

INDEX

SI NO.	Date	Title	Page No	Teacher sign
1.	29/09/25	Push, pop, peek	1.	✓ (10)
2.	6/10/25	Infix to postfix	2	✓ (10)
3.	13/10/25	Insert, delete, display	2	✓ (10) ✓ (10) ✓ (10)
(2b)	3/11/25	Circular Queue		✓ (10) 3/11/25
4.	10/11/25	Single Linked List	(10)	✓ (10) 10/11/25

```
#include  
#define  
int  
in  
noi  
if
```

10/11/25

LAB PROGRAM - 19

& Write a program to implement singly linked list.

Insert at

- (A) Create a linked list
- (B) Insertion of a node at first position > any position, end of the list.
- (C) Display the content of the linked list.

el

Pseudocode:

```
new node = (struct node*) malloc (size of (struct node));
```

Procedure pointer,

```
new node → data
```

```
new node → next
```

```
new node → next = null;
```

```
If (head == NULL) {
```

```
    head = newnode = temp;
```

```
}
```

```
else {
```

```
    temp → next = new node;
```

~~```
 temp = new node;
```~~

```
}
```

### Inserion At Beginning:

```
struct Node * newNode = (struct Node*) malloc (size of (struct Node));
newNode → data = data;
```

```
newNode → next = head;
```

```
head = newNode;
```

```
*
```

Insert

### Insert at End :

```

Struct node * newNode = (struct node*) malloc (sizeof(struct Node));
newNode -> data = data;
newNode -> next = null;

if (head == null) {
 head = newNode;
}
else {
 Struct Node * temp = head;
 while (temp -> next != null) {
 temp = temp -> next;
 }
 temp -> next = newNode;
}

```

### Inserting at any position :

Struct Node \* newNode , \*temp = head;

```

if (pos < 1) {
 print("Invalid position")
 return;
}

```

```

if (pos == 1) {
 InsertAtBeginning (data);
 return;
}

```

newNode = (struct node\*) malloc (sizeof(struct Node));

newNode -> data = data;

```

#include
#define
int
main
{
 int i, pos;
 struct node *temp, *newnode;
 if (pos < 0 || pos > 5)
 printf ("Position out of range");
 else
 {
 newnode = (struct node *) malloc (sizeof (struct node));
 if (newnode == NULL)
 printf ("Memory allocation failed");
 else
 {
 newnode->data = 100;
 newnode->next = NULL;
 temp = head;
 for (i = 1; i < pos - 1; i++)
 temp = temp->next;
 newnode->next = temp->next;
 temp->next = newnode;
 }
 }
}

```

### Display:

```
for (i = 1; temp != NULL; i++)
```

print (elements)

↓  
↓  
values

10/11/25

LAB PROGRAM - 1

Single Linked list:

Write a program to implement singly linked list

(a) Create a linked list

(b) Insertion of a node at → first position

→ any position

→ End of a list

(c) Display elements of a linked list:

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

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

```
struct Node {
```

```
 int data;
```

```
 struct Node *next;
```

```
};
```

```
struct Node *head = NULL;
```

```
void createlist (int n){
```

```
 struct Node * newNode, *temp;
```

```
 int data, i;
```

~~If (n <= 0) {~~

```
 printf ("Invalid number of nodes\n");
```

```
 return;
```

```
}
```

```
for(i = 1, i <= n, i++) {
```

```
 newNode = (struct Node *) malloc (sizeof (struct Node));
```

~~If (newNode == NULL) {~~

```
 printf ("Memory allocation failed\n");
```

```
 return;
```

```
}
```

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

struct Node {
 int data;
 struct Node *next;
};

void insertAtBeginning(struct Node **head, int data) {
 struct Node *newNode = (struct Node *) malloc(sizeof(struct Node));
 newNode->data = data;
 newNode->next = *head;
 *head = newNode;
 printf("Node inserted at the beginning\n");
}

void insertAtEnd(struct Node **head, int data) {
 struct Node *newNode = (struct Node *) malloc(sizeof(struct Node));
 struct Node *temp;
 newNode->data = data;
 newNode->next = NULL;
 if (*head == NULL) {
 *head = newNode;
 } else {
 temp = *head;
 while (temp->next != NULL) {
 temp = temp->next;
 }
 temp->next = newNode;
 }
 printf("Node inserted at the end\n");
}

void printList(struct Node *head) {
 struct Node *temp;
 temp = head;
 while (temp != NULL) {
 printf("%d ", temp->data);
 temp = temp->next;
 }
 printf("\n");
}
```

