

DATA STRUCTURE & ALGORITHM

LAB # 08

Submitted to:

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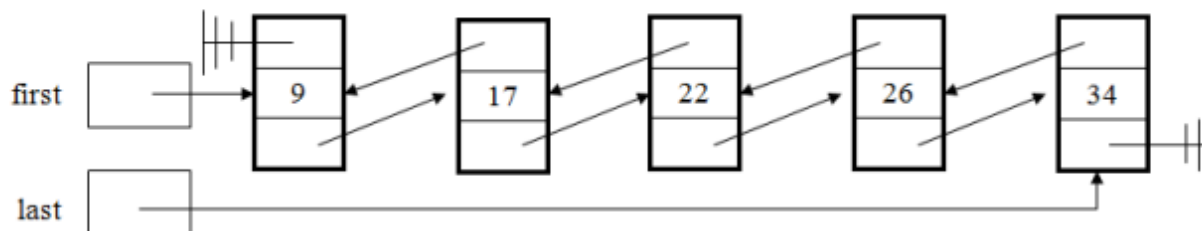
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Task 1 :

Give answers to the following.

Consider the following doubly linked list.



Q no. 1

```

(a) cout << last -> pre -> data
(b) cout << first -> next -> data
(c) while (last -> pre -> data != 9)
    { last = last -> pre;
      cout << last -> pre; }

```

Write C++ statements to:

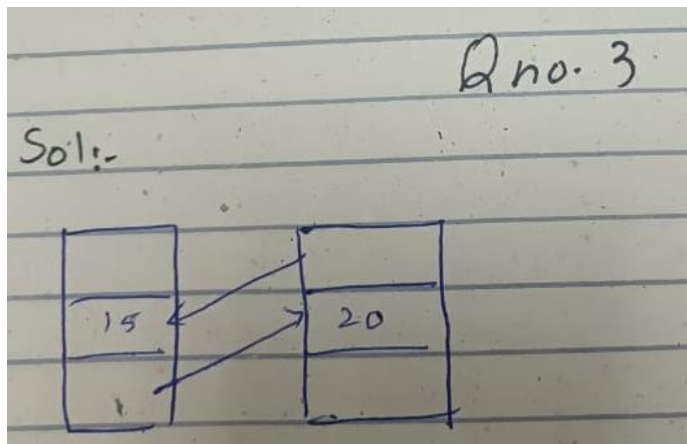
a. Print the value 26 using the pointer 'last':

b. Print the value 17 using the pointer 'first':

Q no. 2

first -> data	5
last -> next	Null
first -> next -> pre	address of first node
first -> next -> next -> data	15
last -> pre -> data	20

c. Print the address of the node containing value 9 using the pointer 'last':



Task #1:

Code Exercise 1

Implement the class Doubly Linked List, with all provided functions.

```

class DList
{
private:
struct node
{
int data;
node *next;
node *prev;
} *head;

public:
DList();
~DList();

bool emptyList();// Checks if the list is empty or not

void insertafter(int oldV, int newV);
// Inserts a new node with value 'newV' after the node containing value
'oldV'. If a node with value 'oldV' does not exist, inserts the new node at the end.

void deleteNode(int value);
// Deletes the node containing the specified value

void insert_begin(int value);
// Inserts a new node at the start of the list

void insert_end(int value);
// Inserts a new node at the end of the list

void traverse();
// Displays the values stored in the list

void traverse2();
// Displays the values stored in the list in reverse order
};
  
```

Code:

// Online C++ compiler to run C++ program online

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

```
class DList
```

```
{
```

```
private:
```

```
struct node
```

```
{int data;
```

```
node *next;
```

```
node *prev;
```

```
} *head;
```

```
public:
```

```
DList()
```

```
{head=NULL;}
```

```
bool emptyList()
```

```
{
```

```
    if (head == NULL)
```

```
        return true;
```

```
    else
```

```
        return false;
```

```
}
```

```
void insertafter(int oldV, int newV)
```

```

{
    node *s = head;
    int flag = 0;
    node *temp = new node;
    temp->data = newV;

    if (head == NULL)
    {
        head = temp;
    }
    else if (head->data == oldV && head->next == NULL)
    {
        head->next = temp;
        temp->next = NULL;
    }
    else
    {
        while (s != NULL && s->data != oldV)
        {
            s = s->next;
        }

        if (s != NULL)
        {
            temp->next = s->next;

```

```

temp->prev = s;
if (s->next != NULL)
{
    s->next->prev = temp;
}
s->next = temp;
flag++;
}
}

```

```

if (flag == 0 && head != NULL)
{
    s->next = temp;
    temp->prev = s;
    temp->next = NULL;
}
}

```

```

void deleteNode(int value)
{
    int count = 0;
    node *s = head;

    if (head == NULL)
    {
        cout << "linklist is empty" << endl;
    }
}

```

```

}
else if (head->data == value)
{
    node *temp = head;
    head = head->next;
    if (head != NULL)
    {
        head->prev = NULL;
    }
    temp->next = NULL;
    delete temp;
}
else
{
    while (s != NULL)
    {
        if (s->data == value)
        {
            s->prev->next = s->next;
            if (s->next != NULL)
            {
                s->next->prev = s->prev;
            }
            s->next = NULL;
            s->prev = NULL;

```

```

        delete s;
        count++;
        break;
    }
    else
    {
        s = s->next;
    }
}
}

