DSA Assignment 5

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Answer 1:

// develop a menu driven program for different functions to be performed on linked list

```
#include<iostream>
using namespace std;
class Node{
  public:
  int data:
  static int total nodes;
  Node* next;
  Node(int data){
     this->next = NULL;
    this->data = data;
    total nodes++;
  }
};
void print(Node* &head){
  Node* temp=head;
  while(temp!=NULL){
     cout<<temp->data<<" ";
    temp=temp->next;
void InsertAtHead(Node* &head, int data){
  Node* temp=new Node(data);
  temp->next=head;
  head=temp;
void InsertionAtTail(Node* &tail, int data){
  Node* temp = new Node(data);
  tail->next=temp;
  tail=temp;
void InsertAfterCertainNode(int num, int data, Node* &head){
  Node* temp = head; // making a new node which points to head
  if(num>Node::total nodes){
    cout<<"Enter a valid number that is in range \n";
    return;
  int count=1;
  while(count!=num){
    temp=temp->next;
    count++;
  Node* value = new Node(data);
  value->next=temp->next;
  temp->next=value;
void DeleteBegining(Node* &head){
```

```
if (head==NULL){
    cout<<"List is empty ";
  }
  Node* temp=head; // making a temporary node to point to head
  head=head->next;
  delete temp; // deleting the first node
  Node::total_nodes--; // decreasing the value
void DeleteEnd(Node* &head, Node* &tail){
  if(head==NULL){
    cout<<"List is empty";
    return;
  Node* temp=head;
  int num=1;
  while(num!=(Node::total_nodes)-1){
    temp=temp->next;
    num++;
  tail=temp;
  temp=temp->next;
  tail->next=NULL;
  delete temp;
  Node::total_nodes--;
void DeleteSpecific(Node* &head, int value){
  if(value<=0 | value>Node::total_nodes){
     cout<<"Enter a valid node index ";
    return;
  Node* temp=head;
  int num=1;
  while(num!=value-1){
    temp=temp->next;
    num++;
  Node* newtemp=temp->next;
  temp->next=newtemp->next;
  delete newtemp;
void SearchNode(Node* &head, int value){
  Node* temp= head;
  int count=1;
  while(temp->data != value){
    temp=temp->next;
    count++;
    if(count==Node::total_nodes){
       cout<<"Number not present ";
       return;
    }
  cout<<"Number is present at "<<count<<" index";
  return:
int Node::total_nodes=0;
int main(){
  int number;
  int value;
```

```
int index:
  Node *node1=new Node(5); // we are making a one node linked list with value 5 to start the
process
  Node *head=node1:
  Node *tail=node1;
  cout<<"Press 1 to insert element at begining \nPress 2 to insert at end\nPress 3 to insert at
some index\nPress 4 to delete from begining\nPress 5 to delete from end\nPress 6 to delete at
some specific index\nPress 7 to search for some node and display its position from head if it is
present\nPress 8 to print the linked list\nPress 9 to exit the program";
  while(number!=9){
  cout<<"\nEnter your choice\n";
  cin>>number;
  switch(number){
     case 1:
     cout<< "Enter the value to insert in begining \n";
     cin>>value;
    InsertAtHead(head, value);
    break;
     case 2:
     cout<< "Enter value to insert in end \n";
     cin>>value:
     InsertionAtTail(tail, value);
    break;
     case 3:
     cout<<"Enter value to insert \n";
     cin>>value;
     cout<<"Enter index to insert \n";
     cin>>index;
     InsertAfterCertainNode(index,value,head);
     break:
     case 4:
     DeleteBegining(head);
     break:
     case 5:
     DeleteEnd(head,tail);
     break;
     case 6:
     cout<<"Enter index you want to delete"<<endl;
     cin>>index;
     DeleteSpecific(head,index);
     cout<<"Enter value you want to search"<<endl;
     cin>>value;
     SearchNode(head, value);
     break:
     case 8:
```

cout<<"Linked list is "<<endl;

print(head); break;

