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CLASS : CSE : H

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Assignment : 4

- Q1. Write a program to insert and delete an element at the n^{th} and k^{th} pointer in linked list where n and k are taken from the users.

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

```
struct node,
{
```

```
int element;
```

```
struct node * next;
```

```
};
```

```
struct node * head;
```

```
void insert (int element, int n)
{
```

```
node * temp = new node ();
```

```
temp → element = element;
```

```
temp → next = NULL;
```

```
if (n == 1)
```

```
{
```

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temp → next = head;

head = temp;

return 3

void delete (int a)

2

struct node * temp = head;

if (a == 1)

2

head = temp → next;

free (temp);

3

node * temp = head;

for (int i = 0; i < n - 2; i++)

2

temp = temp → next;

3

temp → next = temp → next;

temp → next = temp;

3

void ~~display~~ print();

for (int i = 0; i < n - 2; i++)

2

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temp = temp → next ;

free (temp) ;

3

4

void main ()

{

int n, e, ok;

head = NULL;

printf (" Enter the element and its position ");

scanf ("%d-%d", &e, &n);

insert (e, n);

printf (" Enter the position for deletion ");

scanf ("%d", &k);

delete (k);

print (e);

3

OUTPUT:

Enter the element and its position 58

Enter the position for deletion 4

Q2:

construct a new linked list by merging alternate nodes of two lists for example in list 1 we have {1, 2, 3} and in list 2 we have {4, 5, 6} in the new list we should have {1, 4, 2, 5, 3, 6}.

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

```
struct node
```

```
{
```

```
int element;
```

```
struct node * next;
```

```
} ;
```

```
void display ( struct node * head)
```

```
{
```

```
struct node * ptr = head;
```

```
while (ptr)
```

```
{
```

```
printf ("%d", ptr->element);
```

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

```
}
```

```
printf ("NULL");
```

```
}
```

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```
void insert ( struct node * head, int element )
{
```

```
    struct node * newnode = ( struct node * )
        malloc( sizeof( struct node ) );
```

```
    newnode -> element = element;
```

```
    newnode -> next = * head;
```

```
* head = newnode;
```

}

```
struct node * alt merge ( struct node * a,
                         struct node * b)
```

{

```
struct node alt;
```

```
struct node * tale = & alt;
```

```
alt -> next = NULL;
```

```
while ( 1 )
```

{

```
if ( a == NULL )
```

{

```
tale -> next = b;
```

```
break;
```

{

```
else if ( b == NULL )
```

{

```
tale -> next = a;
```

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break;

}

else

{

tail → next = a;

tail = a;

a = a → next;

tail → next = b;

tail = b;

b = b → next;

}

}

return alt.next;

}

void main()

{

int data[] = {1, 2, 3, 4, 5, 6, 7};

int n,

n = sizeof(data) / sizeof(data[0]);

Struct node *a = NULL;

Struct node *b = NULL;

for (int i = n - 1; i >= 0; i = i - 2)

{

insert(&a, data[i]);

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```
for(int i = n-2; i >= 0; i = i-2)
```

{

```
    insert(8b, data[i]);
```

}

```
printf("First list is : ");
```

```
display(a);
```

```
printf("Second list is : ");
```

```
display(b);
```

```
struct node * head = altmerge(a,b);
```

```
printf("After merging : ");
```

```
display(head);
```

}

OUTPUT :

First list is 1 2 3

Second list is . 4 5 6

After merging 1 4 2 5 3 6

Q3:

Find all the elements in the stack whose sum is equal to K. (where K is given from the user).

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

```
int x, top = -1;
```

```
int stack[100];
```

```
void push (int x)
```

```
{
```

```
if (top == 99)
```

```
{
```

```
printf ("Stack is Full OVERFLOW !!");
```

```
y
```

```
top = top + 1;
```

```
stack[top] = x;
```

```
}
```

```
char pop()
```

```
{
```

```
if (stack[top] == -1)
```

```
{
```

```
printf ("Stack is empty UNDERFLOW !!");
```

```
y
```

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9.

