
Data Structure Lab

CEN-391

Program 11

Code :-

```
#include <iostream>
using namespace std;

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

LinkedList *Create_NewNode()
{
    LinkedList *newnode = (LinkedList
*)malloc(sizeof(LinkedList));
    cout << "Enter The Element : ";
    cin >> newnode->data;
    newnode->next = nullptr;
```

```

        return newnode;
    }

void Display(LinkedList *Head, int size)
{
    cout << "Display...\n";
    if (size == 0)
    {
        cout << "Linked List Is Empty!\n";
        return;
    }
    cout << "Head";
    while (Head)
    {
        cout << "->" << Head->data << " ";
        Head = Head->next;
    }
    cout << "<-Tail\n";
}

void Insert_At_Beginning(LinkedList *&Head, LinkedList
*&Tail, int &size)
{
    cout << "Insert At Beginning Operation Is Selected...
\n";
    LinkedList *newnode = Create_NewNode();
    if (newnode == nullptr)
    {
        cout << "Memory Not Assigned!\n";
        return;
    }
    size++;
    if (Head == nullptr)
    {
        Head = newnode;
        Tail = newnode;
    }
    else
    {

```

```

        newnode->next = Head;
        Head = newnode;
    }
    Display(Head, size);
}

void Insert_At_End(LinkedList *&Head, LinkedList *&Tail, int
&size)
{
    cout << "Insert At End Operation Is Selected... \n";
    LinkedList *newnode = Create_NewNode();
    if (size == 0)
    {
        size++;
        Head = newnode;
        Tail = newnode;
        Display(Head, size);
        return;
    }
    if (newnode == nullptr)
    {
        cout << "Memory Not Assigned!\n";
        return;
    }
    size++;
    Tail->next = newnode;
    Tail = Tail->next;
    Display(Head, size);
}

void Insert_At_Given_Position(LinkedList *&Head, LinkedList
*&Tail, int &size)
{
    cout << "Insert At Given Position Operation Is
Selected... \n";
    int k;
    cout << "Enter The Positon Between [0," << size << "]" :
";
    cin >> k;

```

```

    if (k > size || k < 0)
    {
        cout << "Invalid Position!\n";
        return;
    }
    if (k == 0)
        Insert_At_Beginning(Head, Tail, size);
    else if (k == size)
        Insert_At_End(Head, Tail, size);
    else
    {
        size++;
        LinkedList *Current = Head, *newnode =
Create_NewNode();
        while (k > 1)
        {
            Current = Current->next;
            k--;
        }
        newnode->next = Current->next;
        Current->next = newnode;
        Display(Head, size);
    }
}

void Delete_At_Beginning(LinkedList *&Head, LinkedList
*&Tail, int &size)
{
    cout << "Delete At Beginning Operation Is Selected...
\n";
    if (size == 0)
    {
        cout << "Linked List Underflow!\n";
        return;
    }
    size--;
    LinkedList *todelete = Head;
    Head = Head->next;
    delete todelete;
}

```

```

        if (size == 0)
        {
            Head == nullptr;
            Tail == nullptr;
        }
        Display(Head, size);
    }

void Delete_At_End(LinkedList *&Head, LinkedList *&Tail, int
&size)
{
    cout << "Delete At End Operation Is Selected... \n";
    if (size == 0)
    {
        cout << "Linked List Underflow!\n";
        return;
    }
    size--;
    LinkedList *Current = Head, *todelete = Tail;
    while (Current != Tail && Current->next != Tail)
    {
        Current = Current->next;
    }
    Tail = Current;
    Tail->next = nullptr;
    cout << Current->data << "\n";
    delete todelete;
    if (size == 0)
    {
        Head == nullptr;
        Tail == nullptr;
    }
    Display(Head, size);
}

void Delete_At_Given_Position(LinkedList *&Head, LinkedList
*&Tail, int &size)
{

```

```

        cout << "Delete At Given Position Operation Is
Selected... \n";
        if (size == 0)
        {
            cout << "Linked List Underflow!\n";
            return;
        }
        int k;
        cout << "Enter The Positon Between [0," << size - 1 <<
"] : ";
        cin >> k;
        if (k >= size || k < 0)
        {
            cout << "Invalid Position!\n";
            return;
        }
        if (k == 0)
            Delete_At_Beginning(Head, Tail, size);
        else if (k == size - 1)
            Delete_At_End(Head, Tail, size);
        else
        {
            size--;
            LinkedList *Current = Head, *todelete = nullptr;
            while (k > 1)
            {
                Current = Current->next;
                k--;
            }
            todelete = Current->next;
            Current->next = todelete->next;
            delete todelete;
            if (size == 0)
            {
                Head == nullptr;
                Tail == nullptr;
            }
            Display(Head, size);
        }
    }

