

Explorer

SingleLL11.c x concaten... x

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1 #include<stdbool.h>
2 v struct node {
3 int data;
4 struct node *next;
5 };
6 typedef struct node *NODE;
7
8 NODE createNode()
9 v {
10 NODE temp;
11 temp = malloc(sizeof(struct node));
12 temp->next = NULL;
13
14 return temp;
15 }
16
17 NODE createAndAddNodes(NODE first)
18 v {
19
20 if(first == NULL)
21 v {
22 first = createNode();
23 int a;
24 printf("Enter element : ");
25 scanf("%d", &a);
26 if(a == -1)
27 v {
28 return NULL;
29 }
30 first->data = a;
31 }
32
33 NODE ram = first;
34
35 NODE temp;
36
37 .. int a = 0;
38 .. bool run = false;
39 ..
40 ..
41 .. while(a != -1)
42 v {
43
44 ..

Debugger
Plots

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Reset

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Next >

```
45     ..
46     .. if(run)
47     .. {
48         .. temp.=.createNode();
49         .. temp->data.=.a;
50         .. first->next.=.temp;
51         .. first=.first->next;
52     .. }
53     ..
54     .. run.=.true;
55     .. printf("Enter element : ");
56     .. scanf("%d", &a);
57     ..}
58     ..
59     ..return ram;
60     ..
61 }
62
63 NODE concatenate(NODE t1, NODE t2)
64 {
65     if(.t1==.NULL.&&.t2==.NULL.)
66     {
67         return NULL;
68     }
69
70     if(.t1==.NULL.&&.t2!=.NULL.)
71     {
72         return t2;
73     }
74
75     if(.t1!=.NULL.&&.t2==.NULL.)
76     {
77         return t2;
78     }
79
80     NODE temp;
81     temp.=.t1;
82
83     while(.temp->next!=.NULL.)
84     {
85         temp.=.temp->next;
86     }
87
88
89     temp->next.=.t2;
```

```
91         return t1;
92
93     }
94
95     void print(NODE first) {
96         NODE q = first;
97         if (first == NULL) {
98             printf("Single Linked List is empty\n");
99         } else {
100             while (q != NULL) {
101                 printf("%d---> ", q->data);
102                 q = q->next;
103             }
104             printf("NULL\n");
105         }
106     }
107 }
```



Terminal



Test cases