

07-12-20

Lab 8 (Week - 9)

Date _____
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Q7 Program to implement linked list: insert-front, delete rear, display, count items, search, order.

```
#include <stdio.h>
#include <stdlib.h>
struct node {
    int info;
    struct node * link;
};
typedef struct node * Node;
Node getnode () {
    Node n;
    n = (Node) malloc (sizeof (struct node));
    if (n == NULL) { printf ("Mem full\n");
                    exit (0); }
    return n; }
void freenode (Node n) { free (n); }
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 deletion rear (Node first)

```
{
    Node cur, prev;
    if (first == NULL) {
        printf("Empty list \n");
        return first;
    }
    if (first->link == NULL) {
        printf("Del item = %d \n", first->info);
        free(first);
        return NULL;
    }
    prev = NULL; cur = first;
    while (cur->link != NULL) {
        prev = cur;
        cur = cur->link;
    }
    printf("Del item = %d \n", cur->info);
    free(cur);
    prev->link = NULL;
    return first;
}
```

void count (Node first) {

```
    int c = 0;
    if (first == NULL) {
        printf("Empty list \n");
        return;
    }
```

Node temp;

temp = first;

```
while (temp != NULL) {
```



```

        c++;
        temp = temp->link; }
    printf("Total items = %d", c); }
void search (int key, Node first) {
    Node cur;
    int j = 0;
    if (first == NULL) {
        printf("Empty list\n");
        return; }
    cur = first;
    while (cur != NULL) { j++;
        if (key == cur->info) { break; }
        cur = cur->link; }
    if (cur == NULL) {
        printf("Search is failed");
        return; }
    printf("Search successful & pos = %d", j); }
void swap (Node a, Node b) {
    int temp = a->info;
    a->info = b->info;
    b->info = temp; }
void bubblesort (Node first) {
    int s;
    Node cur, prev = NULL;
    if (first == NULL) {

```

```
printf("Empty list");
return; }
```

```
do { s = 0;
    cur = first;
    while (cur->link != NULL) {
        if (cur->info > cur->link->info) {
            swap(cur, cur->link);
            s = 1; }
        cur = cur->link;
    } prev = cur;
} while (s); }
```

```
void display (Node first) {
    Node temp;
    if (first == NULL)
        { printf("List empty"); }
    for (temp = first; temp != NULL; temp = temp->link)
        { printf("%d", temp->info); } }
```

```
int main () {
    int item, choice, key;
    Node first = NULL;
    for (;;) {
        printf ("1. Insert 2. Delete 3. count 4. search\n5. Sort 6. Display 7. Exit\n");
        printf ("Enter choice : ");
        scanf ("%d", &choice);
```



```

switch (choice) {
    case 1: printf (" Enter item ");
            scanf ("%d", &item);
            first = insert_front (first, item);
            break;

    case 2: first = delete_rear (first);
            break;

    case 3: count (first);
            break;

    case 4: printf (" Enter item for search: ");
            scanf ("%d", &key);
            search (key, first);
            break;

    case 5: bubblesort (first);
            printf (" Items in sorted: ");
            display (first);
            break;

    case 6: printf (" List: \n");
            display (first);
            break;

    case 7: exit (0);

    default: printf (" Enter correct inst-
                    ruction ");
            break; } }

return 0;

```

O/P →

1. Insert 2. Delete 3. Display 4. Sort 5. Count
6. Search 7. Exit

Enter choice: 1

Enter item: 23