

1) Write a program to insert and delete an element at the  $n^{\text{th}}$  and  $k^{\text{th}}$  position in a linked list where  $n$  and  $k$  are taken from user.

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

```
struct node {
```

```
    int data;
```

```
    struct Node *next;
```

```
};
```

```
struct Node *head;
```

```
void insert (int data, int n) {
```

```
    Node *temp = new node ();
```

```
    temp->data = data;
```

```
    temp->next = null;
```

```
    if (n == 1) {
```

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

```
        head = temp;
```

```
    }
    return;
```

```
}
```

```
void Delete (int k) {
```

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

```
    if (k == 1) {
```

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

```
        free (temp);
```

```
    }
    return;
```

```
}
```

Node \*temp = head;

for (int i = 0; i < n - 2; i++) {

temp = temp -> next;

}

temp -> next = temp -> next;

temp -> next = temp;

}

void print();

for (int i = 0; i < k - 2; i++)

temp = temp -> next;

free(temp);

}

int main()

{ int n, a, k;

head = null;

printf("Enter the position for inserting; ");

scanf("%d", &n);

scanf("%d", &a);

Insert(a, n);

printf("Enter the position to delete);

scanf("%d", &k);

Delete(k);

printf("\n"); return 0;

② Construct a new linked list by merging alternate nodes of two lists ?

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

```
struct Node {
    int data;
    struct Node * next;
};
```

```
void push ( struct Node ** head_ref, int new_data)
{
    struct Node * new_node = (struct Node *) malloc (sizeof(struct Node));
    new_node->data = new_data;
    new_node->next = (*head_ref);
    (*head_ref) = new_node;
}
```

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

```
void merge (struct Node *p, struct Node **q)
{
    struct Node * p_curr = p, *q_curr = *q;
    struct Node *p_next, *q_next;
```

```
while (p->curr != Null && q->curr != Null)
```

```
{
```

```
    p->next = p->curr->next;
```

```
    q->next = q->curr->next;
```

```
    q->curr->next = p->next;
```

```
    p->curr->next = q->curr;
```

```
    p->curr = p->next;
```

```
    q->curr = q->next;
```

```
}
```

```
    *q = q->curr;
```

```
}
```

```
int main()
```

```
{
```

```
    struct Node *p = Null, *q = Null;
```

```
    push(&p, 3);
```

```
    push(&p, 2);
```

```
    push(&p, 1);
```

```
    printf("First linked list\n");
```

```
    printf
```

```
    printlist(p);
```

```
    push(&q, 6);
```

```
    push(&q, 5);
```

```
    push(&q, 4);
```

```
    printf("Second linked list\n");
```

```
    printlist(q);
```



3. Find all the elements in the stack whose sum is equal to k.

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

```
int top = -1;
```

```
int n;
```

```
char stack[100];
```

```
void push (int n);
```

```
char pop();
```

```
int main()
```

```
{  
    int i, n, a, k, j, sum = 0, count = 1;
```

```
    printf("Enter the number of elements in the stack");
```

```
    scanf("%d", &n);
```

```
    for (i = 0; i < n; i++) {
```

```
        printf("Enter the next element");
```

```
        scanf("%d", &a);
```

```
        push(a);
```

```
    }
```

```
    printf("Enter the sum to be checked");
```

```
    scanf("%d", &k);
```

```
    for (i = 0; i < n; i++)
```

```
    {
```

```
        t = pop();
```

```
        sum += t;
```

```
        count += 1;
```

```
    } if (sum == k)
```

```
    {
```

```
        for (int j = 0; j < count; j++)
```

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

```

t = 1;
break;
}
push(t);
}
if(j != 1)
printf("The elements in the stack don't add up to sum");
}

```

```

void push(int n)
{
if(top == 99)
{
printf("stack is Full");
return;
}
top = top + 1;
stack[top] = n;
}

```

```

char pop()
{
if(stack[top] == -1)
{
printf("stack is empty");
return 0;
}
n = stack[top];
top = top - 1;
return n;
}

```

Q) Write a program to print the elements in a queue

1) Reverse order.

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

```
#define SIZE 10
```

```
void insert(int);
```

```
void delete();
```

```
int queue[10], f = 1, r = -1;
```

```
void main() {
```

```
    int value, choice;
```

```
    while(1) {
```

```
        printf("MENU");
```

```
        printf("1) Insertion\n
```

```
                2) Deletion\n
```

```
                3) print Reverse\n
```

```
                4) print Alternate in
```

```
                5) Exit");
```

```
        scanf("%d", &choice);
```

```
        printf("Enter your choice");
```

```
        scanf("%d", &choice);
```

```
        switch(choice) {
```

```
            case 1: printf("Enter the value to be insert");
```

```
                    scanf("%d", &value);
```

```
                    insert(value);
```

```
                    break;
```

```
            case 2: delete(); break;
```

case 3:

```
printf("The reversed queue is");  
for (int i = SIZE; i > 0; i--)  
{  
    if (queue[i] == 0) {  
        continue;  
    }  
    printf("%d", queue[i]);  
}  
break;
```

case 4:

```
printf("Alternate elements of the queue are");  
for (int i = 0; i < SIZE; i += 2) {  
    if (queue[i] == 0) {  
        continue;  
    }  
    printf("%d", queue[i]);  
}  
break;
```

Case 5: exit (0);

default: printf("In wrong selection");

```
}  
}  
void insert (int value)  
{
```

```
    if ((j == 0 && x == SIZE - 1) || j == x + 1)  
        printf("Queue is full");
```



else {

if (j == -1)

j = 0;

x = (s + 1) % size;

queue[x] = value;

printf("insertion success");

};

}

void delete () {

if (f == -1)

printf("queue is empty");

else {

printf("Deleted %d", queue[f]);

f = (f + 1) % SIZE;

if (f == x)

f = -1;

};

}

5.

i) Difference between array and linked list is that their structure are different. arrays are index based data structure where each element associated with an index and linked list ~~series~~ having a node which node consists of the data and the references to the previous and next element.

ii) write a program to add the first element of one list to another list.

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

```
struct Node
```

```
{
```

```
    int data;
```

```
    struct Node *next;
```

```
};
```

```
void printlist ( struct Node* head)
```

```
{
```

```
    struct Node * ptr = head;
```

```
    while (ptr)
```

```
    {
```

```
        printf (" %d -> ", ptr->data);
```

```
        ptr = ptr->next;
```

```
    }
```

```
    printf (" Null ");
```

```
}
```

```
void push ( struct Node **head, int data)
```

```

}
struct Node* newNode = (struct Node*) malloc(sizeof(struct
Node));
newNode->data = data;
newNode->next = *head;
*head = newNode;
}

```

```

void moveNode (struct Node** destRef, struct Node**
SourceRef)

```

```

{
    if (*SourceRef == NULL)
        return;
    struct Node* newNode = *SourceRef;
    *SourceRef = (*SourceRef)->next;
    newNode->next = *destRef;
    *destRef = newNode;
}

```

```

int main(void)
{
    int keys[] = {1, 2, 3};
    int n = sizeof(keys) / sizeof(keys[0]);

```

```

    struct Node* a = NULL;

```

```

    for (int i = n-1; i >= 0; i--)

```

```

        Push(&a, keys[i]);

```

```

        moveNode(&a, &b);

```

```

    printf("first list : ");

```

```

    printlist(a);

```

printf ( " Second list " );

print list ( b );

return 0;

}