EED 1010 ALGORITHMS & PROGRAMMING

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Lab Task 9

Lab Section: 4(LAB), 1(Theory)

<u>Task 1</u>: Write a program that inserts 20 random integers from 0 to 100 in order in a linked list. The program should calculate the sum of the elements and the floating point average of the elements. **Note: Do not use any sorting algorithms.**.

```
The list with 20 random integers:
5 9 11 12 13 16 17 25 37 38 45 49 53 58 63 74 80 86 88 91
sum of the integers: 870
average of the integers: 43.50
```

Figure 1.1: Output of Laboratory study task1

The Code:
#include<stdio.h>
#include<stdlib.h>
#include<time.h>

typedef struct listnode{
 int num;
 struct listnode *next;
}listnode;
//struct defintion
//firs elemnt is keeping an element
//second one is pointing new listnode
//chanhge name by typedef

typedef listnode *listnodeptr;
//change name by typedef

```
void insertlist(listnodeptr *a, int n);
void printlist(listnodeptr a);
int sumofl(listnodeptr a);
double avrgofl(int n,int n1);
//function prototype
//this functions inserts the elements to the list
void insertlist(listnodeptr *a,int n)
{
  listnodeptr nptr,pptr,cptr;
  //dynamic memory allocation
  nptr=(listnode *)malloc(sizeof(listnode));
  if(nptr!=NULL)
    nptr->num=n;
    nptr->next=NULL;
    pptr=NULL;
    cptr=*a;
    while(cptr!=NULL && n>cptr->num)
       {
      pptr=cptr;
      cptr=cptr->next;
    }
     //finding the number locataions to insert
    if(pptr==NULL)
       {
      nptr->next=*a;
```

```
*a=nptr;
    }
    //assign number if the number is the smallest elemnt int list
    else
          {//else assign nu,mber to the list
      pptr->next=nptr;
      nptr->next=cptr;
    }
  }
        else
          printf("No memory available!\n");
}
//this functions prints the list
void printlist(listnodeptr a)
  if(a==NULL)
    printf("List is empty.\n");
  else
        {
    while (a!=NULL)
      printf(" %d ",a->num);
      a=a->next;
    //printing elemnts one by one
  }
}
```

```
//this functions returns the total of elements
//on the lists
int sumofl(listnodeptr a)
  listnodeptr a1;
  int sum=0;
  a1=a;
  while(a1!=NULL)
       {
    sum+=a1->num;
    a1=a1->next;
  }//sums elements of list
  return sum;
}
double avrgofl(int n,int n1)
       return (float)n/n1;
}
int main()
{
  listnodeptr list=NULL;
  int i;
  srand(time(NULL));
  //to generate random number
  for (i=0;i<20;i++)
```

```
insertlist(&list,rand()%101);

//send to the function insert elemnts of list

printf("The list with 20 random integers:\n");

printlist(list);

//send to the function to print list

printf("\n\nsum of the integers: %d\n\n",sumofl(list));

printf("average of the integers: %.2f\n\n",avrgofl(sumofl(list),20));

//print the avrg of list and sum of list
}
```

The Outputs:

```
C:\Users\Enes\OneDrive\Documents\labt#9task#1.exe
sum of the integers: 929
average of the integers: 46.45
Process exited after 0.02025 seconds with return value 0
Press any key to continue . . .
                                                                                   _ 🗆 X
п
                      C:\Users\Enes\OneDrive\Documents\labt#9task#1.exe
                   random integers
18 20 22 30
                                                              66
                                                                  70
                                                                                     87
sum of the integers: 946
average of the integers: 47.30
Process exited after 0.02717 seconds with return value 0
Press any key to continue . . .
                                                                                      □ ×
                      C:\Users\Enes\OneDrive\Documents\labt#9task#1.exe
sum of the integers: 1073
average of the integers: 53.65
Process exited after 0.02363 seconds with return value 0
Press any key to continue . . .
```

