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Subject . Lab Data structure

Lab .9

Implement functions to insert node at first, last, Nth location, and centre of a circular linked list. And display in order and display in reverse order.

```
#include <iostream>
```

```
using namespace std;
```

```
class Node {
```

```
public:
```

```
    int data;
```

```
    Node* next;
```

```
    Node(int val) : data(val), next(nullptr) {}
```

```
};
```

```
class CircularLinkedList {
```

```
public:
```

```
    Node* head;
```

```
    CircularLinkedList() : head(nullptr) {}
```

```
    void insertFirst(int val) {
```

```
        Node* newNode = new Node(val);
```

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

```
void insertLast(int val) {  
    Node* newNode = new Node(val);  
    if (!head) {  
        head = newNode;  
        newNode->next = head;  
    } else {  
        Node* temp = head;  
        while (temp->next != head) temp = temp->next;  
        temp->next = newNode;  
        newNode->next = head;  
    }  
}
```

```
void insertNth(int val, int n) {  
    Node* newNode = new Node(val);
```

```

if (n == 1) {
    insertFirst(val);
    return;
}
Node* temp = head;
for (int i = 1; temp->next != head && i < n - 1; i++) {
    temp = temp->next;
}
if (temp->next == head) return;
newNode->next = temp->next;
temp->next = newNode;
}

```

```

void insertCentre(int val) {
    if (!head) return;
    Node* slow = head;
    Node* fast = head;
    while (fast->next != head && fast->next->next != head) {
        slow = slow->next;
        fast = fast->next->next;
    }
    Node* newNode = new Node(val);
    newNode->next = slow->next;
    slow->next = newNode;
}

```

```

void display() {

```

```

    if (!head) return;
    Node* temp = head;
    do {
        cout << temp->data << " ";
        temp = temp->next;
    } while (temp != head);
    cout << endl;
}

```

```

void displayReverse() {
    if (!head) return;
    Node* temp = head;
    do {
        temp = temp->next;
    } while (temp->next != head);
    while (temp != head) {
        cout << temp->data << " ";
        Node* prev = head;
        while (prev->next != temp) prev = prev->next;
        temp = prev;
    }
    cout << temp->data << endl;
}

};

```

```

int main() {
    CircularLinkedList cl;

```

```
cll.insertFirst(10);  
cll.insertLast(20);  
cll.insertLast(30);  
cll.insertNth(25, 3);  
cll.insertCentre(15);  
cout << "Circular Linked List: ";  
cll.display();  
cout << "Reverse Circular Linked List: ";  
cll.displayReverse();  
return 0;
```



C++ Online Compiler

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main.c...

Output



```
Circular Linked List: 10 20 15 25 30
Reverse Circular Linked List: 30 25 15 20
10
```

```
=== Code Execution Successful ===
```

```
}
```