

BIRLA INSTITUTE OF TECHNOLOGY & SCIENCE, PILANI (RAJ.)
CS F111 Computer Programming
LAB SESSION #12
(Linked Lists)

Q1. Create a linked list to store floating-point values. Use pointers and dynamic memory allocation. Implement the following functions:

- **createNewList**: initializes a new linked list and returns it.
- **createNewNode**: creates a new linked list node for an element passed to it and returns the node.
- **insertNodeAtStart**: inserts a node at the beginning of the list
- **insertNodeAtEnd**: inserts a node at the end of the list
- **insertNodeAfterElem**: inserts a node after a specific element in the list
- **removeNodeAtStart**: removes first node of the list
- **removeNodeAtEnd**: removes last node of the list
- **removeElement**: removes the node containing an element passed as argument
- **printList**: prints all the elements contained in the list
- **find**: finds whether a given element exists in the list or not

Follow the implementation explained in the slides for each of the above functions. For each function, **use a similar set of function parameters and return type** as explained in the slides. Also, follow the same way as the main() function calls these functions. If some function is not implemented on the slides, you can appropriately decide the function parameters for it and complete its implementation.

Create multiple header (.h) and source (.c) files to keep the program modular. Have all the global variables and function declarations in **linkedList.h**. The implementations of all the functions can be in **linkedList.c**. The main function can be in **main.c** where you can create a linked list, append nodes to it, remove nodes from it, etc. using appropriate function calls that are defined in *linkedList.c*. Follow the main function implementation as explained in the slides. Also, give a script file to compile, link and execute the project.

Q2. Instead of storing float values in the linked list, you should now store student records containing the attributes: **ID** (char array), **Name** (char array), **Dept** (char array), **math_marks** (integer), **phy_marks** (integer), **chem_marks** (integer). Then implement the following functions with specifications as follows:

- **createNewList**: initializes a new linked list for storing student records
- **createNewNode**: creates a new linked list node that can store a student record taken as parameter
- **insertNodeAtStart**: inserts a node containing a student record at the beginning of the list
- **insertNodeAtEnd**: inserts a node containing a student record at the end of the list
- **insertNodeAfterElem**: inserts a node after a specific element in the list. That specific element can be identified with the **ID** of the student record. This function must take that **student ID** as an input parameter along with a new node to insert.
- **removeNodeAtStart**: removes first node of the list
- **removeNodeAtEnd**: removes last node of the list
- **removeElement**: removes the node containing a student record identified by an ID. That **ID** must be taken as an input parameter, along with other parameters.

- **printList:** prints all the elements contained in the list. Note that each element is a student record. So create a separate function **printStudentRecord** that takes a student record and prints it. **printList** can simply call **printStudentRecord** to print the students records stored in the linked list.
- **find:** finds whether a student with given **ID** exists in the linked list or not

Create multiple header (.h) and source (.c) files to keep the program modular. Have all the global variables and function declarations in **linkedList_Student.h**. The implementations of all the functions can be in **linkedList_Student.c**. The main function can be in **main_StudentList.c** where you can create a linked list, append nodes to it, remove nodes from it using appropriate function calls that are defined in *linkedList_Student.c*. Also give a script file to compile, link and execute the project.