

Lab program (concat, reverse, sort)

```

#include <stdio.h>
#include <conio.h>
#include <stdlib.h>
#include <process.h>
struct node
{
    int info;
    struct node *link;
};
typedef struct node *NODE;
NODE getnode()
{
    NODE x;
    x = (NODE) malloc (sizeof(struct node));
    if (x == NULL)
    {
        printf("full\n");
        exit(0);
    }
    return x;
}

NODE insert-rear(NODE first, int item)
{
    NODE temp, cur;
    temp = getnode();
    temp->info = item;
    temp->link = NULL;
    if (first == NULL)
        return temp;
    cur = first;
    while (cur->link != NULL)
        cur = cur->link;
    cur->link = temp;
    return first;
}

```

```

NODE delete_front (NODE first)
{

```

```

    NODE temp;
    if (first == NULL)
    {
        printf("list is empty cannot delete\n");
        return first;
    }

```

```

    temp = first;
    temp = temp->link;
    printf("item deleted at front end is\n");
    printf("%d\n", first->info);
    free(first);
    return temp;
}

```

```

void display (NODE first)
{

```

```

    NODE temp;
    if (first == NULL)
        printf("list empty\n");
    for (temp = first; temp != NULL; temp = temp->link)
    {
        printf("%d ", temp->info);
    }
    printf("\n");
}

```

```

NODE concat (NODE first, NODE second)
{

```

```

    NODE cur;
    if (first == NULL)
        return second;
    if (second == NULL)
        return first;
    cur = first;

```

```

while (cur->link != NULL)
    cur = cur->link;
cur->link = second;
return first;

```

```

}
NODE reverse (NODE first)
{

```

```

    NODE cur temp;

```

```

    cur = NULL;

```

```

    while (first != NULL)
    {

```

```

        temp = first;

```

```

        first = first->link;

```

```

        temp->link = cur;

```

```

        cur = temp;
    }

```

```

    return cur;
}

```

```

}

```

```

NODE sortlist (NODE first) {

```

```

    NODE current = first, index = NULL;

```

```

    int temp;

```

```

    if (first == NULL) {

```

```

        printf ("list is empty.");

```

```

        return current;
    }

```

```

}

```

```

else {

```

```

    while (current != NULL) {

```

```

        index = current->link;

```

```

        while (index != NULL) {

```

```

            if (current->info > index->info) {

```

```

                temp = current->info;

```

```

                current->info = index->info;

```

```

                index->info = temp;
            }

```

```

        }

```

```

        index = index->link;

```

```

    }
    current = current->link;
}

```

```

return current;
}

```

```
int main ()
```

```
{
```

```
int item, choice, pos, i, n;
```

```
NODE first = NULL, a, b;
```

```
for(;;)
```

```
{
```

```
printf("1. insert front 2. concat 3. reverse
```

```
4. order list 5. display 6. delete front
```

```
printf("Enter the choice"); 7. exit\n");
```

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

```
switch (choice)
```

```
{
```

```
Case 1: printf("enter the item:");
```

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

```
first = insert_rear (first, item);
```

```
break;
```

```
Case 2: printf("Enter the no of nodes in  
the list: ");
```

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

```
a = NULL;
```

```
for (i = 0; i < n; i++)
```

```
{
```

```
printf("Enter the item:");
```

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

```
a = insert_rear (a, item);
```

```
}
```

```
first = concat (first, a);
```

```
display (first);
```

```
break;
```

```
Case 3: first = reverse (first);
```

```
display (first);
```

```
break;
```

```
Case 4: sortlist (first);
```

```
display (first);
```

```
break;
```

Case 5: display (first);
break;

Case 6: first = delete-front (first);
break;

default: exit(0);

}

return 0;

}