```
Assignment Name: Perform Sort on LL
Class: MCA I
                                                     Lab: CA Lab (DS)
#include<iostream.h>
#include<conio.h>
#includeocess.h>
class node
     int info, item, s;
     node *link;
public:
     void insert();
     void sort();
     void dis();
};
node *move, *start=NULL, *temp;
void node::insert()
     cout<<"\nEnter the item";</pre>
     cin>>item;
     node *node1=new node;
     node1->info=item;
     node1->link=NULL;
     if (start!=NULL)
           node1->link=start;
           start=node1;
}
void node::dis()
{
     node *x;
     x=start;
     cout<<"\n Element in LL are:";</pre>
     while(x!=NULL)
           cout << " \t" << x -> info;
           x=x->link;
      }
void node::sort()
     node *t=start;
     int c=0,j;
     while(t!=NULL)
           C++;
           t=t->link;
     }
     for(j=1;j<=c;j++)
       for(t=start;t->link!=NULL;t=t->link)
           if((t->info)>(t->link)->info)
           {
                 int a;
                 a=t->info;
                 t->info=(t->link)->info;
                 (t->link)->info=a;
```

cout<<"\nAfter Sorting: ";</pre>

}

```
void main()
{
     clrscr();
     node n;
     int ch;
     cout<<"\n1.Insert 2.Display 3. Sort 4.Exit\n";</pre>
     while (ch!=4)
           cout<<"\n Enter Choice\n";</pre>
           cin>>ch;
           switch(ch)
                case 1: n.insert(); break;
                case 2: n.dis(); break;
                case 3: n.sort(); break;
                case 4: exit(0);
     }
     getch();
*/ Output */
1. Insert 2. Display 3. Sort 4. Exit
Enter Choice
1
Enter the item10
Enter Choice
Enter the item-2
Enter Choice
Enter the item-1
Enter Choice
Enter the item4
Enter Choice
Element in LL are: 4 	 -1 	 -2 	 10
Enter Choice
3
After Sorting:
Enter Choice
Element in LL are: -2 -1 4
                                                10
Enter Choice
```

```
Assignment Name: Implement Reverse on LL
Class: MCA I
                                                      Lab: CA Lab (DS)
#include<iostream.h>
#include<process.h>
#include<conio.h>
class node
     int info;
     node *link;
public:
     void insert();
     void dis();
     void reverse();
};
node *move=NULL, *start=NULL, *temp=NULL;
void node::insert()
{
      int item;
     cout<<"\nEnter item:";</pre>
     cin>>item;
     node *node1=new node;
     node1->link=NULL;
     node1->info=item;
     if (start==NULL)
           start=node1;
     else
      {
           move=start;
           while (move->link!=NULL)
           move=move->link;
           move->link=node1;
}
void node::dis()
     node *x;
     x=start;
     while (x!=NULL)
           cout << "\t" << x-> info;
           x=x->link;
      }
}
void node::reverse()
     node *temp1, *temp2;
      temp=start;
      temp1=temp->link;
      temp2=temp1->link;
      temp->link=NULL;
      while (temp1!=NULL)
```

temp1->link=temp;

temp2=temp2->link;

temp=temp1;
temp1=temp2;

}

}

start=temp;

dis();

```
void main()
     clrscr();
     node n;
     int ch;
     cout<<"\n 1.Insert 2. Display 3.Reverse 4.Exit\n";</pre>
     while (ch!=4)
           cout<<"\nEnte ch \n";</pre>
           cin>>ch;
           switch(ch)
                 case 1: n.insert(); break;
                 case 2: n.dis(); break;
                 case 3: n.reverse(); break;
                 case 4: exit(0);
     }
     getch();
}
*/ Output */
1. Insert 2. Display 3. Reverse 4. Exit
Ente ch
Enter item:10
Ente ch
Enter item:20
Ente ch
1
Enter item:30
Ente ch
Enter item:40
Ente ch
                20
                       30
       10
                                40
Ente ch
                30
                        20
                                10
        40
Ente ch
```