LAB-06

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Q1. Circular Linked List. (in cpp)

```
√ // CS23B1034

 // K V Jaya Harsha
  #include <iostream>
 using namespace std;

∨ struct Node{
      int data;
      Node *next;
  };
V Node *create_l_l(int n){
      Node *head = nullptr;
      Node *temp = nullptr;
      Node *last = nullptr;
      int value;
      for (int i = 0; i < n; i++)
          cout << "Element " << (i + 1) << " : ";</pre>
          cin >> value;
          Node *newNode = new Node;
          newNode->data = value;
          newNode->next = nullptr;
          if (head == nullptr){
              head = newNode;
              last = head;
          else{
              last->next = newNode;
              last = newNode;
      if (last != nullptr){
          last->next = head;
      return head;
```

```
void display_l_l(Node *head){
    if (head == nullptr)
        return;
    Node *temp = head;
    do{
        cout << temp->data << " -> ";
        temp = temp->next;
    } while (temp != head);
    cout << "(head)" << endl;</pre>
}
int main(){
    cout << "Number of nodes: ";</pre>
    int n;
    cin >> n;
    Node *head = create 1 1(n);
    cout << "Circular Linked List: ";</pre>
    display_1_1(head);
    return 0;
```

```
Number of nodes: 5

Element 1 : 9

Element 2 : 2

Element 3 : 6

Element 4 : 34

Element 5 : 7

Circular Linked List: 9 -> 2 -> 6 -> 34 -> 7 -> (head)
```

Q2. Interchange kth and k+1th node of circular linked list. (in cpp)

```
interchange-circular-linkeu-iiscepp
// CS23B1034
// K V Jaya Harsha
#include <iostream>
using namespace std;
struct Node{
    int data;
    Node *next;
};
Node *create_1_1(int n){
    Node *head = nullptr;
    Node *temp = nullptr;
    Node *last = nullptr;
    int value;
    for (int i = 0; i < n; i++){
        cout << "Element " << (i + 1) << " : ";
        cin >> value;
        Node *newNode = new Node;
        newNode->data = value;
        newNode->next = nullptr;
        if (head == nullptr){
            head = newNode;
            last = head;
        else{
            last->next = newNode;
            last = newNode;
    if (last != nullptr){
        last->next = head;
    return head;
void display_l_l(Node *head){
    if (head == nullptr)
        return;
    Node *temp = head;
    do{
        cout << temp->data << " -> ";
        temp = temp->next;
    } while (temp != head);
    cout << "(HEAD)" << endl;
```

```
void interchange(Node *&head, int value){
    cout << "You are interchanging " << value << " and " << value + 1 << " . " << endl;
    if (head==NULL)|head->next==head||value<1){
        return;
    }
    Node *a = NULL;
    Node *b = head;
    for (int i = 1; i < value; ++i){
        a = b;
        b = b->next;
        if (b == head)
            return;
    }
    Node *bb = b->next;
    if (bb == head)
        return;
    if (a != NULL){
        a ->next = bb;
    }
    else{
        head = bb;
    }
    b->next = bb->next;
    bb->next = b;
    if (b->next == head){
        Node *temp = head;
        while (temp->next != b){
            temp = temp->next;
        }
        temp->next = b;
    }
}
```

```
linked-list } ; if ($?) { .\k-interchange-circular-linked-list }
Number of nodes: 4
Element 1 : 1
Element 2 : 3
Element 3 : 4
Element 4 : 6
Circular Linked List: 1 -> 3 -> 4 -> 6 -> (HEAD)
Enter the no of node to interchange 2
You are interchanging 2 and 3.
The interchanged Circular Linked List: 1 -> 4 -> 3 -> 6 -> (HEAD)
PS C:\Users\harsh\OneDrive\Documents\Desktop\challenge\dsa\labs\lab-6>
```

Q3. Doubly linked list with function to count no of non zero nodes. (in cpp)

```
// CS23B1034
#include <iostream>
using namespace std;
struct Node{
    Node *next;
    Node *prev;
};
Node *create_dll(int n){
    Node *head = nullptr;
    Node *temp = nullptr;
    Node *newNode = nullptr;
    for (int i = 0; i < n; i++){
        cout << "Element " << (i + 1) << " : ";
        newNode = new Node;
        newNode->data = value;
        newNode->next = nullptr;
        newNode->prev = nullptr;
        if (head == nullptr){
            head = newNode;
            temp = head;
            while (temp->next != nullptr){
                temp = temp->next;
            temp->next = newNode;
            newNode->prev = temp;
void display_forward(Node *head){
    Node *temp = head;
    while (temp != nullptr){
        temp = temp->next;
    cout << "NULL" << endl;</pre>
}
void display_backward(Node *tail){
    Node *temp = tail;
    while (temp != nullptr){
        cout << temp->data << " -> ";
        temp = temp->prev;
    cout << "NULL" << endl;</pre>
```

```
int count_non_zero(Node *head){
    int count = 0;
   Node *temp = head;
    while (temp != nullptr){
        if (temp->data != 0){
        temp = temp->next;
int main(){
    cout << "Number of nodes: ";</pre>
    Node *head = create_dll(n);
    cout << "DLL_Forword: ";</pre>
    display_forward(head);
    Node *tail = head;
    while (tail != nullptr && tail->next != nullptr){
    cout << "DLL_Backside: ";</pre>
    display_backward(tail);
    int non_zero_count = count_non_zero(head);
    cout << "non-zero nodes: " << non_zero_count << endl;</pre>
    return 0;
```

```
Number of nodes: 4

Element 1 : 1

Element 2 : 2

Element 3 : 3

Element 4 : 4

DLL_Forword: 1 -> 2 -> 3 -> 4 -> NULL

DLL_Backside: 4 -> 3 -> 2 -> 1 -> NULL

non-zero nodes: 4
```