

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 4\_CY

Attempt : 1  
Total Mark : 30  
Marks Obtained : 30

### Section 1 : Coding

#### 1. Problem Statement

A customer support system is designed to handle incoming requests using a queue. Implement a linked list-based queue where each request is represented by an integer. After processing the requests, remove any duplicate requests to ensure that each request is unique and print the remaining requests.

#### ***Input Format***

The first line of input consists of an integer N, representing the number of requests to be enqueued.

The second line consists of N space-separated integers, each representing a request.

#### ***Output Format***

The output prints space-separated integers after removing the duplicate requests.

Refer to the sample output for formatting specifications.

### **Sample Test Case**

Input: 5

2 4 2 7 5

Output: 2 4 7 5

### **Answer**

```
// You are using GCC
#include <stdio.h>
#include <stdlib.h>
typedef struct node
{
    int data;
    struct node* next;
}Node;
struct Queue
{
    Node *front, *rear;
};
Node* newNode(int data)
{
    Node* temp = (Node*)malloc(sizeof(Node));
    temp->data = data;
    temp->next = NULL;
    return temp;
}
Queue* createQueue()
{
    Queue* q = (Queue*)malloc(sizeof(Queue));
    q->front = q->rear = NULL;
    return q;
}
void enqueue(struct Queue* q, int data)
{
    Node* temp = newNode(data);
```

```

    if (q->rear == NULL)
    {
        q->front = q->rear = temp;
        return;
    }
    q->rear->next = temp;
    q->rear = temp;
}
int isPresent(int value, int* seen, int size)
{
    for (int i = 0; i < size; i++)
    {
        if (seen[i] == value)
            return 1;
    }
    return 0;
}
void printUnique(struct Queue* q)
{
    Node* temp = q->front;
    int seen[15];
    int count = 0;
    while (temp != NULL)
    {
        if (!isPresent(temp->data, seen, count))
        {
            seen[count++] = temp->data;
            printf("%d ", temp->data);
        }
        temp = temp->next;
    }
    printf("\n");
}
int main()
{
    int N;
    scanf("%d", &N);
    struct Queue* q=createQueue();
    for (int i = 0; i < N; i++)
    {
        int req;
        scanf("%d", &req);
    }
}

```

```
        enqueue(q, req);
    }
    printUnique(q);
    return 0;
}
```

**Status :** Correct

**Marks :** 10/10

## 2. Problem Statement

Saran is developing a simulation for a theme park where people wait in a queue for a popular ride.

Each person has a unique ticket number, and he needs to manage the queue using a linked list implementation.

Your task is to write a program for Saran that reads the number of people in the queue and their respective ticket numbers, enqueue them, and then calculate the sum of all ticket numbers to determine the total ticket value present in the queue.

### ***Input Format***

The first line of input consists of an integer N, representing the number of people in the queue.

The second line consists of N space-separated integers, representing the ticket numbers.

### ***Output Format***

The output prints an integer representing the sum of all ticket numbers.

Refer to the sample output for formatting specifications.

### ***Sample Test Case***

Input: 5  
2 4 6 7 5

Output: 24

### Answer

```
// You are using GCC
#include <stdio.h>
#include <stdlib.h>
typedef struct node
{
    int ticket;
    struct node* next;
}Node;
Node* createNode(int ticket)
{
    Node* newNode=(Node*)malloc(sizeof(Node));
    newNode->ticket=ticket;
    newNode->next=NULL;
    return newNode;
}
void enqueue(struct node** front, struct node** rear, int ticket)
{
    Node* newNode=createNode(ticket);
    if (*rear==NULL)
    {
        *front=*rear=newNode;
    }
    else
    {
        (*rear)->next=newNode;
        *rear=newNode;
    }
}
int calculateSum(Node* front)
{
    int sum=0;
    while (front != NULL)
    {
        sum+=front->ticket;
        front=front->next;
    }
    return sum;
}
int main()
```

```

{
    int N, ticket;
    Node* front=NULL;
    Node* rear=NULL;
    scanf("%d",&N);
    for (int i=0;i<N;i++)
    {
        scanf("%d",&ticket);
        enqueue(&front,&rear,ticket);
    }
    int totalSum=calculateSum(front);
    printf("%d\n",totalSum);
    return 0;
}

```

**Status :** Correct

**Marks :** 10/10

### 3. Problem Statement

Imagine you are developing a basic task management system for a small team of software developers. Each task is represented by an integer, where positive integers indicate valid tasks and negative integers indicate erroneous tasks that need to be removed from the queue before processing.

Write a program using the queue with a linked list that allows the team to add tasks to the queue, remove all erroneous tasks (negative integers), and then display the valid tasks that remain in the queue.

#### **Input Format**

The first line consists of an integer N, representing the number of tasks to be added to the queue.

The second line consists of N space-separated integers, representing the tasks. Tasks can be both positive (valid) and negative (erroneous).

#### **Output Format**

The output displays the following format:

For each task enqueued, print a message "Enqueued: " followed by the task value.

The last line displays the "Queue Elements after Dequeue: " followed by removing all erroneous (negative) tasks and printing the valid tasks remaining in the queue in the order they were enqueued.

Refer to the sample output for formatting specifications.

### **Sample Test Case**

Input: 5

12 -54 68 -79 53

Output: Enqueued: 12

Enqueued: -54

Enqueued: 68

Enqueued: -79

Enqueued: 53

Queue Elements after Dequeue: 12 68 53

### **Answer**

// You are using GCC

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

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

```
typedef struct node
```

```
{
```

```
    int task;
```

```
    struct node* next;
```

```
}Node;
```

```
Node* createNode(int task)
```

```
{
```

```
    Node* newNode = (Node*)malloc(sizeof(Node));
```

```
    newNode->task = task;
```

```
    newNode->next = NULL;
```

```
    return newNode;
```

```
}
```

```
void enqueue(struct node** front, struct node** rear, int task)
```

```
{
```

```
    Node* newNode = createNode(task);
```

```
    if (*rear == NULL)
```

```
    {
```

```
        *front = *rear = newNode;
```

```

    }
    else
    {
        (*rear)->next = newNode;
        *rear = newNode;
    }
    printf("Enqueued: %d\n", task);
}
void removeErroneousTasks(struct node** front)
{
    Node* current=*front;
    Node* prev=NULL;
    while (current!=NULL)
    {
        if (current->task<0)
        {
            if (current==*front)
            {
                *front=current->next;
                free(current);
                current=*front;
            }
            else
            {
                prev->next=current->next;
                free(current);
                current=prev->next;
            }
        }
        else
        {
            prev=current;
            current=current->next;
        }
    }
}
void displayQueue(Node* front)
{
    printf("Queue Elements after Dequeue: ");
    while (front!=NULL)
    {

```



```
        printf("%d ",front->task);
        front=front->next;
    }
    printf("\n");
}
int main()
{
    int N,task;
    Node* front=NULL;
    Node* rear=NULL;
    scanf("%d",&N);
    for (int i=0;i<N;i++)
    {
        scanf("%d",&task);
        enqueue(&front,&rear,task);
    }
    removeErroneousTasks(&front);
    displayQueue(front);
    return 0;
}
```

**Status :** Correct

**Marks :** 10/10