



Experiment No.6
Implement Singly Linked List ADT
Name: Vinith Shetty
Roll No:55
Date of Performance:
Date of Submission:
Marks:
Sign:

Experiment No. 6: Singly Linked List Operations Aim:

Implementation of Singly Linked List

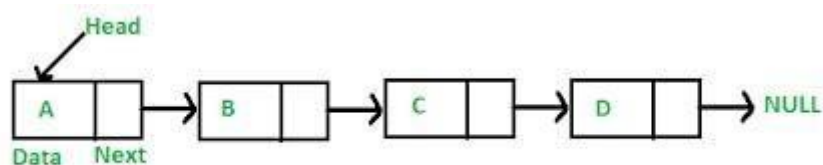
Objective:

It is used to implement stacks and queues which are like fundamental needs throughout computer science. To prevent the collision between the data in the hash map, we use a singly linked list.

Theory:

A linked list is an ordered collection of elements, known as nodes. Each node has two fields: one for data (information) and another to store the address of the next element in the list. The address field of the last node is null, indicating the end of the list. Unlike arrays, linked list elements are not stored in contiguous memory locations; instead, they are connected by explicit links, allowing for dynamic and non-contiguous memory allocation.

The structure of linked list is as shown below





Vidyavardhini's College of Engineering and Technology

Department of Artificial Intelligence & Data Science

Header is a node containing null in its information field and an next address field contains the address of the first data node in the list. Various operations can be performed on singly linked lists like insertion at front, end, after a given node, before a given node deletion at front, at end and after a given node.

Algorithm

Algorithm to insert a new node at the beginning

Step 1: IF AVAIL = NULL

Write OVERFLOW

Go to Step 7 [END OF IF]

Step 2: SET NEW_NODE = AVAIL

Step 3: SET AVAIL = AVAIL NEXT

Step 4: SET DATA = VAL

Step 5: SET NEW_NODE --> NEXT = START

Step 6: SET START = NEW_NODE

Step 7: EXIT

Algorithm to insert a new node at the end

Step 1: IF AVAIL = NULL

Write OVERFLOW

Go to Step 1 [END OF IF]

Step 2: SET = AVAIL

Step 3: SET AVAIL = AVAIL NEXT

Step 4: SET DATA = VAL

Step 5: SET NEW_NODE = NULL

Step 6: SET PTR = START

Step 7: Repeat Step 8 while PTR NEXT != NULL Step

8: SET PTR = PTR NEXT [END OF LOOP]

Step 9: SET PTR--> NEXT = New_Node

Step 10: EXIT



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

Algorithm to insert a new node after a node that has value NUM Step

1: IF AVAIL = NULL

Write OVERFLOW

Go to Step 12 [END OF IF]

Step 2: SET = AVAIL

Step 3: SET AVAIL = AVAIL-->NEXT

Step 4: SET DATA = VAL

Step 5: SET PTR = START

Step 6: SET PREPTR = PTR

Step 7: Repeat Steps 8 and 9 while != NUM

Step 8: SET PREPTR = PTR

Step 9: SET PTR = PTR -->NEXT

[END OF LOOP]

Step 10 : PREPTR--> NEXT = NEW_NODE

Step 11: SET NEW_NODE NEXT = PTR

Step 12: EXIT

Algorithm to insert a new node before a node that has value NUM

Step 1: IF AVAIL = NULL

Write OVERFLOW

Go to Step 12 [END OF IF] Step

2: SET = AVAIL

Step 3: SET AVAIL = AVAIL-->NEXT

Step 4: SET DATA = VAL

Step 5: SET PTR = START



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

Step 6: SET PREPTR = PTR

Step 7: Repeat Steps 8 and 9 while PTR DATA != NUM

Step 8: SET PREPTR = PTR

Step 9: SET PTR = PTR -->NEXT

[END OF LOOP]

Step 10: PREPTR-->NEXT = NEW_NODE

Step 11: SET NEXT = PTR

Step 12: EXIT

Algorithm to delete the first node

Step 1: IF START = NULL

Write UNDERFLOW

Go to Step 5 [END OF IF]

Step 2: SET PTR = START

Step 3: SET START = START -->NEXT

Step 4: FREE PTR

Step 5: EXIT

Algorithm to delete the last node

Step 1: IF START = NULL

Write UNDERFLOW

Go to Step 8 [END OF IF]

Step 2: SET PTR = START

Step 3: Repeat Steps 4 and 5 while PTR NEXT != NULL

Step 4: SET PREPTR = PTR



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

Step 5: SET PTR = PTR -->NEXT [END OF LOOP]

