counter = 0;
```

```
    while(head != NULL && counter < lasts)
```

```
{
```

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

```
        counter++;
```

```
}
```

```

head->prev->next = NULL;
while(head!= NULL)
{
    temp = head;
    head = head->next;
    free(temp);
}
head = NULL;
temp = NULL;

}

void print(Node* head) // Print the list, if it is empty print that it is empty
{
    if(head == NULL)
    {
        printf("The list is empty\n");
    }
    else
    {
        while(head != NULL)
        {
            printf("%d\t",head->key);
            int k = strlen(head->data);
            for(int i = 0;i<k;i++)
            {
                printf("%c",head->data[i]);
            }

```

```

        printf("\n");
        head = head->next;
    }
}
printf("-----\n");
}

```

```

Node* freeList(Node* head)    // kill all the list
{
    Node* tmp = head;
    while(head != NULL)
    {
        tmp = head;
        head = head->next;
        free(tmp);
    }
    if(head == NULL)
    {
        printf("Successful, the list was killed\n-----\n");
        return head;
    }
    else
    {
        printf("Error\n");
        exit(-1);
    }
}
}

```

void writeInFile(Node\* head,char\* fName) // Writes the list in file, fName - name  
of the file, head- pointer to first element

```
{  
    FILE* fp = fopen(fName,"wb");  
    if(fp == NULL)  
        exit(-3);  
    int i =0;  
    while(head != NULL && !feof(fp))  
    {  
        fprintf(fp,"%s ",head->data);  
        head = head->next;  
    }  
    fclose(fp);  
}
```

Node\* listFromFile(char\* fName) // creating list from the File

```
{  
    Node* head = NULL;  
    FILE* fp = fopen(fName,"r");  
    if(fp == NULL)  
        exit(-4);  
    char buffer[255];  
    fread(buffer,sizeof(Node),1,fp);  
    int key = 0;  
    int i = 0;  
    int count = 0;  
    while(buffer[i] != '\0')  
    {
```

```

while(buffer[i] != ' ')
{
    i++;
}
char* tempbuff = malloc(sizeof(char) * (i - count) );
int j = 0;
while( count < i)
{
    tempbuff[j] = buffer[count];
    j++;
    count++;
}
tempbuff[j] = '\0';
key++;
i++;
count++;
if(head == NULL)
    head = createList(tempbuff);
else
    putElement(head,tempbuff,key);
}
return head;
}

```

```

int main(int argc, char* argv[])
{
    char* greeting = "Hello";
    Node* head = createList(greeting);
}

```



```

putElement(head,"Laboratory11",2);
putElement(head,"done",3);
putElement(head,"by",4);
putElement(head,"Bohdan",6);
putElement(head,"student",5);
putElement(head,"Levytskyi",7);
printf("List after adding elements\n");
print(head);
killLastsElems(head,4);
printf("List after killint last 4 elements\n");
print(head);
writeInFile(head,"Test.txt");
head = freeList(head);
print(head);
head = listFromFile("Test.txt");
print(head);
system("pause");
return 0;
}

```

3)

E:\Study\Programming\lab11.exe

```
List after adding elements
1      Hello
2      Laboratory11
3      done
4      by
5      Bohdan
6      student
7      Levytskyi
-----
List after killing last elements after 4th
1      Hello
2      Laboratory11
3      done
4      by
-----
Successful, the list was killed
-----
The list is empty
-----
1      Hello
2      Laboratory11
3      done
4      by
-----
Для продолжения нажмите любую клавишу . . .
```

Test — Блокнот

Файл Правка Формат Вид Справка

Hello Laboratory11 done by