void insertAtBeginning (int data){

    Struct Node \* newnode = (Struct Node \*) malloc (Size of (Struct Node));

    newNode → data = data;

    newNode → next = head;

    head = newNode;

    printf (" Node inserted at the beginning in ");

void InsertAtEnd (int data){

    Struct Node \* newnode = (Struct Node \*) malloc (Size of (Struct Node));

    Struct Node \* temp;

    newNode → data = data;

    newNode → next = NULL;

    if (head == NULL){

        head = newNode ;

```

class {
 temp = head;
 while(temp->next != NULL)
 temp = temp->next;
 temp->next = newnode;
}
printf("Node inserted at the end\n");
}

void InsertAtPosition (int data, int position) {
 struct Node *newnode = (struct Node*) malloc (sizeof (struct Node));
 struct Node *temp = head;
 int i;
 if (position <= 0) {
 printf("Invalid position\n");
 free (newnode);
 return;
 }
 if (position == 1) {
 insertAtBeginning (data);
 return;
 }
 newnode->data = data;
 for (i=1; i < position - 1 && temp != NULL; i++)
 temp = temp->next;
 if (+temp == NULL) {
 printf("Position out of range");
 free (newnode);
 }
}

```

#include < stdio.h >

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

struct Node {
 int data;
 struct Node *next;
};

void insertAtBeginning(int data) {
 struct Node *newNode = (struct Node *) malloc(sizeof(struct Node));
 newNode->data = data;
 newNode->next = head;
 head = newNode;
}
```

```
void displayList() {
 struct Node *temp = head;
```

```
 if (head == NULL) {
```

```
 printf("List is empty\n");
```

```
 return;
```

```
 } else {
 printf("List is linked list:\n");
 }
```

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

```
 printf("%d->", temp->data);
```

```
 temp = temp->next;
 }
```

```
 printf("NULL\n");
```

```
}
```

```
int main() {
 int ch, n, data, position;
 printf("Singly linked list operations Menu:\n");
 printf("1. Create list\n 2. Insert at beginning\n 3. Insert at end\n 4.
 Insert at position\n 5. Display list\n 6. Exit\n");
 while (1) {
```

```
 printf("Enter your choice : ");
 scanf("%d", &ch);
```

```
 switch (ch) {
```

```
 case 1:
```

```
 printf("Enter number of nodes : ");
 scanf("%d", &n);
 CreateList(n);
 break;
```

(Case 2 :

```
 printf("Enter data to insert at beginning : ");
 scanf("%d", &data);
 InsertAtBegin(data);
 break;
```

(Case 3 :

```
 printf("Enter data to insert at end : ");
 scanf("%d", &data);
 InsertAtEnd(data);
 break;
```

(Case 4 :

```
 printf("Enter data to insert : ");
 scanf("%d", &data);
 printf("Enter position to insert at : ");
 scanf("%d", &position);
 InsertAtPosition(data, position);
 break;
```

(Case 5 :

```
 displayList();
 break;
```

(Case 6 :

```
 printf("Editing... \n");
 edit();
```

default :

```
 printf("Invalid choice. Please try again. \n");
```

11 include <conio.h>

#include

Q1: Singly linked list operations menu :-

1. Create List
2. Insert at Beginning
3. Insert at End
4. Insert at position
5. Display List
6. Exit

Enter your choice : 1

Enter number of nodes : 3

Enter data for node 1 : 23

Enter data for node 2 : 56

Enter data for node 3 : 89

Linked List Created successfully,

Enter your choice : 2

Enter data to insert at beginning : 12

Node inserted at the beginning

Enter your choice : 3

Enter data to insert at end : 45

Node inserted at the end

Enter your choice : 4

Enter data to insert : 65

Enter position to insert at : 4

Node inserted at position 4

Enter your choice : 5

Linked List : 12 → 23 → 56 → 65 → 89 → 45 → NULL

Enter your choice : 6

Exiting ...