Step 6: SET PREPTR-->NEXT = NULL

Step 7: FREE PTR

Step 8: EXIT

Algorithm to delete the node after a given node

Step 1: IF START = NULL

Write UNDERFLOW

Go to Step 1 [END OF IF] Step

2: SET PTR = START

Step 3: SET PREPTR = PTR

Step 4: Repeat Steps 5 and 6 while PREPTR DATA != NUM

Step 5: SET PREPTR = PTR

Step 6: SET PTR = PTR--> NEXT

[END OF LOOP]

Step 7: SET TEMP = PTR

Step 8: SET PREPTR -->NEXT = PTR--> NEXT

Step 9: FREE TEMP

Step 10: EXIT

Code:

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

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

```
#include<conio.h>
```

```
#include<malloc.h>
```



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

```
struct node{ int
data; struct node
*next;

};

struct node *start = NULL; struct node
*create_ll(struct node *); struct node
*display(struct node *); struct node
*insert_beg(struct node *); struct node
*insert_end(struct node *); struct node
*insert_before(struct node *); struct
node *insert_after(struct node *);
struct node *delete_beg(struct node *);
struct node *delete_end(struct node *);
struct node *delete_node(struct node
*); struct node *delete_after(struct
node *); struct node *delete_list(struct
node *); struct node *sort_list(struct
node *); int main(int argc, char
*argv[]) { int option; do { printf("\n\n
*****MAIN MENU *****");

printf("\n 1: Create a list"); printf("\n 2: Display
the list"); printf("\n 3: Add a node at the
beginning"); printf("\n 4: Add a node at the
end"); printf("\n 5: Add a node before a given
node"); printf("\n 6: Add a node after a given
```



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

```
node"); printf("\n 7: Delete a node from the  
beginning"); printf("\n 8: Delete a node from the  
end"); printf("\n 9: Delete a given node");  
printf("\n 10: Delete a node after a given node");  
printf("\n 11: Delete the entire list"); printf("\n  
12: Sort the list"); printf("\n 13: EXIT");  
printf("\n\n Enter your option : ");
```

```
scanf("%d", &option);  
switch(option) { case  
1:  
start = create_ll(start);  
printf("\n LINKED LIST CREATED");  
break; case 2: start =  
display(start); break; case  
3: start = insert_beg(start);  
break; case 4: start =  
insert_end(start); break;  
case 5: start =  
insert_before(start); break;  
case 6: start =  
insert_after(start); break;  
case 7: start =  
delete_beg(start); break;  
case 8:
```



Vidyavardhini's College of Engineering and Technology

Department of Artificial Intelligence & Data Science

```
start = delete_end(start);

break; case 9: start =
delete_node(start); break;

case 10: start =
delete_after(start); break;

case 11:

start = delete_list(start);

printf("\n LINKED LIST DELETED"); break; case 12: start =
sort_list(start); break;

} } while(option !=13); getch(); return
0; } struct node *create_ll(struct node
*start) { struct node *new_node, *ptr;
int num; printf("\n Enter -1 to end");
printf("\n Enter the data : ");
scanf("%d", &num); while(num!=-1) {

new_node = (struct node*)malloc(sizeof(struct node));
new_node -> data=num; if(start==NULL) { -
new_node -> next = NULL; start = new_node; } else
{ ptr=start; while(ptr->next!=NULL) ptr=ptr->next;
ptr->next = new_node; new_node->next=NULL;

} printf("\n Enter the data : "); scanf("%d",
&num);

} return start;
```




Vidyavardhini's College of Engineering and Technology

Department of Artificial Intelligence & Data Science

```
} struct node *display(struct node *start)

{ struct node *ptr; ptr = start; while(ptr

!= NULL) { printf("\t %d", ptr -> data);

ptr

= ptr -> next;

} return start;

} struct node *insert_beg(struct node *start) {

struct node *new_node; int num; printf("\n

Enter the data : "); scanf("%d", &num);

new_node = (struct node *)malloc(sizeof(struct

node)); new_node -> data = num; new_node -

> next = start; start = new_node; return start;

} struct node *insert_end(struct node *start) {

struct node *ptr, *new_node; int num;

printf("\n Enter the data : "); scanf("%d", &num);

new_node = (struct node *)malloc(sizeof(struct node));

new_node -> data = num; new_node -> next = NULL;

ptr = start; while(ptr -> next

!= NULL) ptr = ptr -> next;

ptr -> next = new_node;

return start;

} struct node *insert_before(struct node *start) { struct node *new_node,

*ptr, *preptr; int num, val; printf("\n Enter the data : "); scanf("%d",
```



