

DSA Assignment: 8

Exp 8: Implementation of Circular Doubly Linked List

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D10A Roll No: 60

AIM: In this experiment, we will implement circular doubly linked list.

CODE:

```
#include <stdio.h>
#include <stdlib.h>
struct node
{
    struct node *prev;
    struct node *next;
    int data;
};
struct node *head;
void insertion_beginning();
void insertion_last();
void deletion_beginning();
void deletion_last();
void display();
void search();
void main()
{
    printf("D10A_60_ShashwatTripathi\n");
    printf("\n#####");
    printf("\n1.Insert in Beginning");
    printf("\n2.Insert at end");
    printf("\n3.Delete from beginning");
    printf("\n4.Delete from end");
    printf("\n5.Search");
    printf("\n6.Show");
    printf("\n7.Exit");
    printf("\n#####");

    int choice = 0;
    while (choice != 9)
    {
        printf("\nEnter your choice:");
        scanf("\n%d", &choice);
        switch (choice)
        {
            case 1:
                insertion_beginning();
                break;
            case 2:
                insertion_last();
                break;
            case 3:
                deletion_beginning();
                break;
            case 4:
```

```

        deletion_last();
        break;
    case 5:
        search();
        break;
    case 6:
        display();
        break;
    case 7:
        exit(0);
        break;
    default:
        printf("Please enter valid choice..");
    }
}
}
void insertion_beginning()
{
    struct node *ptr, *temp;
    int item;
    ptr = (struct node *)malloc(sizeof(struct node));
    if (ptr == NULL)
    {
        printf("\nOVERFLOW\n");
    }
    else
    {
        printf("\nEnter Item value: ");
        scanf("%d", &item);
        ptr->data = item;
        if (head == NULL)
        {
            head = ptr;
            ptr->next = head;
            ptr->prev = head;
        }
        else
        {
            temp = head;
            while (temp->next != head)
            {
                temp = temp->next;
            }
            temp->next = ptr;
            ptr->prev = temp;
            head->prev = ptr;
            ptr->next = head;
            head = ptr;
        }
        printf("\nNode inserted\n");
    }
}
void insertion_last()
{
    struct node *ptr, *temp;
    int item;
    ptr = (struct node *)malloc(sizeof(struct node));

```

```

if (ptr == NULL)
{
    printf("\nOVERFLOW");
}
else
{
    printf("\nEnter value: ");
    scanf("%d", &item);
    ptr->data = item;
    if (head == NULL)
    {
        head = ptr;
        ptr->next = head;
        ptr->prev = head;
    }
    else
    {
        temp = head;
        while (temp->next != head)
        {
            temp = temp->next;
        }
        temp->next = ptr;
        ptr->prev = temp;
        head->prev = ptr;
        ptr->next = head;
    }
}
printf("\nnode inserted\n");
}

```

```

void deletion_beginning()
{
    struct node *temp;
    if (head == NULL)
    {
        printf("\n UNDERFLOW");
    }
    else if (head->next == head)
    {
        head = NULL;
        free(head);
        printf("\nnode deleted\n");
    }
    else
    {
        temp = head;
        while (temp->next != head)
        {
            temp = temp->next;
        }
        temp->next = head->next;
        head->next->prev = temp;
        free(head);
        head = temp->next;
    }
}

```

```

void deletion_last()
{
    struct node *ptr;
    if (head == NULL)
    {
        printf("\n UNDERFLOW");
    }
    else if (head->next == head)
    {
        head = NULL;
        free(head);
        printf("\nnode deleted\n");
    }
    else
    {
        ptr = head;
        if (ptr->next != head)
        {
            ptr = ptr->next;
        }
        ptr->prev->next = head;
        head->prev = ptr->prev;
        free(ptr);
        printf("\nnode deleted\n");
    }
}

void display()
{
    struct node *ptr;
    ptr = head;
    if (head == NULL)
    {
        printf("\nnothing to print");
    }
    else
    {
        printf("\n Printing the list ... \n");

        while (ptr->next != head)
        {
            printf("%d\n", ptr->data);
            ptr = ptr->next;
        }
        printf("%d\n", ptr->data);
    }
}

void search()
{
    struct node *ptr;
    int item, i = 0, flag = 1;
    ptr = head;
    if (ptr == NULL)
    {
        printf("\nEmpty List\n");
    }
}

```

```

    }
else
{
    printf("\nEnter item which you want to search?: \n");
    scanf("%d", &item);
    if (head->data == item)
    {
        printf("item found at location: %d", i + 1);
        flag = 0;
    }
    else
    {
        while (ptr->next != head)
        {
            if (ptr->data == item)
            {
                printf("item found at location: %d ", i + 1);
                flag = 0;
                break;
            }
            else
            {
                flag = 1;
            }
            i++;
            ptr = ptr->next;
        }
    }
    if (flag != 0)
    {
        printf("Item not found\n");
    }
}
}
}

```

OUTPUT:

C:\Windows\System32\cmd.exe

C:\Users\shweta\Documents\Shashwat\Notepad++\DSA>DSAexp8
D10A_60_ShashwatTripathi

```
#####  
1.Insert in Beginning  
2.Insert at end  
3.Delete from beginning  
4.Delete from end  
5.Search  
6.Show  
7.Exit  
#####  
Enter your choice:1
```

Enter Item value: 20

Node inserted

Enter your choice:1

Enter Item value: 25

Node inserted

Enter your choice:2

Enter value: 30

node inserted

Enter your choice:6

Printing the list ...

25
20
30

C:\Windows\System32\cmd.exe

Printing the list ...

25
20
30

Enter your choice:3

Enter your choice:4

node deleted

Enter your choice:6

Printing the list ...

20

Enter your choice:5

Enter item which you want to search?:

45

Item not found

Enter your choice:7

C:\Users\shweta\Documents\Shashwat\Notepad++\DSA>