<u>AIM</u>: - Implement a Circular Single Linked List and Perform the operation: Create, Traverse, Insert\_beg, Insert\_end, Delete\_beg, Delete\_end using Menu Driver Program.

```
PROGRAM:-
#include<stdio.h>
#include<stdlib.h>
struct node{
int data;
struct node*next;
};
struct node *s, *p, *q, *a, *t;
void create(){
printf("Creating the Circular Linked List(CLL).\nEnter data for the First node:\t");
p = (struct node *)malloc(sizeof(struct node));
scanf("%d", &p -> data);
p \rightarrow next = p;
s = p;
}
//Function to traverse through circular linked list
void Traverse(){
printf("\nTraversing the linked list:\t");
t = s;
do{
printf("%d\t", t -> data);
t = t \rightarrow next;
} while (t != s);
}
// Function to Insert at beggining through circular linked list
void Insert_Beg()
{ printf("\nInserting node at beggining.\nEnter the data:\t");
```

```
p = (struct node *)malloc(sizeof(struct node));
scanf("%d", &(p -> data));
if(s == NULL){
p \rightarrow next = p;
s = p;
}else{
t = s;
while (t -> next != s)
{
t = t -> next;
}
p->next = s;
t->next = p;
s = p;
}
}
// Function to Insert at end through circular linked list
void Insert_End()
{
t =s;
while(t -> next != s){
t = t -> next;
}
p = (struct node*)malloc(sizeof(struct node));
printf("\nEnter data of last node:\t");
scanf("%d", &(p -> data));
p -> next = s;
t \rightarrow next = p;
// Function to Delete at beggining through circular linked list
```

```
void Delete_Beg()
{ printf("\nDeleting the node at beggining..\n");
if (s == NULL)
{
printf("The linked list is empty..\n");
}
t = s;
while(t -> next != s){
t = t-> next;
}
q = s \rightarrow next;
t \rightarrow next = q;
free(s);
s = q;
}
// Function to Delete at end through circular linked list
void Delete_End()
{ printf("\nDeleteing the node at end..");
t = s;
while(t -> next != s){
q = t;
t = t -> next;
}
q \rightarrow next = s;
free(t);
}
int main(){
int choice;
printf("\nCHOICES\n1.Create\t2.Traverse\t3.Insert\_Beg\n4.Dlete\_Beg\t5.Insert\_end\t6.Delte\_End\table and the printf("\nCHOICES\n1.Create\t2.Traverse\t3.Insert\_Beg\n4.Dlete\_Beg\t5.Insert\_end\t6.Delte\_End\table and the printf("\nCHOICES\n1.Create\t2.Traverse\t3.Insert\_Beg\n4.Dlete\_Beg\t5.Insert\_end\t6.Delte\_End\table and the printf("\nCHOICES\n1.Create\t2.Traverse\t3.Insert\_Beg\n4.Dlete\_Beg\t5.Insert\_end\t6.Delte\_End\t6.Delte\_End\t7.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8.Delte\t8
t7.Exit");
do{
```

```
printf("\nEnter valid choice:");
scanf("%d", &choice);
switch (choice)
{
case 1:
create();
break;
case 2:
Traverse();
break;
case 3:
Insert_Beg();
break;
case 4:
Delete_Beg();
break;
case 5:
Insert_End();
break;
case 6:
Delete_End();
break;
case 7:
printf("Exit the program..");
break;
default:
printf("\nPlease enter a valid choice\n");
break;
}
}while(choice != 7);
}
```

# **OUTPUT**

CHOICES

1.Create 2.Traverse 3.Insert\_Beg

4.Dlete\_Beg 5.Insert\_end 6.Delte\_Endt7.Exit

Enter valid choice:1

Creating the Circular Linked List(CLL).

Enter data for the First node: 12

Enter valid choice:1

Creating the Circular Linked List(CLL).

Enter data for the First node: 23

Enter valid choice:1

Creating the Circular Linked List(CLL).

Enter data for the First node: 34

Enter valid choice:2

Traversing the linked list: 34

Enter valid choice:3

Inserting node at beggining.

Enter the data: 1

Enter valid choice:5

Enter data of last node: 5

Enter valid choice:2

Traversing the linked list: 1 34 5

Enter valid choice:7
Exit the program..
PS C:\Users\chuna>

GIT-HUB LINK: https://github.com/Nishikant-Chunarkar/DATA STRUCTURE PRACTICAL