# Rajalakshmi Engineering College

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Branch: REC

Department: I AI & DS FD

Batch: 2028

Degree: B.E - AI & DS



# NeoColab\_REC\_CS23231\_DATA STRUCTURES

REC\_DS using C\_Week 1\_COD\_Question 2

Attempt : 1 Total Mark : 10 Marks Obtained : 10

Section 1: Coding

#### 1. Problem Statement

Arun is learning about data structures and algorithms. He needs your help in solving a specific problem related to a singly linked list.

Your task is to implement a program to delete a node at a given position. If the position is valid, the program should perform the deletion; otherwise, it should display an appropriate message.

#### **Input Format**

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

The second line consists of N space-separated elements of the linked list.

The third line consists of an integer x, representing the position to delete.

Position starts from 1.

### **Output Format**

The output prints space-separated integers, representing the updated linked list after deleting the element at the given position.

If the position is not valid, print "Invalid position. Deletion not possible."

Refer to the sample output for formatting specifications.

## Sample Test Case

```
Input: 5
82317
  Output: 8 3 1 7
  Answer
  #include <stdio.h>
  #include <stdlib.h>
  void insert(int);
  void display_List();
  void deleteNode(int);
  struct node {
    int data:
    struct node* next;
  } *head = NULL, *tail = NULL;
  // You are using GCC
  void insert(int element){
    if(!head){
      head=(struct node*)malloc(sizeof(struct node));
       head->data=element;
    }
    else6
       struct node* temp=head;
      struct node* nn=(struct node*)malloc(sizeof(struct node));
       nn->data=element;
```

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```
while(temp->next!=NULL)
             temp=temp->next;
           temp->next=nn;
           tail=nn;
       }
       void deleteNode(int pos){
         if(pos==1){
           struct node* head1=head;
           head=head->next;
           free(head1);
           display_List();
           return;
        int count=1;
         struct node* temp=head:
         struct node* pre=head;
         while(count!=pos & temp->next!=NULL){
           pre=temp;
           temp=temp->next;
           count++;
         }
         if (pos>count){
           printf("Invalid position. Deletion not possible.");
           return;
         else if(temp==tail){
          free(temp);
           pre->next=NULL;
         else{
           pre->next=temp->next;
           free(temp);
         display_List();
       void display_List(){
while(temp){
printf("% -'
         struct node* temp=head;
           printf("%d ",temp->data);
```

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```
int main() {
  int main() {
  int num_elements, element, pos_to_delete;
  scanf("%d", &num_elements);
  for (int i = 0; i < num_elements; i++) {
     scanf("%d", &element);
     insert(element);
  }
  scanf("%d", &pos_to_delete);
  deleteNode(pos_to_delete);
  return 0;
}

Status: Correct

Marks: 10/10</pre>
```

Status: Correct Marks: 10/10