case 9: exit(0);

```
default:
    cout<<"Enter a valid number ";
}
}</pre>
```

```
Press 1 to insert element at begining
Press 2 to insert at end
Press 3 to insert at some index
Press 4 to delete from begining
Press 5 to delete from end
Press 6 to delete at some specific index
Press 7 to search for some node and display its position from head if it is present
Press 8 to print the linked list
Press 9 to exit the program
Enter your choice
Enter the value to insert in begining
Enter your choice
Enter value to insert in end
 Enter your choice
Enter value to insert
Enter index to insert
Enter your choice
Linked list is
2 5 2 5
Enter your choice
Enter your choice
Enter your choice
Enter the value to insert in begining
 Enter your choice
 2
Enter value to insert in end
20
  Enter your choice
  Enter index you want to delete
  Enter your choice
  Enter value you want to search
  Number is present at 1 index
Enter your choice
  8
Linked list is
  10 2 20
Enter your choice
   ;
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```

Answer 2

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

class Node {
public:
    int data;
    Node* next;
    static int total_nodes;
    Node(int data) {
```

```
this->data = data;
     this->next = NULL;
     total_nodes++;
  }
};
int Node::total_nodes=0;
void print(Node* head){
  while (head != NULL){
     cout<<head->data<<" ";
     head=head->next;
  cout<<endl;
void InsertEnd(Node* &tail, int data) {
  Node* temp=new Node(data);
  tail->next=temp;
  tail=temp;
void deleteOccurrences(Node* &head, int key) {
  while (head != NULL && head->data == key){
     Node* temp=head;
     head=head->next;
     delete temp;
     Node::total_nodes--;
  Node* curr = head;
  while (curr != NULL && curr->next != NULL) {
     if (curr->next->data == key){
       Node* temp=curr->next;
       curr->next=curr->next->next;
       delete temp;
       Node::total_nodes--;
     } else{
       curr=curr->next;
  }
int main() {
  Node* n1=new Node(1);
  Node* tail=n1;
  Node* head=n1;
  InsertEnd(tail, 2);
  InsertEnd(tail, 2);
  InsertEnd(tail, 3);
  InsertEnd(tail, 1);
  InsertEnd(tail, 1);
  InsertEnd(tail, 5);
  InsertEnd(tail, 6);
  cout<< "Original list: ";
  print(head);
  int key;
cout<<"Enter key value: ";
  cin>>key;
  deleteOccurrences(head,key);
  cout<< "Modified list: ";
  print(head);
  cout<<"Total nodes left: "<< Node::total_nodes<<endl;</pre>
}
```

```
Original list: 1 2 2 3 1 1 5 6
Enter key value: 1
Modified list: 2 2 3 5 6
Total nodes left: 5
jashnoorsingh@Jashnoors-MacBook-Air DSA assignm
assignment5/" && g++ q2.cpp -o q2 && "/Users/j
Original list: 1 2 2 3 1 1 5 6
Enter key value: 2
Modified list: 1 3 1 1 5 6
Total nodes left: 6
jashnoorsingh@Jashnoors-MacBook-Air DSA assignm
assignment5/" && g++ q2.cpp -o q2 && "/Users/j
Original list: 1 2 2 3 1 1 5 6
Enter key value: 3
Modified list: 1 2 2 1 1 5 6
Total nodes left: 7
jashnoorsingh@Jashnoors-MacBook-Air DSA assignm
  assignment5/" && g++ q2.cpp -o q2 && "/Users/j
Original list: 1 2 2 3 1 1 5 6
Enter key value: 5
Modified list: 1 2 2 3 1 1 6
Total nodes left: 7
jashnoorsingh@Jashnoors-MacBook-Air DSA assignm
assignment5/" && g++ q2.cpp -o q2 && "/Users/j
Original list: 1 2 2 3 1 1 5 6
Enter key value: 6
Modified list: 1 2 2 3 1 1 5
Total nodes left: 7
jashnoorsingh@Jashnoors-MacBook-Air DSA assignm
assignment5/" && g++ q2.cpp -o q2 && "/Users/j
Original list: 1 2 2 3 1 1 5 6
Enter key value: 10
Modified list: 1 2 2 3 1 1 5 6
Total nodes left: 8
```

Answer 3:

```
// middle of linked list
#include <iostream>
using namespace std;
class Node{
  public:
  int data;
  static int total_nodes;
  Node* next;
  Node(int data){
     this->data = data;
     this->next = NULL;
     total_nodes++;
  }
};
int Node::total_nodes=0;
void insertAtEnd(Node* &tail,int data){
  Node* temp=new Node(data);
  tail->next=temp;
  tail=temp;
void middle(Node* head){
  int num=1;
  while(num!=((Node::total_nodes)/2)+1){
     head=head->next;
```

```
num++;
  }
  cout<< "Middle node is "<<head->data;
}
int main(){
  Node *n1=new Node(1);
  Node* tail=n1;
  Node* head=n1;
  insertAtEnd(tail,5);
  insertAtEnd(tail,4);
  insertAtEnd(tail.3):
  insertAtEnd(tail,2);
  if((Node::total_nodes)%2==0){
     cout<<"we have even number of nodes and middle element is not there ";
  }
  else{
     middle(head);
  }
}
```

Middle node is 42

Answer 4:

```
#include <iostream>
using namespace std;
class Node{
  public:
  int data:
  Node* next;
  Node(int data){
    this->data = data;
    this->next = NULL;
};
void insertAtBegining(Node* &head, int data){
  Node* temp= new Node(data);
  temp->next=head;
  head=temp;
void insertAtEnd(Node* &tail,int data){
  Node* temp=new Node(data);
  tail->next=temp;
  tail=temp;
void print(Node* &newhead){
  Node* temp=newhead;
  while(temp!=NULL){
     cout<<temp->data<<" ";
    temp=temp->next;
  }
}
```

```
Node* reversal(Node* head) {
  Node* newhead = NULL;
  Node* temp = head;
  while (temp != NULL) {
     insertAtBegining(newhead, temp->data);
     temp = temp->next;
  return newhead;
}
int main(){
  Node* n1= new Node(1);
  Node *tail=n1;
  Node *head=n1;
  insertAtEnd(tail,2);
  insertAtEnd(tail,3);
  insertAtEnd(tail,4);
  insertAtEnd(tail,5);
  cout << "Original list: ";
  print(head);
  Node* reversed = reversal(head);
  cout << "\nReversed List: ";</pre>
  print(reversed);
}
```

