

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 2\_COD\_Question 1

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

Your task is to create a program to manage a playlist of items. Each item is represented as a character, and you need to implement the following operations on the playlist.

Here are the main functionalities of the program:

Insert Item: The program should allow users to add items to the front and end of the playlist. Items are represented as characters. Display Playlist: The program should display the playlist containing the items that were added.

To implement this program, a doubly linked list data structure should be used, where each node contains an item character.

**Input Format**

The input consists of a sequence of space-separated characters, representing the items to be inserted into the doubly linked list.

The input is terminated by entering - (hyphen).

### ***Output Format***

The first line of output prints "Forward Playlist: " followed by the linked list after inserting the items at the end.

The second line prints "Backward Playlist: " followed by the linked list after inserting the items at the front.

Refer to the sample output for formatting specifications.

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

Input: a b c -

Output: Forward Playlist: a b c

Backward Playlist: c b a

### ***Answer***

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

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

```
struct Node {  
    char item;  
    struct Node* next;  
    struct Node* prev;  
};
```

```
// Function to insert at the end
```

```
void insertAtEnd(struct Node** head, char item) {  
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));  
    newNode->item = item;  
    newNode->next = NULL;  
    newNode->prev = NULL;
```

```
    if (*head == NULL) {  
        *head = newNode;
```

```
    } else {  
        struct Node* temp = *head;  
        while (temp->next != NULL) {  
            temp = temp->next;  
        }  
        temp->next = newNode;  
        newNode->prev = temp;  
    }  
}
```

```
// Function to display forward  
void displayForward(struct Node* head) {
```

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

```
// Function to display backward  
void displayBackward(struct Node* tail) {
```

```
    struct Node* temp = tail;  
    while (temp != NULL) {  
        printf("%c ", temp->item);  
        temp = temp->prev;  
    }  
    printf("\n");  
}
```

```
// Function to free memory  
void freePlaylist(struct Node* head) {  
    struct Node* temp;  
    while (head != NULL) {  
        temp = head;  
        head = head->next;  
        free(temp);  
    }  
}
```

```
int main() {
    struct Node* playlist = NULL;
    char item;

    while (1) {
        scanf(" %c", &item);
        if (item == '-') {
            break;
        }
        insertAtEnd(&playlist, item);
    }

    struct Node* tail = playlist;
    while (tail->next != NULL) {
        tail = tail->next;
    }

    printf("Forward Playlist: ");
    displayForward(playlist);

    printf("Backward Playlist: ");
    displayBackward(tail);

    freePlaylist(playlist);

    return 0;
}
```

**Status :** Correct

**Marks :** 10/10