



Data Structures and Algorithms Lab Assignment 3

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Linked List and All its vital methods.

Code:

```
#include <iostream>
#include <list>
using namespace std;

struct Node
{
    int data;
    Node *next = nullptr;
};

class LinkedList
{
public:
    Node *first = nullptr;
    Node *last = nullptr;

    LinkedList()
    {
        first = nullptr;
    }

    void insert_end()
    {
        Node *p;

        p = new Node;
        cout << "Enter the data in node:";
        cin >> p->data;

        if (first == NULL)
            first = last = p;
        else
        {
            last->next = p;
        }
    }
};
```

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        last = p; /* assign p to last node */
    }
}
void insert_start()
{
    // take the pointer to hold the address of nodetype record
    Node *p;
    // allocate runtime memory for new record of nodetype using
new operator
    p = new Node;
    cout << "Enter the data in node:";
    cin >> p->data;
    if (first == NULL) /* l i s t i s empty */
        /* p becomes first node and first and last
pointer will point to same node */
        first = last = p;
    else
    {
        p->next = first; /* link the new node with first node */
        first = p;      /* assign p to last node */
    }
}

Node *search(int key)
{
    Node *p = first;
    // p = first;
    while (p != NULL && p->data != key)
    {
        p = p->next;
    }
    return p; /* if p is NULL then value not found */
}

void insert_after(int key)
{
    Node *p = NULL;
    p = search(key);
    if (p == NULL)

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        cout << "value not found";
    else
    {
        Node *Newnode;
        Newnode = new Node;
        if (p == last)
        {
            last->next = p;
            last = p;
        }
        else
        {
            Newnode->next = p->next;
            p->next = Newnode;
        }
        cout << "New node linked successfully";
    }
}

void delete_first()
{
    Node *p;
    if (first == nullptr)
        cout << "\n Linked List is empty";
    else
    { /* non-empty l i s t */
        p = first;
        first = first->next;
        delete (p); /* free up memory */
    }
}

void delete_last()
{
    Node *q, *q1;
    q1 = nullptr;
    q = first;
    if (q == nullptr)
    {
        cout << "\n Linked List is empty";
    }
}

```

```

    }
    else
    {
        while (q != last)
        {
            /* advance towards end */
            q1 = q; /*q1 will follow the q pointer */
            q = q->next;
        }
        if (q == first)
        {
            first = last = nullptr;
        }
        else
        { /* more than one node */
            q1->next = nullptr;
            last = q1;
        }
        delete q;
    }
}

void remove_spec(int key)
{
    Node *q, *q1;
    q1 = NULL; /* initialize */
    q = first;
    /* search node */
    while (q != NULL && q->data != key)
    {
        q1 = q;
        q = q->next;
    }
    if (q == NULL)
    {
        cout << "Not found supplied key";
    }
    else if (q == first && q == last)
    {
        delete q;
        first = last = NULL;
    }
}

```

```

    }
    else if (q == last)
    {
        q1->next = NULL;
        last = q1; /* make 2nd last node as last node */
        delete q;
    }
    else /* other than f i r s t node and last */
    {
        q1->next = q->next;
        delete q;
    }
}

void traverse()
{
    Node *newNode = first;
    while (newNode != nullptr)
    {
        cout << newNode->data << " ";
        newNode = newNode->next;
    }
    cout << endl;
}

void reversePrint(Node *p)
{
    if (p != nullptr)
    {
        reversePrint(p->next);
        cout << p->data << " ";
    }
}

void countOccurence(int key)
{
    Node *temp = first;
    int count = 0;
    while (temp != NULL)
    {

```

```

        if (temp->data == key)
        {
            count++;
        }
        temp = temp->next;
    }
    cout << "Count of " << key << " is " << count << endl;
}

};

void traverseThroughHead(Node *head)
{
    Node *temp = head;
    while (temp != NULL)
    {
        cout << temp->data << " ";
        temp = temp->next;
    }
    cout << endl;
}

Node *mergeTwoLists(Node *l1, Node *l2)
{
    Node *head = new Node();
    Node *temp = head;
    while (l1 != NULL && l2 != NULL)
    {
        if (l1->data < l2->data)
        {
            temp->next = l1;
            l1 = l1->next;
        }
        else
        {
            temp->next = l2;
            l2 = l2->next;
        }
        temp = temp->next;
    }

```

```

    }
    if (l1 != NULL)
    {
        temp->next = l1;
    }
    if (l2 != NULL)
    {
        temp->next = l2;
    }
    return head->next;
}

int main()
{
    LinkedList *l1 = new LinkedList();
    LinkedList *l2 = new LinkedList();
    l1->insert_end();
    l1->insert_end();
    l1->traverse();
    l1->insert_start();
    l1->insert_start();
    l1->traverse();
    l1->reversePrint(l1->first);
    cout << endl;
    l2->insert_end();
    l2->insert_start();
    l2->delete_first();
    l2->insert_end();
    cout<<l2->search(10);
    cout<<endl;
    l2->insert_start();
    l2->insert_start();
    l2->insert_start();
    l2->traverse();
    Node *l3 = mergeTwoLists(l1->first, l2->first);
    // Testing merge two linked lists.
    traverseThroughHead(l3);
}

```



```
    return 0;  
}
```

Output:

```
    } ; if ($?) { .\SLA1 }  
Enter the data in node:21  
Enter the data in node:23  
21 23  
Enter the data in node:44  
Enter the data in node:54  
54 44 21 23  
23 21 44 54  
Enter the data in node:32  
Enter the data in node:33  
Enter the data in node:10  
0x727d20  
Enter the data in node:43  
Enter the data in node:421  
Enter the data in node:75  
75 421 43 32 10  
54 44 21 23 75 421 43 32 10  
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```

Output 2

```
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A1 } ; if ($?) { .\SLA1 }  
Enter the data in node:12  
Enter the data in node:32  
12 32  
Enter the data in node:43  
Enter the data in node:435  
435 43 12 32  
32 12 43 435  
Enter the data in node:43  
Enter the data in node:23  
Enter the data in node:10
```