



DS&A LAB TASKS

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LAB TAKS 1

```
#include<iostream>
using namespace std;
class linked_list;

class Node{
private:
    string name;
    Node * next = NULL;
public:
    Node(string name){
        this->name=name;
    }
    string get_name(){
        return name;
    }
    Node * getnext(){
        return next;
    }
    void setnext(Node * next){
        this->next=next;
    }
    friend linked_list;
};

class linked_list{
private:
    Node * head;
    Node * currentNode ;
public:
    linked_list();
    void adding_any_position(string name,int position);
    void removig_any_position(int position);
    void add_node_head(string name);
    void remove_node_head();
    void show_head_node();
    void add_tail(string name);
    void remove_tail();
    void show_current(Node * point);
    void printing_data();
    void traverse();
    Node * next(Node * point);
    int length();
    Node * goto_start(Node * point);
    void main_method();
};
```

```

linked_list::linked_list(){
    head=NULL;
    currentNode=NULL;
}

void linked_list::removig_any_position(int position){
    int len=length() , count=1;

    if (position==1){
        remove_node_head();
    }
    else {
        Node * current=head;
        Node * previous;

        do{
            previous=current;
            current=current->next;
            count++;
        }while(count!=position);

        previous->next=current->next;
        delete current;
    }
}

void linked_list::adding_any_position(string name,int position){

    Node * NewPoint= new Node(name);
    // creating new node
    Node * temp = head;
    int count=1;
    int len=length();

    if(position<=len){

        while(count!=position){
            temp = temp->next;
            // going to next node
            count++;
        }

        NewPoint->next = temp->next;
        temp->next=NewPoint;
    }
    else
        cout<<"\n The Node can not be added at this position";
}

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}
void linked_list::add_node_head(string name){
    Node * point = new Node(name);
    point->next=head;
    head=point;

    cout<<"\n The Node is succesfly added to the head of the Linked list "<<endl;
}

void linked_list::show_head_node(){
    if(head==NULL){
        cout<<"\n The class head is empty";
    }
    else{
        Node * point = head;
        cout<<"\n Data at the head of the Node is "<<point->get_name()<<endl;
    }
}

void linked_list::remove_node_head(){
    Node * point = head;
    head=head->next;
    delete point;

    cout<<"\n The node at the head of the node is deleted "<<endl;
}

int linked_list::length(){
    int count=0;

    Node * point = head;
    while(point!=0){
        count++;
        point=point->next;
    }
    return count;
}

void linked_list::remove_tail(){
    Node * current = head;
    Node * previous = head;
    current = current->next;
    while(current->next!=NULL){
        previous = previous->next;
        current = current->next;
    }
    previous->next=current->next;
    delete current;
}

```

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void linked_list::add_tail(string name){
    Node * point = head;
    Node * node = new Node(name);

    while(point->next!=NULL){
        point=point->next;
    }
    point->next=node;
    node->next=NULL;
}

void linked_list::printing_data(){
    Node * point = head;
    while( point!=NULL){
        cout<<point->get_name()<<endl;
        point=point->next;
    }
}

void linked_list::show_current(Node * point){
    cout<<"\n THE data of the current Node is "<<point->get_name();
}

Node * linked_list::next(Node * point){
    point=point->next;
    return point;
}

```

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Node * linked_list::goto_start(Node * point){
    point=head;
    return point;
}

void linked_list::main_method(){

    add_node_head(" Noman masood khan");
    add_node_head(" hassan Raza ");
    add_tail("ali");
    remove_tail();

    adding_any_position("Ali khan",1);
    printing_data();

    removig_any_position(3);
    printing_data();
}

```

```
int main(){
    linked_list * dynamicObj = new linked_list();

    dynamicObj->main_method();
}

```

Lab Tasks no 2

```
#include<iostream>
using namespace std;
class linked_list;

class Node{
private:
    string name;
    Node * next = NULL;
    Node * previous = NULL;
public:
    Node(string name){
        this->name=name;
    }
    string get_name(){
        return name;
    }
    Node * getnext(){
        return next;
    }
    void setnext(Node * next){
        this->next=next;
    }
    friend linked_list;
};

```

```

class linked_list{
private:
    Node * head = NULL;
    Node * tail = NULL;
public:
    void show_head_node(){
        cout<<endl<<head->get_name()<<endl;
    }

    void add_node_head(string data){
        // creating new node
        Node * NewNode = new Node(data);
        if(head==NULL){
            head=NewNode;
            tail=NewNode;
        }
        else{
            head->previous=NewNode;
            NewNode->next=head;
            head=NewNode;
        }
    }

    void remove_node_head(){
        int len = length();
        if(head==NULL){
            cout<<"\n The Head Node cannot be deleted ";
        }
        else if(len==1){
            head=NULL;
            tail=NULL;
        }
        else{
            Node * temp=head;
            head=head->next;
            head->previous=temp->previous;

            delete temp;
        }
    }

    void add_node_tail(string data){
        Node * NewNode = new Node(data);
        if(tail==NULL){
            tail=NewNode;
            head=NewNode;
        }
        tail->next=NewNode;
        NewNode->previous=tail;
        tail=NewNode;
    }
}

```

```

void removing_node_position(int position){
    int len=length();

    if(position>len)
        cout<<"\n Node cannot be removed from this position ";
    else{
        if(position==1)
            remove_node_head();
        else{
            Node * temp = head;
            int count=1;

            while(temp!=NULL&&count!=position){
                temp=temp->next;
                count++;
            }

            temp->previous->next=temp->next;
            temp->next->previous=temp->previous;
            delete temp;
        }
    }
}

```

```

void add_node_position(int position,string data){
    int len=length();

    if(len<position)
        cout<<"\n The Data cannot be added at this position "<<endl;
    else{
        if(position==1)
            add_node_head(data);
        else{
            int count = 1;
            Node * point = head ;

            while(point!=NULL&&count!=position){
                point=point->next;
                count++;
            }

            Node * newNode = new Node(data);

            newNode->next=point->next;
            point->next->previous=newNode;
            point->next=newNode;
            newNode->previous=point;
        }
    }
}

```



```

int length(){
    Node * pointer = head;
    int count=0;

    while ( pointer != NULL){
        count++;
        pointer=pointer->next;
    }
    return count;
}

void printing_all_nodes(){
    if(head==NULL)
        cout<<" The Data cannot be printed "<<endl;

    else{
        Node * temp = head;

        while(temp!=NULL){
            cout<<temp->get_name()<<endl;
            temp=temp->next;
        }
    }
}

void current_node_element(Node * point){
    cout<<point->get_name();
}

```

```

void next_node(Node * hnext){
    hnext=hnext->next;
    return hnext;
}

void main_method(){
    add_node_tail("Noman");
    add_node_tail("Masood");
    add_node_head("MR.");
    remove_node_head();
    remove_node_tail();
    current_node_element(Node * point);
    add_node_position(2,"Cyber Student");
    removing_node_position(1);
    show_head_node();
    printing_all_nodes();
}

int main(){
    linked_list * obj = new linked_list();
    obj->main_method();
}

```