public:

Node* CreateElement(int);

void Insert_begin(Node *);

int count(Node*);

1. Develop a menu driven program for the following operations of on a Singly Linked List. (a) Insertion at the beginning. (b) Insertion at the end. (c) Insertion in between (before or after a node having a specific value, say 'Insert a new Node 35 before/after the Node 30'). (d) Deletion from the beginning. (e) Deletion from the end. (f) Deletion of a specific node, say 'Delete Node 60'). (g) Search for a node and display its position from head. (h) Display all the node values. Ans 1) #include <iostream> using namespace std; struct Node{ int data; Node* next; }*start=NULL,*ptr=NULL,*newptr=NULL, *rear=NULL; class single_llist {

```
void Insert_end(Node*);
    void Insert_after_a_node(Node*);
    void Deletion_front();
    void Deletion_end();
    void Deletion_specific_node();
    void search();
    void Display(Node*);
    single_llist()
    {
      start = NULL;
    }
};
Node* single_llist::CreateElement(int no)
{
newptr= new Node;
if(newptr==NULL)
{
cout<<"Memory could not be alloted";</pre>
Display(start);
exit(-1);
}
else
newptr->data=no;
newptr->next=NULL;
}
return newptr;
}
```

```
void single_llist::Insert_begin(Node* ptr)
{
if(start==NULL)
start=ptr;
rear=ptr;
}
else
{
ptr->next=start;
start=ptr;
}
}
void single_llist::Insert_end(Node* p)
{
if(start==NULL)
start=rear=p;
else
rear->next=p;
rear=p;
}
}
void single_llist::Insert_after_a_node(struct Node* temp)
{
int value;
```

```
struct Node *ptr=start, *prev;
  cout<<"\nEnter the value of the previous node: ";</pre>
  cin>>value;
  if(start)
  {
        while(ptr&&ptr->data!=value)
        ptr=ptr->next;
        if(ptr)
        {
        temp->next=ptr->next;
        ptr->next=temp;
        }
        else{
                cout<<"Entered value does not exist in list!";</pre>
                return;
}
}
else
cout<<"List is empty! Try insertion at front or end.";</pre>
}
void single_llist::Deletion_front()
{
if(start==NULL)
{
cout<<"Underflow";
exit(-1);
}
```

```
else if(start==rear)
{
Node* p=start;
start=rear=NULL;
delete p;
}
else{
Node* p=start;
start=start->next;
delete p;
}
}
void single_llist::Deletion_end()
{
struct Node* ptr=start;
if(start==NULL)
cout<<"Underflow!!";</pre>
exit(-2);
}
else if(start==rear)
{
start=rear=NULL;
delete ptr;
}
else{
while(ptr->next!=rear)
ptr=ptr->next;
```

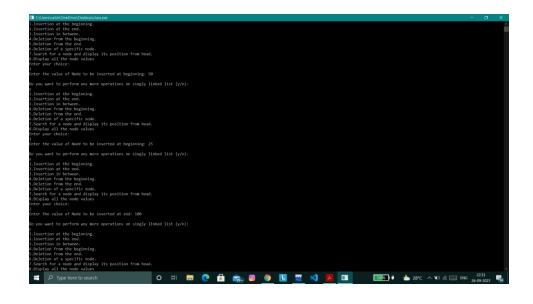
```
ptr->next=NULL;
delete rear;
rear=ptr;
}
}
void single_llist::Display(Node* link)
{
cout << "\n";
while(link!=NULL)
{
cout<<li>k->data<<"\t";
link=link->next;
}
}
void single_llist::search()
  int value, pos = 0;
  bool flag = false;
  if (start == NULL)
  {
    cout<<"List is empty"<<endl;</pre>
    return;
  }
  cout<<"\nEnter the value to be searched: ";</pre>
  cin>>value;
  struct Node *s;
  s = start;
```

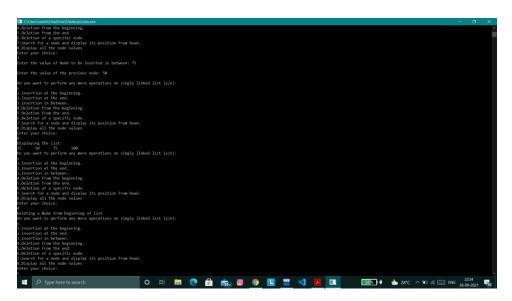
```
while (s != NULL)
  {
    pos++;
    if (s->data == value)
      flag = true;
      cout<<"Element "<<value<<" is found at position "<<pos<<endl;</pre>
      break;
    }
    s = s->next;
  }
  if (!flag)
    cout<<"Element "<<value<<" not found in the list"<<endl;</pre>
}
void single_llist::Deletion_specific_node()
{
int value;
Node *ptr=start, *prev=start;
cout<<"\nEnter the value of node to be deleted:";</pre>
cin>>value;
if(start)
{
while(ptr&&ptr->data!=value)
{
prev=ptr;
ptr=ptr->next;
}
if(ptr==NULL)
```

