## /\*merging of two single linked list\*/

```
#include<stdio.h>
#include<stdlib.h>
struct node
       int data;
       struct node*link;
};
struct node*header1;
struct node*header2;
struct node*headermerge;
struct node*headercon;
struct node*create_II(struct node*);
struct node*display(struct node*);
struct node*merging(struct node*);
struct node*concatination(struct node*,struct node*);
int main()
{
        int choice=0;
       while(choice!=7)
       {
               printf("**main menu**\n");
               printf("1.create 1st list\n2.display 1st list\n3.create 2nd list\n4.display 2nd
list\n5.merge 2 lists\n6.display the result of merging\n7.exit\n");
               printf("enter your choice\n");
               scanf("%d",&choice);
               switch(choice)
               {
                       case 1:header1=create_ll(header1);
                       break;
                       case 2:header1=display(header1);
```

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break;
                       case 3:header2=create_II(header2);
                       break;
                       case 4:header2=display(header2);
                       break;
                       case 5:headermerge=merging(headermerge);
                       break;
                       case 6:headermerge=display(headermerge);
                       break;
                       case 7:exit(0);
                       default:
                               printf("invalid choice\n");
         }
  }
}
struct node*create_II(struct node*header)
{
       struct node*new_node,*ptr;
       int item;
       printf("enter -1 to end\n");
       printf("enter the data: \n");
       scanf("%d",&item);
       while(item!=-1)
       {
               new_node=(struct node*)malloc(sizeof(struct node*));
               new_node->data=item;
               if(header==NULL)
                                    //list is empty
               {
                       new_node->link=NULL;
                       header=new_node;
               }
```

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else
               {
                        ptr=header;
                       while(ptr->link!=NULL)
                       {
                                ptr=ptr->link;
                  }
                                ptr->link=new_node;
                                new_node->link=NULL;
               }
               printf("enter the data: \n");
               scanf("%d",&item);
       }
        printf("link list is created\n");
        return header;
}
struct node*display(struct node*header)
{
        printf("the linked list is below\n");
       struct node*ptr;
        ptr=header;
       while(ptr!=NULL)
                             //list is not empty
       {
               printf("%d\n",ptr->data);
               ptr=ptr->link;
  }
  return header;
}
struct node*merging(struct node*headermerge)
{
       struct node*ptr1,*ptr2;
```

```
int temp;
       headermerge=concatination(header1,header2,headercon);
       ptr1=headermerge;
       while(ptr1->link!=NULL)
       {
               ptr2=ptr1->link;
               while(ptr2!=NULL)
                                    //there are atleast 2 nodes in the list
               {
                       if(ptr1->data>ptr2->data)
                      {
                              temp=ptr1->data;
                               ptr1->data=ptr2->data;
                               ptr2->data=temp;
                      }
                       ptr2=ptr2->link;
               }
               ptr1=ptr1->link;
       }
       printf("list merged\n");
       return headermerge;
}
struct node*concatination(struct node*header1,struct node*header2,struct node*headercon)
{
       struct node*ptr;
       ptr=header1;
       while(ptr->link!=NULL)
       {
               ptr=ptr->link;
       ptr->link=header2;
       headercon=header1;
```

return headercon;

}



