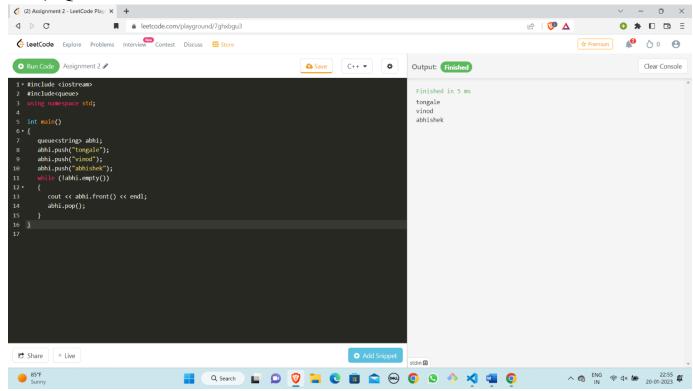
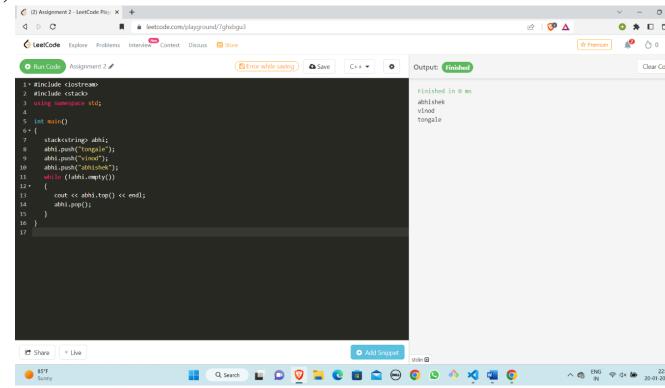
Practical-1

Name : sanket Gaikwad Reg.No : 2020BIT036

1) Queue



2) stack



3) Linked List:

```
struct Node{
      Node* next;
     Node(int data){
    this->data = data;
    this->next = nullptr;
class LinkedList{
     Node* head ;
      LinkedList(){
          head = nullptr ;
size = 0 ;
          if(head==nullptr){
  Node* temp = new Node(data);
                 head = temp ;
                return ;
          Node* temp = new Node(data);
temp->next = head;
           head = temp ;
           size++;
      void addlast(int data){
                addfront(data);
           Node* curr = head;
while(curr->next!=nullptr){
           Node* temp = new Node(data);
curr->next = temp;
      void display(){
            Node* curr = head ;
           if(curr==nullptr){
    cout<<"Linked list is empty\n";</pre>
           cout<<"Linked List : \n";
while(curr!=nullptr){</pre>
                cout<<curr->data<<" -> " ;
};
int main(){
    LinkedList 11;
    -ddfront(4);
      ll.display();
```

Output:

```
Finished in 4 ms
Linked List:
1 -> 7 -> 4 -> null
```

4) Tree:

```
#include<iostream>
#include<cstdlib>
using namespace std;
struct node{
    int data;
    struct node *left;
    struct node *right;
};
void preOrder(struct node*root){
    if(root!=NULL){
      cout<<root->data<<" ";</pre>
      preOrder(root->left);
      preOrder(root->right);
struct node* createNode(int data){
    struct node *ptr=(struct node*)malloc(sizeof(struct node));
    ptr->data=data;
    ptr->left=NULL;
    ptr->right=NULL;
    return ptr;
int main(){
    struct node* p=createNode(12);
    struct node*p1=createNode(41);
    struct node*p2=createNode(34);
   p->left=p1;
   p->right=p2;
    preOrder(p);
   return 0;}
```

Output:

```
PS D:\CODING\Programming> cd "d:\CODING\Programming\" ; if ($?) { g++ sggs.cpp -o sggs 12 41 34
```

5) Graph:

```
#include <iostream>
#include <vector>
using namespace std;
struct Edge {
    int src, dest;
};
class Graph
public:
    vector<vector<int>> adjList;
    Graph(vector<Edge> const &edges, int n)
        adjList.resize(n);
        for (auto &edge: edges)
            adjList[edge.src].push_back(edge.dest);
};
void printGraph(Graph const &graph, int n)
    for (int i = 0; i < n; i++)
        cout << i << "-";
        for (int v: graph.adjList[i]) {
            cout << v << " ";
        cout << endl;</pre>
int main()
    vector<Edge> edges =
        \{0, 1\}, \{1, 2\}, \{2, 0\}, \{2, 1\}, \{3, 2\}, \{4, 5\}, \{5, 4\}
    };
    int n = 6;
    Graph graph(edges, n);
```

```
printGraph(graph, n);
return 0;
}
```

OutPut:

```
0-1
1-2
2-0 1
3-2
4-5
5-4
PS D:\CODING\Programming>
```