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LP#5

WAP to implement singly linked list with following operations

- create a linked list
- insertion of a node at first position, and at end of list
- display the contents of the linked list
- deletion of first element and at last element in the list.

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

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

```
struct node {
```

```
int info;
```

```
struct node *link;
```

```
};
```

```
typedef struct node *NODE;
```

```
NODE getnode()  
{
```

```
    NODE x;
```

```
    x = (NODE) malloc (sizeof (struct node));
```

```
    if (x == NULL)  
{
```

```
        printf ("mem full\n");
```

```
        exit(10);
```

```
    }
```

```
    return x;
```

```
}
```

```
void freenode (NODE x)
```

```
{
```

```
    free (x);
```

```
}
```

```
NODE insert_front (NODE first, int item)
```

```
{
```

```
    NODE temp;
```

```
    temp = getnode();
```

```
    temp->info = item;
```

```
    temp->link = NULL;
```

```
    if (first == NULL)
```



```
return temp;
```

```
temp → link = first;
```

```
first = temp;
```

```
return first;
```

```
}
```

```
NODE delete_front (NODE first)
```

```
{
```

```
    NODE temp;
```

```
    if (first == NULL)
```

```
    {
```

```
        printf ("list is empty cannot delete \n");
```

```
        return first;
```

```
    }
```

```
    temp = first;
```

```
    temp = temp → link;
```

```
    printf ("item deleted at front end is = %d \n", first → info);
```

```
    free (first);
```

```
    return temp;
```

```
}
```

```
NODE insert_rear (NODE first, int item)
```

```
{
```

```
    NODE temp, new;
```

```
    temp = getnode();
```



```
temp → info = item;
```

```
temp → link = NULL;
```

```
if (first == NULL)
```

```
    return temp;
```

```
cur = first;
```

```
while (cur → link != NULL)
```

```
{ cur = cur → link; }
```

```
cur → link = temp;
```

```
return first;
```

```
}
```

```
NODE delete_rear (NODE first)
```

```
{
```

```
    NODE cur, prev;
```

```
    if (first == NULL)
```

```
    {
```

```
        printf ("list is empty cannot delete \n");
```

```
        return first;
```

```
    }
```

```
    if (first → link == NULL)
```

```
    {
```

```
        printf ("item deleted is %d\n", first → info);
```

```
        free (first);
```

```
        return NULL;
```

```

    }
    prev = NULL;
    cur = first;
    while (cur → link) = NULL)
    {
        prev = cur;
        cur = cur → link;
    }

    printf ("Item deleted at rear-end is %d", cur → info);
    free (cur);
    prev → link = NULL;
    return first;
}

```

```

void display (NODE first)
{
    NODE temp;
    if (first == NULL)
        printf ("list empty cannot display items\n");
    for (temp = first; temp != NULL; temp = temp → link)
    {
        printf ("%d\n", temp → info);
    }
}

```



```
int main () {  
    int item, choice;  
    NODE first = NULL;  
    printf ("1: Insert front 2: Delete front 3: Insert rear 4: Delete  
    rear 5: display list 6: Exit\n");  
    do  
    {  
        printf ("\n enter the choice\n");  
        scanf ("%d", &choice);  
        switch (choice)  
        {  
            case 1: printf ("enter the item at front-end\n");  
                    scanf ("%d", &item);  
                    first = insert_front (first, item);  
                    break;  
            case 2: first = delete_front (first);  
                    break;  
            case 3: printf ("enter the item at rear-end\n");  
                    scanf ("%d", &item);  
                    first = insert_rear (first, item);  
                    break;  
            case 4: first = delete_rear (first);  
                    break;  
            case 5: display (first); break;  
        }
```

```
case 6: break;
```

```
default: break;
```

```
}
```

```
} while (choice != 6);
```

```
return 0;
```

```
}
```