

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 1\_COD\_Question 3

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

Imagine you are working on a text processing tool and need to implement a feature that allows users to insert characters at a specific position.

Implement a program that takes user inputs to create a singly linked list of characters and inserts a new character after a given index in the list.

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

The first line of input consists of an integer N, representing the number of characters in the linked list.

The second line consists of a sequence of N characters, representing the linked list.

The third line consists of an integer index, representing the index(0-based) after

which the new character node needs to be inserted.

The fourth line consists of a character value representing the character to be inserted after the given index.

### ***Output Format***

If the provided index is out of bounds (larger than the list size):

1. The first line of output prints "Invalid index".
2. The second line prints "Updated list: " followed by the unchanged linked list values.

Otherwise, the output prints "Updated list: " followed by the updated linked list after inserting the new character after the given index.

Refer to the sample output for formatting specifications.

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

Input: 5

a b c d e

2

X

Output: Updated list: a b c X d e

### ***Answer***

```
// You are using GCC
```

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

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

```
typedef struct Node{
```

```
    char data;
```

```
    struct Node* next;
```

```
}Node;
```

```
Node* createNode(char data)
```

```
{
```

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

```
    newNode->data = data;
```

```

    newNode->next = NULL;
    return newNode;
}

void insertAfter(Node** head, int index, char newChar, int size)
{
    if(index >= size)
    {
        printf("Invalid index\n");
        printf("Updated list: ");
        Node* temp = *head;
        while(temp)
        {
            printf("%c ", temp->data);
            temp = temp->next;
        }
        printf("\n");
        return;
    }
    Node* temp = *head;
    for(int i = 0; i < index; i++)
    {
        temp = temp->next;
    }
    Node* newNode = createNode(newChar);
    newNode->next = temp->next;
    temp->next = newNode;
    printf("Updated list: ");
    temp = *head;
    while(temp)
    {
        printf("%c ", temp->data);
        temp = temp->next;
    }
    printf("\n");
}

Node* createLinkedList(int n)
{
    Node* head = NULL;
    Node* tail = NULL;
    char ch;
    for(int i = 0; i < n; i++)

```

```

{
    scanf(" %c",&ch);
    Node* newNode = createNode(ch);
    if(!head)
    {
        head=newNode;
        tail=newNode;
    }else{
        tail->next=newNode;
        tail=newNode;
    }
}
return head;
}
int main()
{
    int n, index;
    char newChar;
    scanf("%d",&n);
    Node* head=createLinkedList(n);
    scanf("%d",&index);
    scanf(" %c",&newChar);
    insertAfter(&head, index, newChar, n);
    return 0;
}

```

**Status :** Correct

**Marks :** 10/10