

LAB PROGRAM 8 IMPLEMENT STACKS AND QUEUES USING LINKED REPRESENTATION

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

```
#include<stdlib.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("Memory full\n");
```

```
        exit(0);
```

```
    }
```

```
    return x;
```

```
}
```

```
void freenode(NODE x)
```

```
{
```

```
    free(x);
```

```
}
```

```
NODE insert_front(NODE first,int item)
```

```
{
```

```
    NODE temp;
```

```
    temp=getnode();
```

```
    temp->info=item;
```

```
    temp->link=NULL;
```

```
    if(first==NULL)
```

```
        return temp;
```

```
    temp->link=first;
```

```
    first=temp;
```

```
    return first;
```

```
}
```

```
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=%d\n",first->info);  
free(first);  
return temp;  
}
```

```
NODE delete_rear(NODE first)  
{  
    NODE cur,prev;  
    if(first==NULL)  
    {  
        printf("List is empty cannot delete\n");  
        return first;  
    }  
    if(first->link==NULL)  
    {  
        printf("Item deleted is %d\n",first->info);
```

```
free(first);  
return NULL;  
}  
prev=NULL;  
cur=first;  
while(cur->link!=NULL)  
{  
    prev=cur;  
    cur=cur->link;  
}  
printf("Item deleted at rear-end is %d",cur->info);  
free(cur);  
prev->link=NULL;  
return first;  
}
```

```
void display(NODE first)  
{  
    NODE temp;
```

```
if(first==NULL)
{
printf("List empty cannot display items\n");
return;
}

printf("Contents of list:\n");
for(temp=first;temp!=NULL;temp=temp->link)
{
printf("%d\n",temp->info);
}
}
```

```
void main()
{
int item,choice,pos,i,n,count,key;
NODE first=NULL,a,b;

for(;;)
{
printf("\n1:Stack\n2:Queue\n3:Exit\n");
```

```
printf("Enter the choice\n");
scanf("%d",&choice);
switch(choice)
{

case 1:printf("Stack\n");
    for(;;)
    {
        printf("\n 1:Insert_rear\n 2:Delete_rear\n 3:Display_list\n
4:Exit\n");
        printf("Enter the choice\n");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:printf("Enter the item at rear-end\n");
                scanf("%d",&item);
                first=insert_rear(first,item);
                break;
            case 2:first=delete_rear(first);
                break;
```

```

        case 3:display(first);

            break;

        default:exit(0);

            break;

    }

}

case 2:printf("QUEUE\n");

    for(;;)

    {

        printf("\n 1:Insert_rear\n 2:Delete_front\n 3:Display_list\n
4:Exit\n");

        printf("Enter the choice\n");

        scanf("%d",&choice);

        switch(choice)

        {

            case 1:printf("Enter the item at rear-end\n");

                scanf("%d",&item);

                first=insert_rear(first,item);

                break;

            case 2:first=delete_front(first);

```



```
        break;
    case 3:display(first);
        break;
    default:exit(0);
        break;
    }
}
```

```
case 3:exit(0);
default:printf("Invalid choice\n");
}
}
}
```

OUTPUT:

1.STACK IMPLEMENTATION

```
1:Stack
2:Queue
3:Exit
Enter the choice
1
Stack

1:Insert_rear
2>Delete_rear
3:Display_list
4:Exit
Enter the choice
1
Enter the item at rear-end
1

1:Insert_rear
2>Delete_rear
3:Display_list
4:Exit
Enter the choice
1
Enter the item at rear-end
2
```

```
1:Insert_rear
2:Delete_rear
3:Display_list
4:Exit
Enter the choice
1
Enter the item at rear-end
3

1:Insert_rear
2:Delete_rear
3:Display_list
4:Exit
Enter the choice
3
Contents of list:
1
2
3

1:Insert_rear
2:Delete_rear
3:Display_list
4:Exit
Enter the choice
2
Item deleted at rear-end is 3
```

```
1:Insert_rear
2:Delete_rear
3:Display_list
4:Exit
Enter the choice
3
Contents of list:
1
2
```

2.QUEUE IMPLEMENTATION

```
1:Stack
2:Queue
3:Exit
Enter the choice
2
QUEUE

1:Insert_rear
2:Delete_front
3:Display_list
4:Exit
Enter the choice
1
Enter the item at rear-end
1

1:Insert_rear
2:Delete_front
3:Display_list
4:Exit
Enter the choice
1
Enter the item at rear-end
4
```

```
1:Insert_rear
2:Delete_front
3:Display_list
4:Exit
Enter the choice
1
Enter the item at rear-end
6

1:Insert_rear
2:Delete_front
3:Display_list
4:Exit
Enter the choice
1
Enter the item at rear-end
7
```

```
1:Insert_rear
2:Delete_front
3:Display_list
4:Exit
Enter the choice
3
Contents of list:
1
4
6
7
```

```
1:Insert_rear
2:Delete_front
3:Display_list
4:Exit
Enter the choice
2
item deleted at front-end is=1
```

```
1:Insert_rear
2:Delete_front
3:Display_list
4:Exit
Enter the choice
2
item deleted at front-end is=4
```

```
1:Insert_rear
2:Delete_front
3:Display_list
4:Exit
Enter the choice
3
Contents of list:
6
7
```