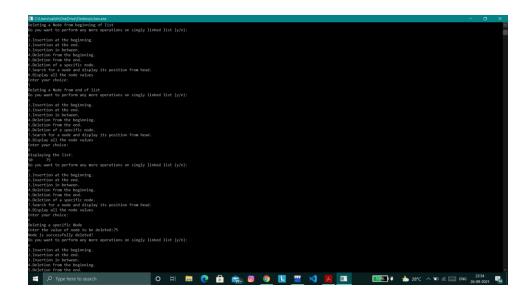
```
cout<<"Value does not exist in list";</pre>
else if(ptr==start)//value found at start of list
Deletion_front();
else
{
prev->next=ptr->next;
delete ptr;
cout<<"Node is successfully deleted!";</pre>
}
}
else{
cout<<"List is empty! Try Insertion at beginning or end.";</pre>
}
}
void printMenu(){
cout<<"1.Insertion at the beginning.\n2.Insertion at the end.\n3.Insertion in between.\n";
cout<<"4.Deletion from the beginning.\n5.Deletion from the end.\n6.Deletion of a specific node.\n";
cout<<"7.Search for a node and display its position from head.\n8.Display all the node values\n";
cout<<"Enter your choice:"<<endl;</pre>
}
int main()
{
single_llist list;
int no,n;
int ch;
```

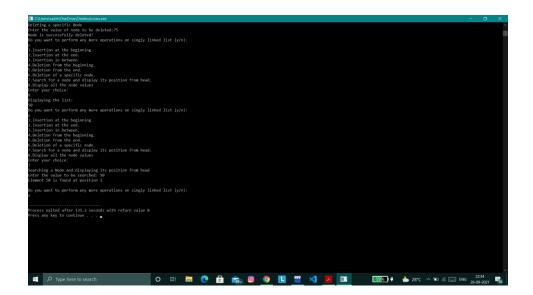
```
char reply;
do
{
printMenu();
cin>>ch;
switch(ch)
{
case 1:
cout<<"Enter the value of Node to be inserted at beginning: ";
cin>>no;
list.Insert_begin(list.CreateElement(no));
break;
case 2:
cout<<"Enter the value of Node to be inserted at end: ";
cin>>no;
list.Insert_end(list.CreateElement(no));
break;
case 3:
cout<<"Enter the value of Node to be inserted in between: ";
cin>>no;
list.Insert_after_a_node(list.CreateElement(no));
break;
case 4:
cout<<"Deleting a Node from beginning of list";</pre>
list.Deletion_front();
break;
case 5:
cout<<"Deleting a Node from end of list";</pre>
```

```
list.Deletion_end();
break;
case 6:
cout<<"Deleting a specific Node";</pre>
list.Deletion_specific_node();
break;
case 7:
cout<<"Searching a Node and displaying its position from head";</pre>
list.search();
break;
case 8:
cout<<"Displaying the list:";
list.Display(start);
break;
default:
cout<<"Invalid choice:";
}
cout<<"\nDo you want to perform any more operations on singly linked list (y/n):"<<endl;
cin>>reply;
}while(reply=='y'||reply=='Y');
}
```









Q2) Write a program to count the number of occurrences of a given key in a singly linked list and then delete all the occurrences. For example, if given linked list is 1->2->1->2->1->3->1 and given key is 1, then output should be 4. After deletion of all the occurrences of 1, the linked list is 2->2->3.

Ans:

#include<iostream>

using namespace std;

struct Node{

int data;

```
Node* next;
}*start=NULL,*ptr=NULL, *newptr=NULL, *rear=NULL;
void Display(struct Node*);
Node* CreateElement(int no)
{
newptr= new Node;
if(newptr==NULL)
{
cout<<"Memory could not be alloted";</pre>
Display(start);
exit(-1);
}
else{
newptr->data=no;
newptr->next=NULL;
}
return newptr;
}
void Insert_begin(Node* ptr)
{
if(start==NULL){
start=ptr;
rear=ptr;
}
else
{
```

```
ptr->next=start;
start=ptr;
}
}
void Deletion_front()
{
if(start==NULL)
{
cout<<"Underflow";
exit(-2);
}
else if(start==rear)
{
Node* p=start;
start=rear=NULL;
delete p;
}
else{
Node* p=start;
start=start->next;
delete p;
}
}
void Delete_all_occurrences(int key)
{
int n=0;
```

```
Node* temp=start,*prev=start, *Free=NULL;
if(!start)
{
cout<<"List is empty";
return;
}
else{
while(temp)
{
if(temp==start&&temp->data==key)
{
Deletion_front();//start moves to next element after deletion at front
temp=start;
n++;
continue;
else if(temp->data==key)
{
prev->next=temp->next;
Free=temp;
temp=temp->next;
delete Free;
n++;
}
else
{
prev=temp;
temp=temp->next;
}
```

```
}
}
cout<<"The updated list is:";
Display(start);
cout<<"\nNumber of occurrences of "<<key<<" deleted:"<<n;</pre>
}
void Display(Node* link)
{
cout << "\n";
while(link!=NULL)
{
cout<<li>k->data<<"\t";
link=link->next;
}
}
int main()
{
int no;
int key;
char reply;
cout<<"Create a linked list by inserting at front:\n"<<endl;</pre>
do
{
cout<<"Enter data:";
cin>>no;
ptr=CreateElement(no);
Insert_begin(ptr);
```

```
cout<<"Do you want to create any more elements(y/n):"<<endl;
cin>>reply;
}while(reply=='y'||reply=='Y');
Display(start);
cout<<"\nEnter element whose all occurrences have to be deleted:";
cin>>key;
Delete_all_occurrences(key);
}
```

