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## **Data Structure And Algorithm**

### **Lab Report**

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# Experiment # 1

## Double Linked List

### Objective

To understand and implement the Double Link List Problem.

### Software Tool

1. DEV C++

## 1 Theory

Doubly linked list implementation. A doubly-linked list is a linked data structure that consists of a set of sequentially linked records called nodes. Each node contains two fields, called links, that are references to the previous and to the next node in the sequence of nodes.

A node can be added in four ways

- 1) At the front of the DLL
- 2) After a given node.
- 3) At the end of the DLL
- 4) Before a given node.

## 2 Task

### 2.1 Procedure: Task 1

```
#include<iostream>
#include<cstdio>
#include<stdlib>

using namespace std;
struct node
{
```

```

    int info;
    struct node *next;
    struct node *prev;
}*start;

class double_llist
{
    public:
        void create_list(int value);
        void add_begin(int value);
        void add_after(int value, int position);
        void delete_element(int value);
        void search_element(int value);
        void display_dlist();
        void count();
        void reverse();
        double_llist()
        {
            start = NULL;
        }
};

int main()
{
    int choice, element, position;
    double_llist dl;
    while (1)
    {
        cout<<endl<<"_____<<endl;
        cout<<endl<<" Operations on Doubly linked list<<endl;
        cout<<endl<<"_____<<endl;
        cout<<" 1.Create_Node<<endl;
        cout<<" 2.Add_at_begining<<endl;
        cout<<" 3.Add_after_position<<endl;
        cout<<" 4.Delete<<endl;
        cout<<" 5.Display<<endl;
        cout<<" 6.Count<<endl;
        cout<<" 7.Reverse<<endl;
        cout<<" 8.Quit<<endl;
    }
}

```

```

cout<<"Enter your choice : ";
cin>>choice;
switch ( choice )
{
case 1:
    cout<<"Enter the element : ";
    cin>>element;
    dl.create_list(element);
    cout<<endl;
    break;
case 2:
    cout<<"Enter the element : ";
    cin>>element;
    dl.add_begin(element);
    cout<<endl;
    break;
case 3:
    cout<<"Enter the element : ";
    cin>>element;
    cout<<"Insert Element after postion : ";
    cin>>position;
    dl.add_after(element, position);
    cout<<endl;
    break;
case 4:
    if (start == NULL)
    {
        cout<<"List empty, nothing to delete"<<endl;
        break;
    }
    cout<<"Enter the element for deletion : ";
    cin>>element;
    dl.delete_element(element);
    cout<<endl;
    break;
case 5:
    dl.display_dlist();
    cout<<endl;
    break;
case 6:

```

```

        dl.count();
        break;
    case 7:
        if (start == NULL)
        {
            cout<<"List _empty , nothing _to _reverse"<<endl;
            break;
        }
        dl.reverse();
        cout<<endl;
        break;
    case 8:
        exit(1);
    default:
        cout<<"Wrong _choice"<<endl;
    }
}
return 0;
}

void double_llist::create_list(int value)
{
    struct node *s, *temp;
    temp = new(struct node);
    temp->info = value;
    temp->next = NULL;
    if (start == NULL)
    {
        temp->prev = NULL;
        start = temp;
    }
    else
    {
        s = start;
        while (s->next != NULL)
            s = s->next;
        s->next = temp;
        temp->prev = s;
    }
}
}

```

```

void double_llist::add_begin(int value)
{
    if (start == NULL)
    {
        cout<<"First_Create_the_list."<<endl;
        return;
    }
    struct node *temp;
    temp = new(struct node);
    temp->prev = NULL;
    temp->info = value;
    temp->next = start;
    start->prev = temp;
    start = temp;
    cout<<"Element_Inserted"<<endl;
}

void double_llist::add_after(int value, int pos)
{
    if (start == NULL)
    {
        cout<<"First_Create_the_list."<<endl;
        return;
    }
    struct node *tmp, *q;
    int i;
    q = start;
    for (i = 0; i < pos - 1; i++)
    {
        q = q->next;
        if (q == NULL)
        {
            cout<<"There_are_less_than ";
            cout<<pos<<"_elements."<<endl;
            return;
        }
    }
    tmp = new(struct node);
    tmp->info = value;

```

```

    if (q->next == NULL)
    {
        q->next = tmp;
        tmp->next = NULL;
        tmp->prev = q;
    }
    else
    {
        tmp->next = q->next;
        tmp->next->prev = tmp;
        q->next = tmp;
        tmp->prev = q;
    }
    cout<<"Element_Inserted"<<endl;
}

void double_llist::delete_element(int value)
{
    struct node *tmp, *q;
    if (start->info == value)
    {
        tmp = start;
        start = start->next;
        start->prev = NULL;
        cout<<"Element_Deleted"<<endl;
        free(tmp);
        return;
    }
    q = start;
    while (q->next->next != NULL)
    {
        if (q->next->info == value)
        {
            tmp = q->next;
            q->next = tmp->next;
            tmp->next->prev = q;
            cout<<"Element_Deleted"<<endl;
            free(tmp);
            return;
        }
    }
}

```

```

        q = q->next;
    }
    if (q->next->info == value)
    {
        tmp = q->next;
        free(tmp);
        q->next = NULL;
        cout<<"Element Deleted"<<endl;
        return;
    }
    cout<<"Element " <<value<<" not found"<<endl;
}

void double_llist::display_dlist()
{
    struct node *q;
    if (start == NULL)
    {
        cout<<"List Empty, nothing to display"<<endl;
        return;
    }
    q = start;
    cout<<"The Doubly Link List is : "<<endl;
    while (q != NULL)
    {
        cout<<q->info<<" <-> ";
        q = q->next;
    }
    cout<<"NULL"<<endl;
}

void double_llist::count()
{
    struct node *q = start;
    int cnt = 0;
    while (q != NULL)
    {
        q = q->next;
        cnt++;
    }
}

```



```

        cout<<"Number_of_elements_are:_"<<cnt<<endl;
    }

void double_llist::reverse()
{
    struct node *p1, *p2;
    p1 = start;
    p2 = p1->next;
    p1->next = NULL;
    p1->prev = p2;
    while (p2 != NULL)
    {
        p2->prev = p2->next;
        p2->next = p1;
        p1 = p2;
        p2 = p2->prev;
    }
    start = p1;
    cout<<"List_Reversed"<<endl;
}

```