```

```

if (count == 0 && s != NULL)
{
    s->prev = NULL;
    delete s;
}
}

```

```

void insert_begin(int value)
{
    node *temp = new node;
    temp->data=value;
    if(head==NULL)
    {
        head=temp;
        head->next=NULL;
        head->prev=NULL;
    }
}

```



```

        else
        { temp->next=head;
          head->prev=temp;
          head=head->prev;
          head->prev=NULL;}
    }
void insert_end(int value)
{ node *temp = new node;
temp->data=value;
    if(head==NULL)
    { head=temp;
      head->next=NULL;
    }
    else
    { node*ptr=head;
      while(ptr->next!=NULL)
      { ptr=ptr->next; }
      ptr->next=temp;
      temp->prev=ptr;
      temp->next=NULL;
    }
}
void traverse()
{
    node*s=head;

```

```
        while(s!=NULL)
        { cout<<s->data<<endl;
          s=s->next;
        }
    }
```

```
void traverse2()
{
    if (head == NULL)
    {
        cout << "List is empty" << endl;
        return;
    }
}
```

```
node *s = head;
while (s->next != NULL)
{
    s = s->next;
}
```

```
while (s != NULL)
{
    cout << s->data << endl;
    s = s->prev;
}
```

```
}
```

```
};
```

```
int main()
```

```
{ DList d;
```

```
cout<<"insertions";
```

```
d.insert_begin(1);
```

```
d.insert_begin(2);
```

```
d.insert_begin(3);
```

```
d.insert_begin(4);
```

```
d.insert_end(6);
```

```
d.insert_end(12);
```

```
d.insert_end(10);
```

```
d.traverse();
```

```
cout<<"traverse2:"<<endl;
```

```
d.traverse2();
```

```
system("pause");
```

```
return 0;
```

}

Insertion at start:

Output

```
/tmp/IJcGoLA1Cr.o
insertion at start:
linklist node
5
4
3
2
1
|
```

Insertion at end:

Output

```
./tmp/IJcGoLA1Cr.o
insertion at start:
linklist node
5
4
3
2
1
insertion at end:
linklist node
5
4
3
2
1
6
7
8
9
10
|
```

Insert after:

Output

```
/tmp/IJcGoLA1Cr.o
```

```
insertions4
```

```
3
```

```
2
```

```
1
```

```
6
```

```
12
```

```
10
```

```
insert after4
```

```
3
```

```
0
```

```
2
```

```
1
```

```
6
```

```
0
```

```
12
```

```
10
```

```
0
```

Deletions :

Output

```
/tmp/IJcGoLA1Cr.o
insertions4
3
2
1
6
12
10
deletions
4
3
2
0
10
0
|
```

Traverse2:

Output

```
/tmp/IJcGoLA1Cr.o
insertions4
3
2
1
6
12|
10
traverse2:
10
12
6
1
2
3
4
```

Task #2:

Code Exercise 2

A stack can be implemented using a Doubly linked list. The first node can serve as the 'top' of Stack and 'push' and 'pop' operations can be implemented by adding and removing nodes at the head of the linked list. Implement the Stack class using a linked list (Doubly) and provide all the standard member functions. Data type to store in the stack must be char.

// Online C++ compiler to run C++ program online

```
#include<iostream>
```

```
using namespace std;
```

```
class DList
```

```
{
```

```
private:
```

```
struct node
```

```
{int data;
```

```
node *next;
```

```
node *prev;
```

```
} *top;
```



```
public:
```

```
DList()
```

```
{top=NULL;}
```

```
bool emptyList()
```

```
{
```

```
    if (top == NULL)
```

```
        return true;
```

```
    else
```

```
        return false;
```

```
}
```

```
void pop()
```

```
{
```

```
    if (top == NULL)
```

```
    {
```

```
        cout << "linklist is empty" << endl;
```

```
    }
```

```
    else
```

```
    {
```

```
        node *temp = top;
```

```
        top = top->next;
```

```
        top->prev = NULL;
```

```
        temp->next = NULL;
```

```
        delete temp;
```

```
}
```

```
}
```

```
void push(int value)
```

```
{ node *temp = new node;
```

```
temp->data=value;
```

```
    if(top==NULL)
```

```
    { top=temp;
```

```
      top->next=NULL;
```

```
      top->prev=NULL;
```

```
    }
```

```
    else
```

```
    { temp->next=top;
```

```
      top->prev=temp;
```

```
      top=top->prev;
```

```
      top->prev=NULL;}
```

```
}
```

```
void traverse()
```

```
{
```

```
    node*s=top;
```

```
    while(s!=NULL)
```

```
    { cout<<s->data<<endl;
```

```
      s=s->next;
```

```
    }
```

```
}
```

```
};
```

```
int main()
{
    DList d;
    cout<<"insertions"<<endl;
    d.push(1);
    d.push(2);
    d.push(3);
    d.push(4);
    d.push(5);
    d.push(6);
    d.traverse();
    cout<<"pop values"<<endl;
    d.pop();
    d.pop();
    d.pop();
    d.traverse();
    system("pause");
}
```

```
        return 0;  
    }
```

Output:

```
Output  
/tmp/IJcGoLA1Cr.o  
insertions  
6  
5  
4  
3  
2  
1  
pop values  
3  
2  
1  
|
```