

## Lab - 12

### Doubly Linked List

→

```
# include <stdio.h>
# include <stdlib.h>
struct node
{
    int info;
    struct node *rlink;
    struct node *llink;
};
typedef struct node *NODE;
NODE getnode()
{
    NODE x;
    x = (NODE)malloc(sizeof(struct node));
    if(x==NULL)
    {
        printf("Memory full\n");
        exit(0);
    }
    return x;
}
void freenode(NODE x)
{
    free(x);
}
```

}

NODE disinsert\_front (int item, NODE head)

{

NODE temp, cur;

temp = getnode();

temp → info = item;

temp → llink = NULL;

temp → rlink = NULL;

cur = head → rlink;

head → rlink = temp;

temp → llink = head;

temp → rlink = temp;

return head;

}

NODE disinsert\_rear (int item, NODE head)

{

NODE temp, cur;

temp = getnode();

temp → info = item;

temp → llink = NULL;

temp → rlink = NULL;

cur = head → llink.

head → llink = temp;

$\text{temp} \rightarrow \text{rlink} = \text{head};$

$\text{cur} \rightarrow \text{rlink} = \text{temp};$

$\text{temp} \rightarrow \text{llink} = \text{cur};$

$\text{return head;}$

}

NODE ddelete-front(NODE head)

{

NODE cur, next;

if( $\text{head} \rightarrow \text{rlink} == \text{head}$ )

{

printf("List is empty \n");

$\text{return head;}$

}

$\text{cur} = \text{head} \rightarrow \text{rlink};$

$\text{next} = \text{cur} \rightarrow \text{rlink};$

$\text{head} \rightarrow \text{rlink} = \text{next};$

$\text{next} \rightarrow \text{llink} = \text{head}$

printf("Item deleted at the front end is

$\cdot \text{d} \n", \text{cur} \rightarrow \text{info});$

$\text{free}(\text{cur});$

$\text{return head;}$

}

NODE ddelete-rear(NODE head) {

```
NODE cur, prev;
if (head->rlink == head)
{
    printf("List is empty\n");
    return head;
}
cur = head->llink;
prev = cur->llink;
prev->rlink = head;
head->llink = prev;
printf ("Item deleted at the rear end is : %d\n",
        cur->info);
free (cur);
return head;
}

void display(NODE head)
{
    NODE temp;
    if (head->rlink == head)
    {
        printf("List is empty");
    }
    printf ("The contents of the list are :\n");
    temp = head->llink;
    while (temp != head) L
```

```
{  
    printf ("%d\n", temp->info);  
    temp = temp->rlink;  
}  
}  
  
void dsearch (int key, NODE head)  
{  
    NODE cur;  
    int count;  
    if (head->rlink == head)  
    {  
        printf ("List is empty\n");  
    }  
    cur = head->rlink;  
    count = 1;  
    while (cur != head && cur->info != key)  
    {  
        cur = cur->link;  
        count++;  
    }  
    if (cur == head)  
    {  
        printf ("Search unsuccessful\n");  
    }  
    else  
    {  
        printf ("Key element found at the position %d\n",  
               count);  
    }  
}
```

```
        }  
    }  
  
NODE insert_leftpos(int item, NODE head)  
{  
    NODE cur, prev, temp;  
    if (head->rlink == head)  
    {  
        printf ("List is empty\n");  
        return head;  
    }  
    cur = head->rlink;  
    while (cur != head)  
    {  
        if (cur->info == item)  
        {  
            break;  
        }  
        cur = cur->rlink;  
    }  
    if (cur == head)  
    {  
        printf ("No such item found in the list\n");  
        return head;  
    }  
    prev = cur->llink;  
    temp = getnode();
```

temp → llink = NULL;

temp → rlink = NULL;

printf ("Enter the item to be inserted at the  
left of the given item:\n");

scanf ("%d", &temp → info);

prev → rlink = temp;

temp → llink = prev;

temp → rlink = cur;

cur → llink = temp;

return head;

}  
NODE insert-rightpos (int item, NODE head)

{  
NODE temp, cur, next;

if (head → rlink == head)

{  
printf ("List is empty\n");

return head;

