

Lab Program - 5

WAP to implement singly linked list with operations.

- create a linked list
- insertion at first position, any position and at end of list.
- Display content of linked list.

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

```
#include <conio.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("mem 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 insert_pos(int item, int pos, NODE first)

```
{
    NODE temp;
    NODE prev, cur;
    int count;
    temp = getnode();
    temp->info = item;
    temp->link = NULL;
    if (first == NULL && pos == 1)
        return temp;
    if (first == NULL)
    {
        printf("invalid position\n");
        return first;
    }
    if (pos == 1)
    {
        temp->link = first;
        return temp;
    }
    count = 1;
    prev = NULL;
    cur = first;
    while (cur != NULL && count != pos)
    {
        prev = cur;
        cur = cur->link;
        count++;
    }
    if (count == pos)
    {

```

```

prev → link = temp;
temp → link = cur;
return first;
}
printf("%d\n", *first);
return first;
}

void display(NODE first)
{
    NODE temp;
    if (first == NULL)
        printf("cannot display item");
    else
        printf("content of list is\n");
    for (temp = first; temp != NULL; temp = temp → link)
    {
        printf("%d\n", temp → info);
    }
}

```

```

void main()
{
    int item, choice, pos;
    NODE first = NULL;
    for (i = 1; i <= 5; i++)
    {
        printf("\n 1. Insert - 2. Delete - 3. Display - 4. Exit\n");
        printf("Enter choice: ");
        scanf("%d", &choice);
        switch (choice)
        {
            case 1:
                Insert(&first, item, pos);
                break;
            case 2:
                Delete(&first, pos);
                break;
            case 3:
                Display(first);
                break;
            case 4:
                Exit();
                break;
            default:
                printf("Invalid choice\n");
        }
    }
}

```


{

case 1:

```
printf("Enter the item at front end\n");
scanf("%d", &item);
list = insert front(list, item);
break;
```

case 2:

```
printf("Enter the item at rear end\n");
scanf("%d", &item);
list = insert rear(list, item);
break;
```

case 3:

```
printf("Enter the position and item\n");
scanf("%d", &pos);
scanf("%d", &item);
list = insert pos(list, pos, item);
break;
```

case 4:

```
display(list);
break;
```

case 5:

```
exit(0);
break;
```

```
default: printf("Invalid choice\n");
```

}

{

{

{