

**/\*link list copy,reversal\*/**

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node *next;
```

```
};
```

```
struct node*head;
```

```
void beginsert();
```

```
void display();
```

```
void copy();
```

```
void reversal();
```

```
int main()
```

```
{
```

```
    int choice=0;
```

```
    while(choice!=5)
```

```
    {
```

```
        printf("**main menu**\n");
```

```
        printf("choose one option from the following list...\n");
```

```
        printf("1.insert in begining\n2.display\n3.copy a link list to another list\n4.reverse  
the link list\n5.exit\n");
```

```
        printf("enter your choice\n");
```

```
        scanf("%d",&choice);
```

```
        switch(choice)
```

```
        {
```

```
            case 1:beginsert();
```

```
            break;
```

```
            case 2:display();
```

```
            break;
```

```
            case 3:copy();
```

```

        break;

        case 4:reversal();

        break;

        case 5:exit(0);

        break;

        default:

            printf("invalid choice\n");

    }

}

void begininsert()
{
    struct node*ptr;
    int item;
    ptr=(struct node*)malloc(sizeof(struct node*));
    if(ptr==NULL)
    {
        printf("OVERFLOW\n");
    }
    else
    {
        printf("enter value\n");
        scanf("%d",&item);
        ptr->data=item;
        ptr->next=head;
        head=ptr;
        printf("node inserted\n");
    }
}

void display() //traversal
{

```

```

struct node*ptr;

ptr=head;

if(ptr==NULL)
{
    printf("nothing to print\n");
}
else
{
    printf("printing values...\n");
    while(ptr!=NULL)
    {
        printf("%d\n",ptr->data);
        ptr=ptr->next;
    }
}

void copy()
{
    struct node*ptr,*ptr1;
    struct node*head1;
    //head1=new_node;
    ptr=(struct node*)malloc(sizeof(struct node*));
    head1=(struct node*)malloc(sizeof(struct node*));
    ptr=head->next;
    head1->data=NULL;
    ptr1=head1;
    while(ptr!=NULL)
    {
        head1->data=ptr->data;
        ptr1->next=head1;
        ptr1=head1;
    }
}

```

```
        ptr=ptr->next;
    }
    printf("list is copied\n");

}

void reversal()
{
    struct node*q,*r,*s;
    q=(struct node*)malloc(sizeof(struct node*));
    q=head->next;
    r=NULL;
    s=NULL;
    while(q!=NULL)
    {
        s=r;
        r=q;
        q=q->next;
        r->next=s;
    }
    head->next=r;
    printf("the list is reversed\n");
}
```

```
C:\Users\HP\OneDrive\Desktop\collage work 3rd sem\linked list copy.rev.exe
**main menu**
choose one option from the following list...
1.insert in beginning
2.display
3.copy a link list to another list
4.reverse the link list
5.exit
enter your choice
1
enter value
18
node inserted
**main menu**
choose one option from the following list...
1.insert in beginning
2.display
3.copy a link list to another list
4.reverse the link list
5.exit
enter your choice
1
enter value
28
node inserted
**main menu**
choose one option from the following list...
1.insert in beginning
2.display
3.copy a link list to another list
4.reverse the link list
5.exit
enter your choice
2
printing values...
38
28
18
**main menu**
choose one option from the following list...
1.insert in beginning
2.display
3.copy a link list to another list
4.reverse the link list
5.exit
enter your choice
3
list is copied
**main menu**
choose one option from the following list...
1.insert in beginning
2.display
3.copy a link list to another list
4.reverse the link list
5.exit
enter your choice
2
printing values...
38
28
18
**main menu**
choose one option from the following list...
1.insert in beginning
2.display
3.copy a link list to another list
4.reverse the link list
5.exit
enter your choice
5
-----
Process exited after 27.83 seconds with return value 0
Press any key to continue . . .
```