

Explorer

CircularLL...

SearchPo...

Submit

```
1  struct node {
2      int data;
3      struct node *next;
4  };
5  typedef struct node *NODE;
6
7  NODE createNodeInCLL() {
8      NODE temp;
9      temp = (NODE) malloc(sizeof(struct node));
10     temp->next = NULL;
11     return temp;
12 }
13
14 NODE insertAtBeginInCLL(NODE first, int x) {
15     {
16         NODE temp2 = createNodeInCLL();
17         temp2->data = x;
18
19         if(first == NULL)
20         {
21             temp2->next = temp2;
22             return temp2;
23         }
24
25         NODE temp = first;
26
27         while(temp->next != first)
28         {
29             temp = temp->next;
30         }
31
32         temp->next = temp2;
33         temp2->next = first;
34
35         return temp2;
36     }
37 }
38
39 int searchPosOfEleInCLL(NODE first, int key) {
40     {
41         if(first == NULL)
42         {
43             return 0;
44         }
45     }
46 }
```

Debugger

Plots

&lt; Prev

Reset

Submit

Next &gt;

```
45     }
46
47     int c=0;
48
49     NODE temp=.first;
50
51     do
52     {
53         c++;
54         if(.temp->data==.key.)
55         {
56             return c;
57         }
58         temp=.temp->next;
59
60     }while(.temp!=first.);
61
62     return 0;
63
64
65 }
66
67 void traverseListInCLL(NODE first){
68     NODE temp=.first;
69     do{
70         printf("%d--> ",temp->data);
71         temp=.temp->next;
72     }while(temp!=first);
73     printf("\n");
74 }
75
76
77
```



Terminal



Test cases