## Practical - 4

AIM: Implementation and time analysis of Circular linked list.

```
#include <iostream>
using namespace std;
class Node
public:
    int data;
    Node *next;
    Node(int x)
        this->data = x;
        this->next = NULL;
    };
};
void InsertAtStart(Node *&head, int value)
    Node *newNode = new Node(value);
    if (head == NULL)
        head = newNode;
        head->next = head;
        return;
    }
    Node *temp = head;
    while (temp->next != head)
        temp = temp->next;
    newNode->next = temp->next;
    temp->next = newNode;
    head = newNode;
}
void InsertAtlast(Node *head, int value)
    Node *newNode = new Node(value);
    if (head == NULL)
        head = newNode;
        head->data = newNode->data;
        head->next = head;
        return;
    }
    Node *temp = head;
    while (temp->next != head)
        temp = temp->next;
    newNode->next = temp->next;
    temp->next = newNode;
}
```

```
void insertInOrder(Node *&head, int value)
   bool value_inserted = false;
   Node *newNode = new Node(value);
    if (head == NULL)
        head = newNode;
        head->next = head;
        return;
    }
   Node *temp = head;
   if (value <= head->data)
        Node *temp = head;
        while (temp->next != head)
            temp = temp->next;
        newNode->next = temp->next;
        temp->next = newNode;
        head = newNode;
        value_inserted = true;
    }
   else
        while (temp->next != head && temp->next->data < value)</pre>
            temp = temp->next;
        newNode->next = temp->next;
        temp->next = newNode;
   }
}
void deleteNodeByValue(Node *&head, int value)
    if (head == NULL)
        cout << "Linked list is empty";</pre>
        return;
    }
   Node *temp = head;
   while (temp->next != head && temp->next->data != value)
    {
        temp = temp->next;
    }
   if (temp->next == temp)
        head->next == NULL;
        head->data = 0;
        return;
   temp->next = temp->next->next;
}
```

```
void display(Node *head)
    if (head == NULL)
    {
        cout << "linked list is empty" << endl;</pre>
        return;
    Node *temp = head;
    int counter = 0;
    do
    {
        cout << temp->data << "->";
        temp = temp->next;
        counter++;
    } while (temp != head);
    cout << endl;</pre>
    cout << "|";
    for (int i = 0; i <= counter; i++)</pre>
        cout << "
    }
    cout << " |";
    cout << endl;</pre>
    for (int i = 0; i \leftarrow counter + 1; i++)
        cout << " <-";
    }
    cout << endl;</pre>
}
int main()
    Node *head = NULL;
    int value, choice = 0;
    cout << "1) Show " << endl;</pre>
    cout << "2) insert at start " << endl;</pre>
    cout << "3) insert at end " << endl;</pre>
    cout << "4) insert Inorder " << endl;</pre>
    cout << "5) delete by value " << endl;
    cout << "6) Exit " << endl;
    do
    {
        cout << "enter choice :";</pre>
        cin >> choice;
        switch (choice)
        case 1:
             display(head);
             break;
        case 2:
             cout << "Enter Value : ";</pre>
             cin >> value;
             InsertAtStart(head, value);
             break;
        case 3:
             cout << "Enter Value : ";</pre>
             cin >> value;
             InsertAtlast(head, value);
             break;
```

## **OUTPUT**

```
1) Show
2) insert at start
3) insert at end
4) insert Inorder
delete by value
6) Exit
enter choice :1
linked list is empty
enter choice :2
Enter Value: 40
enter choice :2
Enter Value: 30
enter choice :2
Enter Value : 20
enter choice :1
20->30->40->
 <- <- <- <- <-
enter choice :3
Enter Value: 50
enter choice :1
20->30->40->50->
 <- <- <- <- <- <-
enter choice :4
Enter Value: 35
enter choice :1
20->30->35->40->50->
enter choice :5
Enter Value: 35
enter choice :1
20->30->40->50->
```

## Time analysis

Operation	Time Complexity
Insert at Start	O(1)
Insert at End	O(n)
Insert in Order	O(n)
Delete by Value	O(n)
Display	O(n)