}

cur = head → rlink;

while (cur != head)

{  
if (cur → info == item)

{  
break;

}

    mu = mu  $\rightarrow$  rlink;

}

    if (mu == head)

{

        printf ("No such item found in the list.\n");

        return head;

}

    next = mu  $\rightarrow$  rlink;

    temp = getnode();

    temp  $\rightarrow$  llink = NULL;

    temp  $\rightarrow$  rlink = NULL;

    printf ("Enter the item to be inserted at the right of the given item :\n");

    scanf ("%d", &temp  $\rightarrow$  info);

    mu  $\rightarrow$  rlink = temp;

    temp  $\rightarrow$  llink = temp;

    temp  $\rightarrow$  rlink = next;

    return head;

}

NODE ddelete - duplicates (int item, NODE head)

{

    NODE prev, mu, next;

    int count = 0;

```
if (head → rlink == head)
{
    printf("List is empty\n");
    return head;
}

mr = head → rlink;
while (mr != head)
{
    if (mr → info != item)
    {
        mr = mr → rlink;
    }
    else
    {
        count++;
        if (count == 1)
        {
            mr = mr → rlink;
            continue;
        }
        else
        {
            prev = mr → llink;
            next = mr → rlink;
            prev → rlink = next;
            next → llink = prev;
            free(mr);
        }
    }
}
```

```
        mu = next;
    }
}
if (count == 0)
{
    printf ("No such item found in the list\n");
}
else
{
    printf ("All the duplicate elements of the
given item are removed successfully\n");
}
return head;
}

NODE delete_dll_key(int item, NODE head)
{
    NODE prev, mu, next;
    int count;
    if (head->next == head)
    {
        printf ("LE");
        return head;
    }
    count = 0;
    mu = head->rlink;
```

```
while (cur != head)
```

```
{
```

```
    if (item != cur->info)
```

```
        cur = cur->llink;
```

```
    else
```

```
{
```

```
        count++;
```

```
        prev = cur->llink;
```

```
        next = cur->rlink;
```

```
        prev->rlink = next;
```

```
        next->llink = prev;
```

```
        freeNode (cur);
```

```
        cur = next;
```

```
}
```

```
{
```

```
    if (count == 0)
```

```
        printf ("Key not found");
```

```
    else
```

```
        printf ("Key found at %d positions and are  
deleted\n", count);
```

```
    return head;
```

```
}
```

```
int main()
```

```
{
```

```
    NODE head;
```

int item, choice, key;

head = getnode();

head → llink = head;

head → rlink = head;

for (;;) {

printf ("\n 1. insert front\n 2. insert rear\n 3. delete front\n 4. delete rear\n 5. display\n 6. search\n 7. insert leftpos\n 8. insert rightpos\n 9. delete duplicate\n 10. delete based on specified value\n 11. Exit\n");

scanf ("%d", &choice);

switch (choice) {

case 1: printf ("Enter the item at the front end:\n");

scanf ("%d", &item);

head = insert - front (item, head);

break;

case 2: printf ("Enter the item at rear end:\n");

scanf ("%d", &item);

head = insert - rear (item, head);

break;

case 3 : head = ddelete - front(head);

break;

case 4: head = ddelete - rear(head);

break;

case 5: ddisplay(head);

break;

case 6 : printf("Enter the key element to be  
                  searched:\n")

scanf ("%d", &key);

dsearch(key, head);

break;

case 7: printf("Enter the key element:\n");

scanf ("%d", &key);

head = dinset - leftpos(key, head);

break;

case 8: printf("Enter the key element:\n")

scanf ("%d", &key);

head = dinset - rightpos(key, head);

break;

case 9: printf("Enter the key element whose  
                  duplicates should be removed:\n");

```
scanf("%d", &key);
```

```
head = ddelete_duplicates(key, head)
```

```
break;
```

```
case 10: printf("Enter the key value\n");
```

```
scanf("%d", &item);
```

```
delete_all_key(item, head);
```

```
break;
```

```
case 11: exit(0);
```

```
default: printf("Invalid choice\n");
```

```
}
```

```
{
```

```
return 0;
```

```
}
```