

Assignment 5: Singly Linked List

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Batch: A2

Code:

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

struct node
{
    int number;
    struct node *next;
};

void display(struct node *curr);
void display_rev(struct node *curr);

int main()
{
    struct node *head = NULL, *curr, *p, *q, *r;
    int ch, c2, c3, fnd = 0, pos = 0, sr, n;
    char c1;
    curr = (struct node *)malloc(sizeof(struct node));
    printf("Enter data: ");
    scanf("%d", &curr->number);
    head = curr;
    do
    {
        printf("Do you want to continue (y/n)? ");
        scanf(" %c", &c1);

        if (c1 == 'y')
```

```

        {
            curr->next = (struct node *)malloc(sizeof(struct node));
            curr = curr->next;
            printf("Enter data: ");
            scanf("%d", &curr->number);
        }

    } while (c1 == 'y' || c1 == 'Y');

    curr->next = NULL;
    display(head);

    do
    {
        printf("\n1. Search\t2. Insert\t3. Delete\t4. Revert\t5. Display
reverse\t6. exit\n");
        scanf("%d", &ch);
        switch (ch)
        {
            case 1:
                // search
                printf("Enter key to be searched: ");
                scanf("%d", &sr);
                curr = head;
                while (fnd == 0 && curr != NULL)
                {
                    if (curr->number == sr)
                    {
                        fnd = 1;
                        break;
                    }
                    else
                    {
                        pos++;
                        curr = curr->next;
                    }
                }
                if (fnd == 1)
                    printf("%d is found at position: %d", sr, pos + 1);
                else

```

```

        printf("Not found");

        break;

    case 2:
        // insert
        p = (struct node *)malloc(sizeof(struct node));
        printf("Enter data: ");
        scanf("%d", &p->number);
        p->next = NULL;
        printf("Insert at 1. Beginning 2. End 3. Anywhere in
middle\n");
        scanf("%d", &c2);

        // at head
        if (c2 == 1)
        {
            p->next = head;
            head = p;
        }
        // at end
        if (c2 == 2)
        {
            curr = head;
            while (curr->next != NULL)
            {
                curr = curr->next;
            }
            curr->next = p;
        }
        // anywhere in the middle
        if (c2 == 3)
        {
            printf("Enter the node number after which you have to
insert new node: ");
            scanf("%d", &n);
            curr = head;
            while (curr->number != n)
            {
                curr = curr->next;
            }
        }
    }
}

```

```

        }
        p->next = curr->next;
        curr->next = p;
    }
    display(head);
    break;

    case 3:
        printf("Delete");
    }

} while (ch != 6);

return 0;
}

void display(struct node *curr)
{
    if (curr == NULL)
        printf("Empty list");
    else
    {
        while (curr != NULL)
        {
            printf("%d\t", curr->number);
            curr = curr->next;
        }
    }
}

void display_rev(struct node *curr)
{
    if (curr != NULL)
    {
        display_rev(curr->next);
        printf("%d", curr->number);
    }
}

```

Output:

```
D:\OneDrive\Dokumen\Clg_work>cd "d:\OneDrive\Dokumen\Clg_work\Assignments\" && gcc 5sll.c -o 5sll && "d:\OneDrive\Dokumen\Clg_work\Assignments\"5sll
```

```
Enter data: 1
```

```
Do you want to continue (y/n)? y
```

```
Enter data: 2
```

```
Do you want to continue (y/n)? y
```

```
Enter data: 3
```

```
Do you want to continue (y/n)? y
```

```
Enter data: 4
```

```
Do you want to continue (y/n)? n
```

```
1    2    3    4
```

```
1. Search    2. Insert    3. Delete    4. Revert    5. Display reverse    6. exit
```

```
1
```

```
Enter key to be searched: 2
```

```
2 is found at position: 2
```

```
1. Search    2. Insert    3. Delete    4. Revert    5. Display reverse    6. exit
```

```
2
```

```
Enter data: 5
```

```
Insert at 1. Beginning 2. End 3. Anywhere in middle
```

```
3
```

```
Enter the node number after which you have to insert new node: 2
```

```
1    2    5    3    4
```

```
1. Search    2. Insert    3. Delete    4. Revert    5. Display reverse    6. exit
```

```
5
```

```
4    3    5    2    1
```