

Bangladesh Open University

School of Science and Technology

Bsc in Computer Science and Engineering

Lab report no. : lab-04.

Report on : single Link list with C Program

Course title : Data Structure Lab

Course code : CSE21P6

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LAB 4

```
#include <stdio.h>
#include <stdlib.h>
/* Structure of a node */
struct node {
int data; // Data
struct node *next; // Address
}*head;
void createList(int n);
void insertNodeAtMiddle(int data, int position);
void displayList();
int main()
{
int n, data, position;
* Create a singly linked list of n nodes
printf("[+]Enter the total number of nodes: ");
scanf("%d", &n);
createList(n);
printf("\n====Data in the list===== \n");
displayList();
* Insert data at middle of the singly linked list
printf("[+]Enter a new Data : ");
scanf("%d", &data);
printf("[+]Enter a Position where you want to insert this %d data : ",data );
scanf("%d", &position);
insertNodeAtMiddle(data, position);
```

```
printf("\n===Data in the list==== \n");
displayList();
return 0;
}
/*
* Create a list of n nodes
void createList(int n)
struct node *newNode, *temp;
int data, i;
head = (struct node *)malloc(sizeof(struct node));
* If unable to allocate memory for head node
if(head == NULL)
printf("[!!!!]Unable to allocate memory.");
else
{
* Input data of node from the user
printf("[+]Enter the data of node 1: ");
scanf("%d", &data);
head->data = data; // Link the data field with data
head->next = NULL; // Link the address field to NULL
temp = head;
/*
* Creates n nodes and adds to linked list
*/
for(i=2; i<=n; i++)
newNode = (struct node *)malloc(sizeof(struct node));
/* If memory is not allocated for newNode */
if(newNode == NULL)
{
printf("Unable to allocate memory.");
```

```
break;
}
else
printf("[+]Enter the data of node %d: ", i);
scanf("%d", &data);
newNode->data = data; // Link the data field of newNode with data
newNode->next = NULL; // Link the address field of newNode with NULL
temp->next = newNode; // Link previous node i.e. temp to the newNode
temp = temp->next;
}
}
printf("[+++]LIST CREATED SUCCESSFULLY\n");
}
/*
* Creates a new node and inserts at middle of the linked list.
void insertNodeAtMiddle(int data, int position)
{
int i;
struct node *newNode, *temp;
newNode = (struct node*)malloc(sizeof(struct node));
if(newNode == NULL)
printf("Unable to allocate memory.");
}
else
newNode->data = data; // Link data part
newNode->next = NULL;
temp = head;
* Traverse to the n-1 position
for(i=2; i<=position-1; i++)</pre>
temp = temp->next;
```

```
if(temp == NULL)
break;
}
if(temp != NULL)
/* Link address part of new node */
newNode->next = temp->next;
/* Link address part of n-1 node */
temp->next = newNode;
printf("[!!!!]DATA INSERTED SUCCESSFULLY\n");
}
else
printf("[!!!]UNABLE TO INSERT DATA AT THE GIVEN POSITION\n");
}
}
* Display entire list
void displayList()
struct node *temp;
* If the list is empty i.e. head = NULL
if(head == NULL)
printf("[!!!]List is empty.");
}
else
temp = head;
while(temp != NULL)
printf("Data = %d\n", temp->data); // Print data of current node
temp = temp->next; // Move to next node
}
}
}
```

