

1) #include <stdio.h>  
#include <stdio.h>  
struct Node {  
int data;  
struct Node \*next;  
};  
struct Node \*~~head~~<sup>head</sup>;  
void Insert (int data, int n) {  
Node \*temp = new Node();  
temp->data = data;  
temp->next = NULL;  
if (n == 1) {  
temp->next = head;  
head = temp;  
return;  
}  
void Delete - (int) { }  
struct Node \*temp = head;  
if (n == 1) {  
head = temp->next;

```

return;
}
Node * temp = head;
for (int i=0; i < n-2, i++) {
    temp = temp->next;
}
temp->next = temp->next;
temp->next = temp;
}

void print ();
for (int i=0, i < k-2, i++)
    temp = temp->next;
    free (temp);
}

int main () {
    int n, x, k;
    head = null;

    printf ("Enter the position for and inserting;");
    scanf ("%d" & n);
    scanf ("%d" & x);
    Insert (x, n);

    printf ("Enter the position to delete);
    scanf ("%d" & k);
    Delete ();
    Print ();
}

```

return;

}

②

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

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

```
struct node {
```

```
    int data;
```

```
    struct node *next;
```

```
}
```

```
void print List (struct node *head)
```

```
{  
    printf ("%d →" (ptr → data));
```

```
    ptr = ptr → next;
```

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

```
}
```

```
void push (struct node *head, int data)
```

```
{
```

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

```
    new → data = data;
```

```
    new → next = *head;
```

```
    *head = new;
```

```
}
```

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

```
{
```

```
    struct node fake;
```

```
struct node * tail = fake;
```

```
fake->next = null;
```

```
while (1){
```

```
if (a == null)
```

```
{ tail->next = b;
```

```
break;
```

```
}
```

```
else if (b == null)
```

```
{ tail->next = a;
```

```
break;
```

```
}
```

```
else,
```

```
{ tail->next = a;
```

```
tail = a
```

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

```
tail->next = b;
```

```
}
```

```
}
```

```
return fake->next;
```

```
}
```

```
void main()
```

```
{
```

```
int keys[] = {1, 2, 3, 4, 5, 6, 7}
```

```
int n = size of (keys) / size of key[0]
```

```
struct node * a = null, * b = null;
```

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

```

push (&b; key[i]);
struct node * head = merge(a,b);
print list (head);
}

```

3

```

#include <stdio.h>

void find (int arr [ ], int a, int k) {
    int total = 0;
    int n = 0, y = 0;
    for (x = 0; x < a; x++) {
        while (sum < k, && y < a)
            sum += arr[y];
        y++;
    }
    for (x = 0; x < a; x++) {
        while (total < k; && y < a)
            total += arr[y];
        y++;
        if (total == k)
            printf ("find");
        return;
        total -= arr[x];
    }
}

main (void) {

```



```
int arr[] = {9, 10, 12, 4, 1, 2, 3};
```

```
int k = 565;
```

```
int a = size of (arr) / size of arr (0);
```

```
find (arr, a, k);
```

```
return 0;
```

```
}
```

④

i) Reverse order

ii) Alternate order

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

```
#define size 20
```

```
void insert (int);
```

```
void delete ();
```

```
int queue [20], a = -1, b = -1;
```

```
void main () {
```

```
int num; choice;
```

```
while (1) {
```

```
printf ("ln" new" ln");
```

```
printf ("1. insert / 2. Delete / 3. Print
```

```
num. Reverse / 4. alternate / 5. exit);
```

```
printf ("ln" enter your choice");
```

```
scanf ("%d", &choice);
```

```
case 1: printf ("enter the num' to insert");
```

```
scanf ("%d", &num);
```

```
insert (num);
```

```
break;
```

```

print + ("Reverse queue");
for (int i = size, i > 0; i--)
    if (queue[i] == 0)
        continue;
    print + ("%d", queue[i]);
}
break;

```

Case 3:-

```

print + ("Alternate elements");
for (int i = 0, i < size, i > 0, i++)
{
    if (queue[i] == 0)
        continue;
    print + ("%d", queue[i]);
}
break;
return 0;
}

```

⑤

1) Arrays vs Linked Lists

1) Both are the data structures. Both are used to store the data.

2) Cost of accessing the elements.

## ② Memory Requirement and utilization

### Array

Ineffective in memory utilization.

Ex:

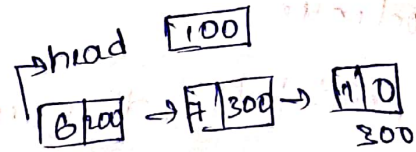


it takes at constant time  
 $8 \times 3 = 24$  bytes

⇒ Require memory in less.

### Linked List

⇒ It is in dynamic size



$8 \times 3 = 24$  bytes

⇒ more requirement

## ④ Cost of insertion and cost of deletion

### Array

Beginning -  $O(n)$

At end -  $O(1)$

$i$ th position -  $O(n)$

### Linked List

Beginning -  $O(1)$

At end -  $O(n)$

$i$ th position -  $O(n)$

## ⑤ Easy use and operations

### Array

easier to use

Linear and binary

### Linked List

⇒ less easier

Linear

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

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

```
int len [int a[]]
```

```
{  
    int i=0, x, y=0;
```

```
    while (1)
```



```
{ if (x[i])
```

```
{ x[y++] = x[i++];
```

```
} else
```

```
{ break;
```

```
}
```

```
}
```

```
return x;
```

```
}
```

```
void change list (int x[], int a[])
```

```
{ for (int i = len(x) - 1; i >= 0; i--)
```

```
{ x[i+1] = x[i];
```

```
}
```

```
x[0] = a[0];
```

```
printf ("n elements of odd array: n")
```

```
for (int i = 0; i < len(x); i++)
```

```
{
```

```
printf ("%d", x[i]);
```

```
}
```

```
for (int i = 0; i < len(y); i++)
```

```
{
```

```
y[i] = y[i+1]; }
```

```
printf ("n element of new array: n")
```

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

```

{
    print + ("%d", a[i]);
}

int main()
{
    int a[10] = {1, 2, 3}, a[10] = {4, 5, 6};
    change list = (a, b);
}

```