

Rajalakshmi Engineering College

Name: Kirubashini R
Email: 241501087@rajalakshmi.edu.in
Roll no: 241501087
Phone: 9843749339
Branch: REC
Department: I AIML AD
Batch: 2028
Degree: B.E - AI & ML

Scan to verify results



NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_COD_Question 5

Attempt : 1
Total Mark : 10
Marks Obtained : 10

Section 1 : Coding

1. Problem Statement

Milton is a diligent clerk at a school who has been assigned the task of managing class schedules. The school has various sections, and Milton needs to keep track of the class schedules for each section using a stack-based system.

He uses a program that allows him to push, pop, and display class schedules for each section. Milton's program uses a stack data structure, and each class schedule is represented as a character. Help him write a program using a linked list.

Input Format

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the character onto the stack. If the choice is 1, the following input is a space-separated character, representing the class schedule to be pushed onto the stack.

Choice 2: Pop class schedule from the stack

Choice 3: Display the class schedules in the stack.

Choice 4: Exit the program.

Output Format

The output displays messages according to the choice and the status of the stack:

- If the choice is 1, push the given class schedule to the stack and display the following: "Adding Section: [class schedule]"
- If the choice is 2, pop the class schedule from the stack and display the following: "Removing Section: [class schedule]"
- If the choice is 2, and if the stack is empty without any class schedules, print "Stack is empty. Cannot pop."
- If the choice is 3, print the class schedules in the stack in the following: "Enrolled Sections: " followed by the class schedules separated by space.
- If the choice is 3, and there are no class schedules in the stack, print "Stack is empty"
- If the choice is 4, exit the program and display the following: "Exiting the program"
- If any other choice is entered, print "Invalid choice"

Refer to the sample output for the exact format.

Sample Test Case

Input: 1 d

1 h

3

2

3

4

Output: Adding Section: d
Adding Section: h
Enrolled Sections: h d
Removing Section: h
Enrolled Sections: d
Exiting program

Answer

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

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

```
struct Node* top = NULL;
```

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

```
void push(char value) {
    //Type your code here
    struct Node* newnode=(struct Node*)malloc(sizeof(struct Node));
    if (newnode!=NULL)
    {
        newnode->data=value;
        newnode->next=top;
        top=newnode;
    }
    printf("Adding Section: %c\n",value);
}
```

```
void pop() {
    //Type your code here
    struct Node* temp=top;
    if (temp==NULL)
        printf("Stack is empty. Cannot pop.");
    else{
        printf("Removing Section: %c\n",temp->data);
        top=temp->next;
    }
}
```

```
}
```

```
void displayStack() {  
    //Type your code here  
    struct Node* temp=top;  
    if (temp==NULL)  
        printf("Stack is empty");  
    else  
    {  
        printf("Enrolled Sections: ");  
        while(temp!=NULL)  
        {  
            printf("%c ",temp->data);  
            temp=temp->next;  
        }  
    }  
    printf("\n");  
}
```

```
int main() {  
    int choice;  
    char value;  
    do {  
        scanf("%d", &choice);  
        switch (choice) {  
            case 1:  
                scanf(" %c", &value);  
                push(value);  
                break;  
            case 2:  
                pop();  
                break;  
            case 3:  
                displayStack();  
                break;  
            case 4:  
                printf("Exiting program\n");  
                break;  
            default:  
                printf("Invalid choice\n");  
        }  
    } while (choice != 4);
```

```
} return 0;
```

Status : Correct

Marks : 10/10