```

```

}

void Total_Element(int size)
{
    cout << "Total Elements Operation Is Selected... \n";
    cout << "Total Elements In Queue : " << size << endl;
}

void Search_Element(LinkedList *Head, int size)
{
    cout << "Search Element Operation Is Selected... \n";
    if (size == 0)
    {
        cout << "Linked List Is Empty!\n";
        return;
    }
    int search;
    cout << "Enter The Element You Want To Search : ";
    cin >> search;
    int isMulti = 0;
    cout << "Do You Want To Search For Single/Multiple
Occurrence [0/1] : ";
    cin >> isMulti;
    int Position = 0;
    bool Find = false;
    while (Head)
    {
        if (Head->data == search)
        {
            Find = true;
            cout << Position << " ";
            if (isMulti == false)
                break;
        }
        Position++;
        Head = Head->next;
    }
    if (Find == false)
    {

```

```

        cout << "\nElement Not Found!\n";
    }
    else
    {
        cout << "\n"
              << search << " Is Found At Above Positon In
Linked List\n";
    }
}

void Bars()
{
    cout << "-----\n";
}

bool Options(LinkedList *&Head, LinkedList *&Tail, int
&size)
{
    int opt;
    cin >> opt;
    Bars();
    switch (opt)
    {
    case 1:
        Insert_At_Beginning(Head, Tail, size);
        break;
    case 2:
        Insert_At_End(Head, Tail, size);
        break;
    case 3:
        Insert_At_Given_Position(Head, Tail, size);
        break;
    case 4:
        Delete_At_Beginning(Head, Tail, size);
        break;
    case 5:
        Delete_At_End(Head, Tail, size);
        break;
    }
}

```



```

        case 6:
            Delete_At_Given_Position(Head, Tail, size);
            break;
        case 7:
            Total_Element(size);
            break;
        case 8:
            Search_Element(Head, size);
            break;
        case 9:
            Display(Head, size);
            break;
        case 10:
            return 0;
            break;
        default:
            cout << "Invalid Input!\nTry Again!\n\n";
    }
    Bars();
    return 1;
}

void Menu()
{
    cout << "\n____Operations_On_Singly_Linked_List____\n";
    cout << "1.Insert At Beginning. \n";
    cout << "2.Insert At End. \n";
    cout << "3.Insert At Given Position. \n";
    cout << "4.Delete At Beginning. \n";
    cout << "5.Delete At End. \n";
    cout << "6.Delete At Given Position. \n";
    cout << "7.Total No Of Elements. \n";
    cout << "8.Search Of Element. \n";
    cout << "9.Display.\n";
    cout << "10.Exit.\n";
    cout << "\nEnter Your Choice : ";
}

```

```
int main()
{
    system("cls");
    cout << "___Vicky_Gupta_20BCS070___\n";
    LinkedList *Head = nullptr, *Tail = nullptr;
    int size = 0;
    while (true)
    {
        Menu();
        if (!Options(Head, Tail, size))
            break;
    }
    cout << "Exiting...\n";
    Bars();
    return 0;
}
```

Output :-

___Vicky_Gupta_20BCS070___

____Operations_On_Singly_Linked_List____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 1

Insert At Beginning Operation Is Selected...

Enter The Element : 1

Display...

Head->1<-Tail

____Operations_On_Singly_Linked_List____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 2

Insert At End Operation Is Selected...

Enter The Element : 3

Display...

Head->1->3<-Tail

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 3

Insert At Given Position Operation Is Selected...

Enter The Positon Between [0,2] : 1

Enter The Element : 2

Display...

Head->1->2->3<-Tail

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 7

Total Elements Operation Is Selected...

Total Elements In Queue : 3

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 1

Insert At Beginning Operation Is Selected...

Enter The Element : 3

Display...

Head->3->1->2->3<-Tail

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 8

Search Element Operation Is Selected...

Enter The Element You Want To Search : 3

Do You Want To Search For Single/Multiple Occurence [0/1] : 1

0 3

3 Is Found At Above Positon In Linked List

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 6

Delete At Given Position Operation Is Selected...

Enter The Positon Between [0,3] : 2

Display...

Head->3->1->3<-Tail

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 4

Delete At Beginning Operation Is Selected...

Display...

Head->1->3<-Tail

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 7

Total Elements Operation Is Selected...

Total Elements In Queue : 2

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 5

Delete At End Operation Is Selected...

1

Display...

Head->1<-Tail

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 4

Delete At Beginning Operation Is Selected...
Display...
Linked List Is Empty!

_____Operations_On_Singly_Linked_List_____

- 1.Insert At Beginning.
- 2.Insert At End.
- 3.Insert At Given Position.
- 4.Delete At Beginning.
- 5.Delete At End.
- 6.Delete At Given Position.
- 7.Total No Of Elements.
- 8.Search Of Element.
- 9.Display.
- 10.Exit.

Enter Your Choice : 10

Exiting...