<u>Task 2</u>: Write a program that deletes a number from the list (in Task1) and frees the memory associated with this node. The user firstly must print the list of 20 random integer numbers and then enters a number which he/she wants to delete. After deleting part, the linked list must be printed again.

```
The code:
#include<stdio.h>
#include<stdlib.h>
#include<time.h>
typedef struct listnode{
  int num;
  struct listnode *next;
}listnode;
//struct defintion
//firs elemnt is keeping an element
//second one is pointing new listnode
//chanhge name by typedef
typedef listnode *listnodeptr;
//change name by typedef
void insertlist(listnodeptr *a, int n);
void printlist(listnodeptr a);
int isempty(listnodeptr a);
int deletelist(listnodeptr *a,int n);
int sumofl(listnodeptr a);
double avrgofl(int n,int n1);
//function prototype
//this functions inserts the elements to the list
void insertlist(listnodeptr *a,int n)
```

```
listnodeptr nptr,pptr,cptr;
//dynamic memory allocation
nptr=(listnode *)malloc(sizeof(listnode));
if(nptr!=NULL)
{
  nptr->num=n;
  nptr->next=NULL;
  pptr=NULL;
  cptr=*a;
  while(cptr!=NULL && n>cptr->num)
     {
    pptr=cptr;
    cptr=cptr->next;
  }
  //finding the number locataions to insert
  if(pptr==NULL)
     {
    nptr->next=*a;
    *a=nptr;
  }
  //assign number if the number is the smallest elemnt int list
  else
       {//else assign nu,mber to the list
    pptr->next=nptr;
    nptr->next=cptr;
  }
```

{

```
}
        else
          printf("No memory available!\n");
}
//this functions prints the list
void printlist(listnodeptr a)
{
  if(a==NULL)
    printf("List is empty.\n");
  else
        {
    while (a!=NULL)
      printf(" %d ",a->num);
       a=a->next;
    }
    //printing elemnts one by one
  }
}
//if list is empty return 0 else returns 0
int isempty(listnodeptr a)
{
        if(a!=NULL)
          return 1;
        else
          return 0;
```

```
}
//this function is delete an elemnt from list
//if elemnt found in list returns 1 else returns 0
int deletelist(listnodeptr *a,int n)
{
        listnodeptr pptr,cptr,tmptr;
        if(n==(*a)->num)
        {//if element is equal to first element
                tmptr=*a;
                *a=(*a)->next;
                free(tmptr);
                return 1;
  }
        else
        {//finding the elemnt
                pptr=*a;
                cptr=(*a)->next;
                while(cptr!=NULL && cptr->num!=n)
                {
                        pptr=cptr;
                        cptr=cptr->next;
                }
    if(cptr!=NULL)
    {
```

```
tmptr=cptr;
          pptr->next=cptr->next;
          free(tmptr);
          return 1;
          }//if element found in the list
          else //else
            return 0;
  }
}
//this functions returns the total of elements
//on the lists
int sumofl(listnodeptr a)
  listnodeptr a1;
  int sum=0;
  a1=a;
  while(a1!=NULL)
        {
    sum+=a1->num;
    a1=a1->next;
  }//sums elements of list
  return sum;
}
```

```
double avrgofl(int n,int n1)
{
        return (float)n/n1;
}
int main()
{
  listnodeptr list=NULL;
  int i,z;
  srand(time(NULL));
  //to generate random number
  for (i=0;i<20;i++)
    insertlist(&list,rand()%101);
  //send to the function insert elemnts of list
  printf("The list with 20 random integers:\n");
  printlist(list);
  //send to the function to print list
  printf("\n\nsum of the integers: %d\n\n",sumofl(list));
  printf("average of the integers: %.2f\n\n",avrgofl(sumofl(list),20));
  //print the avrg of list and sum of list
    if(isempty(list))
  {//if list is not empty
        printf("\nEnter an integer to delete\n>>");
        scanf("%d",&z);
        printf("\n");
        if(deletelist(&list,z))
        {//if function returns 1
                printf("%d was deleted!\n\n",z);
```

The Outputs:

