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Solution To Josephus Problem

Code Id	24
Date Updated	3/7/2010
Title	Solution to Josephus problem
Description	

This is a program to solve Josephus problem. The Josephus problem consists of a g

Codes Snippet

```
#include
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struct node
{
    char name[20];
    struct node *next;
};
struct node *getnode(void)
{
    struct node *tp;
    tp=(struct node *)malloc(sizeof (struct node));
    printf("\n Input name n");
    scanf("%s",tp->name);
    tp->next=NULL;
    return (tp);
}
void addnode(struct node **pplh, struct node *tp)
{
    struct node *travel;
    travel=NULL;
    if (*pplh=NULL)
    {
        *pplh = tp;
        (*pplh) -> next=*pplh;
    }

    else
    {
        travel=*pplh;
        while(travel->next != (*pplh))
            travel=travel->next;
        tp->next=*pplh;
        travel->next=tp;
    }
}
void create (struct node **pplh)
{
    struct node *getnode(void);
    void addnoce( struct node **pplh, struct node *tp);
    struct node *ltp;
    char chl="y";
    ltp=NULL;
    while(chl=="y")
    {
        ltp=getnode();
        addnode(pplh,ltp);
        printf("\nWant to add more names ?");
        chl=getchar();
    }
}
void countnode(struct node **pphl,int *lpn)
{
    struct node *travel, *tp;
    int ctr;
    tp=travel=NULL;
    travel=*pphl;
    if (*lpn==1)
    {
        while(travel->next !=*pphl)
```

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```
        travel->next=travel->next->next;
        travel=travel->next;
        free(tp);
    }
    printf("\nNAME LEFT IS %s\n",travel->name);
}/*end else*/
}
main()
{
    struct node *getnode();
    void addnode (struct node **pphl,struct node *tp);
    void create (struct node *pphl);
    void countnode (struct node **pplh, int *lpn);
    struct node *phg;
    int n;
    phg=NULL;
    printf("\ninput the names\n");
    create(&phg);
    printf("\ninput num to be moved\n");
    scanf("%d",&n);
    countnode(&phg, &n);
    getch();
}
```