

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 1\_COD\_Question 3

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### **Section 1 : Coding**

##### **1. Problem Statement**

Imagine you are working on a text processing tool and need to implement a feature that allows users to insert characters at a specific position.

Implement a program that takes user inputs to create a singly linked list of characters and inserts a new character after a given index in the list.

##### ***Input Format***

The first line of input consists of an integer N, representing the number of characters in the linked list.

The second line consists of a sequence of N characters, representing the linked list.

The third line consists of an integer index, representing the index(0-based) after

which the new character node needs to be inserted.

The fourth line consists of a character value representing the character to be inserted after the given index.

### ***Output Format***

If the provided index is out of bounds (larger than the list size):

1. The first line of output prints "Invalid index".
2. The second line prints "Updated list: " followed by the unchanged linked list values.

Otherwise, the output prints "Updated list: " followed by the updated linked list after inserting the new character after the given index.

Refer to the sample output for formatting specifications.

### ***Sample Test Case***

Input: 5

a b c d e

2

X

Output: Updated list: a b c X d e

### ***Answer***

```
// You are using GCC
```

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
struct Node {  
    char data;  
    struct Node* next;  
};
```

```
struct Node* createNode(char value) {  
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));  
    newNode->data = value;
```

```
newNode->next = NULL;
return newNode;
}
```

```
struct Node* insertAfterIndex(struct Node* head, int index, char value) {
    struct Node* newNode = createNode(value);
```

```
    if (index == -1) {
        newNode->next = head;
        return newNode;
    }
```

```
    struct Node* current = head;
    for (int i = 0; i < index; i++) {
        if (current == NULL) {
            printf("Invalid index\n");
            return head;
        }
        current = current->next;
    }
```

```
    if (current != NULL) {
        newNode->next = current->next;
        current->next = newNode;
    } else {
        printf("Invalid index\n");
    }
    return head;
}
```

```
void displayList(struct Node* head) {
    struct Node* current = head;
    while (current != NULL) {
        printf("%c ", current->data);
        current = current->next;
    }
    printf("\n");
}
```

```
int main() {
    struct Node* head = NULL;
```

```
int n;
char value;

scanf("%d", &n);

for (int i = 0; i < n; i++) {
    scanf(" %c", &value);

    struct Node* newNode = createNode(value);
    if (head == NULL) {
        head = newNode;
    } else {
        struct Node* current = head;
        while (current->next != NULL) {
            current = current->next;
        }
        current->next = newNode;
    }
}

int index;
scanf("%d", &index);

scanf(" %c", &value);

head = insertAfterIndex(head, index, value);

printf("Updated list: ");
displayList(head);

return 0;
}
```

**Status :** Correct

**Marks : 10/10**