$\text{oc} = \text{stack}[\text{top}]$;

$\text{top} = \text{top} - 1$;

return oc ;

{

void main()

{

int i, n, a, p, s, r, sum = 0, count = 1;

printf ("Enter number of elements:");

scanf ("%d", &n);

for (i=0; i<n; i++)

{

printf ("Enter element:");

scanf ("%d", &a);

push(a);

{

printf ("Enter the sum to be checked");

scanf ("%d", &s);

for (i=0; i<n; i++)

{

p = pop();

sum += p

count += 1

if (sum == s)

{

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```
for (int j=0; j<count, j++)
    printf ("%d", stack [j]);
r=1;
break;
}
push (P);
}
else
{
printf ("The elements in the stack
does not add up to this sum");
}
```

OUTPUT:

Enter number of elements: 3

Enter element: 1

Enter element: 5

Enter element: 2

Enter the sum to be checked 6

1 5

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Q4. Write a program to print the elements in a queue :

- (i) In reverse order
- (ii) In alternate order.

Ans.:

```
# include <stdio.h>
# define SIZE 10
int queue [SIZE], f=-1, r=-1;
```

```
void enqueue ( int value )
```

{

```
if ((f==0 && r==SIZE-1) || f==r+1)
```

{

```
printf (" OVERFLOW " );
```

}

else

{

```
if ( f == -1 )
```

```
f = 0;
```

```
r = (r+1) % SIZE
```

```
queue [r] = value;
```

```
printf (" Insertion successful " );
```

}

}

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void dequeue ()

{

if ($f == -1$)

printf ("UNDERFLOW");

else

{

printf ("Deleted element", queue[f]);

$f = (f + 1) \% \text{SIZE}$

if ($f == r$)

$f = r = -1$

3

3

void main()

{

int value, choice;

while (1)

{

printf ("1. Insertion 2. Deletion 3. Print
reverse 4. Print alternate 5. Exit");

scanf

("%d", &choice);

switch (choice)

{

case 1: printf ("Enter the value to be inserted");

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scanf ("%d", & value);
enqueue (value);
break;

case 2: dequeue ();
break;

case 3: printf ("The Reversed queue is:");
for (int i = SIZE; i >= 0; i--)
{
 if (queue[i] == 0)
 continue;
 printf ("%d", queue[i]);
}
break;

case 4: printf ("Alternate elements of the
queue are:");
for (int i = 0; i < SIZE; i = i + 2)
{
 if (queue[i] == 0)
 continue;
 printf ("%d", queue[i]);
}
break;

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case 5: exit (0);

default : printf (" Invalid input");

3

3

3

OUTPUT :

1. Insertion 2. Deletion 3. print reverse
4. print alternate 5. Exit.

1

Enter the value to be inserted. 3

1

Enter the value to be inserted. 5

3

5 3

4

3

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Q5. (i) How array is different from linked list

ARRAY

LINKED LIST

- | | |
|--|---|
| (i) Array's size is specified during its declaration. | (ii) The size of a linked list can be grown or shrunked during execution. |
| (ii) It is a consistent set of a fixed number of data items. | (ii) It is an ordered set comprising a variable number of data items. |
| (iii) It is stored consecutively. | (iii) It is stored randomly. |
| (iv) It requires less memory. | (iv) It requires more memory. |
| (v) It can be directly or randomly accessed using array index. | (v) It can be sequential accessed. |

(ii) Write a program to add the first element of one list to another list for example we have $\{1, 2, 3\}$ is list1 and $\{4, 5, 6\}$ is list2 then we have to get $\{4, 1, 2, 3\}$ as output for list1 and $\{5, 6\}$ for list2

Ans:

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

```
int len (int a[])
```

```
{
```

```
    int i=0, p=0;
```

```
    while (1)
```

```
{
```

```
    if (a[i])
```

```
{
```

```
        p++;
    
```

```
    i++;
}
```

```
y
```

```
else
```

```
{
```

```
break;
```

```
y
```

```
z
```

```
return p;
```

```
z
```

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17.

void changelist (int a[], int b[])

{

for (int i = len(a)-1 ; i >= 0 ; i--)

{

a[i+1] = a[i];

}

a[0] = b[0];

printf (" The elements of first array : ");

for (int i = 0 ; i < len(a) ; i++)

{

printf ("%d", a[i]);

}

for (int i = 0 ; i < len(b) ; i++)

{

b[i] = b[i+1];

}

printf (" The elements of second array : ");

for (int i = 0 ; i < len(b) ; i++)

{

printf ("%d", b[i]);

}

}

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void main()

{

int a[10] = {1, 2, 3}; , b[10] = {4, 5, 6};

changerlist (a, b);

}

OUTPUT:

The elements of first array : 4 1 2 3

The elements of second array : 5 6

— X —