11/11/24, 1:26 AM CSLL.c

## SEM 3\Exp3\CSLL.c

```
1 #include <stdio.h>
 2
   #include <stdlib.h>
 3
 4
   // Node structure for the circular linked list
   struct Node
 5
 6
   {
 7
        int data;
        struct Node *next;
8
 9
   };
10
   // Insert a new node at the end of the circular linked list
11
   void insert(struct Node **head_ref, int new_data)
12
13
   {
        struct Node *new_node = (struct Node *)malloc(sizeof(struct Node));
14
15
        struct Node *temp = *head_ref;
16
        new_node->data = new_data;
17
        new_node->next = *head_ref;
18
19
        if (*head_ref == NULL)
20
        {
21
            new_node->next = new_node;
22
            *head_ref = new_node;
23
            return;
        }
24
25
26
        while (temp->next != *head_ref)
27
            temp = temp->next;
28
29
        temp->next = new_node;
30
   }
31
32
   // Display the circular linked list
   void display(struct Node *head)
33
34
   {
35
        struct Node *temp = head;
        if (head != NULL)
36
37
        {
38
            do
39
            {
                printf("%d ", temp->data);
40
41
                temp = temp->next;
42
            } while (temp != head);
            printf("\n");
43
44
        }
        else
45
46
        {
47
            printf("List is empty.\n");
48
        }
49
   }
50
   // Delete a node with a specific value from the circular linked list
```

11/11/24, 1:26 AM CSLL

```
52 void deleteNode(struct Node **head_ref, int key)
 53
    {
 54
         if (*head_ref == NULL)
 55
             return;
 56
         struct Node *temp = *head_ref, *prev;
 57
 58
 59
         // If the node to be deleted is the head
 60
         if (temp->data == key && temp->next == *head_ref)
 61
         {
 62
             *head_ref = NULL;
 63
             free(temp);
 64
             return;
         }
 65
 66
 67
         // If the node to be deleted is the head and the list has more than one node
 68
         if (temp->data == key)
 69
         {
 70
             while (temp->next != *head_ref)
 71
                 temp = temp->next;
             temp->next = (*head_ref)->next;
 72
 73
             free(*head_ref);
 74
             *head_ref = temp->next;
 75
             return;
         }
 76
 77
 78
         // If the node to be deleted is not the head
 79
         prev = temp;
         while (temp->next != *head_ref && temp->data != key)
 80
         {
 81
 82
             prev = temp;
 83
             temp = temp->next;
 84
         }
 85
         if (temp->data == key)
 86
 87
         {
 88
             prev->next = temp->next;
 89
             free(temp);
         }
 90
 91
     }
 92
 93
    void search(struct Node *head, int key)
 94
 95
         struct Node *temp = head;
 96
         int pos = 0;
 97
         if (head == NULL)
 98
 99
         {
             printf("List is empty.\n");
100
101
             return;
102
         }
103
104
         do
105
         {
```

```
106
             if (temp->data == key)
107
             {
108
                 printf("Element %d found at position %d\n", key, pos);
109
                 return;
             }
110
111
             temp = temp->next;
112
             pos++;
         } while (temp != head);
113
114
115
         printf("Element %d not found in the list\n", key);
116
    }
117
118
    int count(struct Node *head)
119
120
         int count = 0;
121
         struct Node *temp = head;
122
123
         if (head == NULL)
124
             return 0;
125
126
         do
127
         {
128
             count++;
             temp = temp->next;
129
130
         } while (temp != head);
131
132
         return count;
133
    }
134
135
    int main()
136
    {
137
         struct Node *head = NULL;
138
         int choice, value, key;
139
140
             printf("\nCircular Linked List Operations:\n");
             printf("1. Insert\n");
141
             printf("2. Display\n");
142
             printf("3. Delete\n");
143
             printf("4. Search\n");
144
             printf("5. Count\n");
145
146
             printf("6. Exit\n");
147
         while (1)
148
         {
149
150
151
             printf("Enter your choice: ");
             scanf("%d", &choice);
152
153
154
             switch (choice)
             {
155
156
             case 1:
157
                 printf("Enter the value to insert: ");
158
                 scanf("%d", &value);
159
                 insert(&head, value);
```

```
160
                  printf("\n");
161
                  break;
162
             case 2:
                  display(head);
163
                  printf("\n");
164
165
                  break;
166
             case 3:
167
                  printf("Enter the value to delete: ");
                 scanf("%d", &key);
168
169
                  deleteNode(&head, key);
170
                  printf("\n");
171
                  break;
172
             case 4:
173
                  printf("Enter the value to search: ");
                  scanf("%d", &key);
174
175
                  search(head, key);
                  printf("\n");
176
177
                  break;
178
             case 5:
179
                  printf("The number of nodes in the list: %d\n", count(head));
                  printf("\n");
180
                  break;
181
182
             case 6:
183
                  exit(0);
184
             default:
185
                  printf("Invalid choice!\n");
             }
186
187
         }
188
189
         return 0;
190
    }
191
```