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

```
&num); printf("\n Enter the value before which the data has to be inserted : ");
```

```
scanf("%d", &val); new_node = (struct node *)malloc(sizeof(struct node));
```

```
new_node -> data = num;
```

```
ptr = start; while(ptr ->
```

```
data != val) { preptr = ptr;
```

```
ptr = ptr -> next; } preptr
```

```
-> next = new_node;
```

```
new_node ->
```

```
next = ptr; return start;
```

```
} struct node *insert_after(struct node *start) {
```

```
struct node *new_node, *ptr, *preptr; int num,
```

```
val; printf("\n Enter the data : "); scanf("%d",
```

```
&num);
```

```
printf("\n Enter the value after which the data has to be inserted :
```

```
"); scanf("%d", &val); new_node = (struct node
```

```
*)malloc(sizeof(struct node)); new_node -> data = num;
```

```
ptr = start; preptr = ptr;
```

```
while(preptr -> data != val) {
```

```
preptr = ptr; ptr = ptr -> next;
```

```
} preptr ->
```

```
next=new_node; new_node
```

```
-> next = ptr;
```

```
return start;
```

```
} struct node *delete_beg(struct node *start)
```



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

```
{ struct node *ptr; ptr = start; start  
= start -> next;  
  
free(ptr); return  
  
start;  
  
} struct node *delete_end(struct node *start) {  
struct node *ptr, *preptr; ptr = start; while(ptr  
-> next != NULL)  
{ preptr = ptr; ptr = ptr ->  
next; } preptr -> next =  
NULL; free(ptr); return  
start;  
  
} struct node *delete_node(struct node *start) { struct node *ptr,  
*preptr; int val; printf("\n Enter the value of the node which has  
to be deleted : "); scanf("%d", &val); ptr = start; if(ptr -> data  
== val) { start = delete_beg(start); return start; } else { while(ptr  
-> data != val) { preptr = ptr; ptr = ptr -> next;  
} preptr -> next = ptr -> next; free(ptr);  
return start;  
  
}  
  
} struct node *delete_after(struct node *start) { struct node *ptr,  
*preptr; int val; printf("\n Enter the value after which the node  
has to deleted : "); scanf("%d", &val); ptr = start; preptr = ptr;  
while(preptr -> data != val) { preptr = ptr; ptr = ptr -> next;  
} preptr -> next=ptr ->  
next; free(ptr); return
```



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

start;

```
} struct node *delete_list(struct node *start) {  
struct node *ptr; if(start!=NULL){ ptr=start;  
while(ptr != NULL) { printf("\n %d is to be  
deleted next", ptr -> data); start =  
delete_beg(ptr); ptr = start;  
} } return
```

start;

```
} struct node *sort_list(struct node *start)  
{ struct node *ptr1, *ptr2; int temp;  
ptr1 = start; while(ptr1 -> next !=  
NULL) { ptr2 = ptr1 -> next; while(ptr2  
!= NULL) { if(ptr1 -> data > ptr2 -> data)  
{ temp = ptr1 -> data; ptr1 -> data = ptr2  
-> data; ptr2 -> data = temp; } ptr2 = ptr2  
-> next; } ptr1 = ptr1 -> next;  
} return start;  
}
```

Output:



Vidyavardhini's College of Engineering and Technology

Department of Artificial Intelligence & Data Science

```
*****MAIN MENU *****
1: Create a list
2: Display the list
3: Add a node at the beginning
4: Add the node at the end
5: Add the node before a given node
6: Add the node after a given node
7: Delete a node from the beginning
8: Delete a node from the end
9: Delete a given node
10: Delete a node after a given node
11: Delete the entire list
12: Sort the list
13: Exit
Enter your option : 3
Enter your option : 73
```

Conclusion:

Write an example of stack and queue implementation using singly linked list?

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

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

```
// Node structure for the singly linked list struct
```

```
Node {
```

```
    int data;    struct
```

```
Node* next;
```

```
};
```

```
struct Node* front = NULL; struct
```

```
Node* rear = NULL;
```



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

```
void enqueue(int value) {      struct Node* newNode = (struct  
Node*)malloc(sizeof(struct Node));      newNode->data = value;  
newNode->next = NULL;
```

```
    if (rear == NULL) {  
front = rear = newNode;  
        return;  
    }  
    rear->next = newNode;  
rear = newNode;  
}
```

```
void dequeue() {    if (front ==  
NULL) {        printf("Queue is  
empty.\n");        return;    }    struct  
Node* temp = front;    front = front-  
>next;
```

```
    if (front == NULL) {  
rear = NULL;  
    }  
}
```



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

```
    free(temp);

}

int peek() {    if (front ==
NULL) {        printf("Queue is
empty.\n");    return -1;

    }    return front-
>data;

}

int isEmpty() {    return
front == NULL;

}

int main() {

enqueue(10);

enqueue(20);

enqueue(30);

    printf("Front element: %d\n", peek());    dequeue();    printf("Front
element after dequeue: %d\n", peek());
```



Vidyavardhini's College of Engineering and Technology
Department of Artificial Intelligence & Data Science

```
return 0;
```

```
}
```