ENG EK 125 - Worksheet C Chapter 5B

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1) The following program will be your starting point. Type it in and execute it to make sure that you entered it correctly (note: there is no output yet).

```
#include <stdio.h>
#include <stdlib.h>
typedef struct linked list
   int data;
   struct linked list *next;
} element;
typedef element * elementptr;
int main()
   elementptr first = NULL,
               last = NULL;
   /* Create a linked list with one element
   /* NOTE: the first element is always a special case */
   first = (elementptr) malloc(sizeof(element));
   last = first;
   last \rightarrow data = 5;
   last -> next = NULL;
   /* Add another element to the end of the list */
   last -> next = (elementptr) malloc(sizeof(element));
   last = last -> next;
   last \rightarrow data = 12;
   last -> next = NULL;
   free(first);
   free(last);
   return 0;
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tro to Programming/C/WSC5B
$ gcc -o WSC5B_1 WSC5B_1.c
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$ ./WSC5B_1
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```

2) Add a function *trav_and_print* to your program that will traverse the linked list and print the values of all of the data members.

```
#include <stdio.h>
#include <stdlib.h>
typedef struct linked_list
   int data;
struct linked_list *next;
} element;
typedef element * elementptr;
void trav_and_print(elementptr);
int main()
elementptr first = NULL,
             last = NULL,
              current;
   first = (elementptr) malloc(sizeof(element));
 current = first;
   last = first;
   last -> data = 5;
   last -> next = NULL;
   last -> next = (elementptr) malloc(sizeof(element));
   last = last -> next;
   last -> data = 12;
   last -> next = NULL;
  free(first);
   free(last);
void trav_and_print(elementptr current)
   while(current != NULL)
      printf("The data value is %d.\n", current -> data);
      current = current -> next;
```

3) Add code to your program that will add another element to the end of the linked list. Prompt the user for the data value. Call your *trav_and_print* function, and also from **main** print the value of last -> data to make sure that the element was added correctly.

```
#include <stdio.h>
#include <stdlib.h>
typedef struct linked list
   int data;
  struct linked_list *next;
} element;
typedef element * elementptr;
void trav_and_print(elementptr);
int main()
   elementptr first = NULL,
              last = NULL,
              current;
 int counter;
  first = (elementptr) malloc(sizeof(element));
  current = first;
   last = first;
   last -> data = 5;
   last -> next = NULL;
   last -> next = (elementptr) malloc(sizeof(element));
   last = last -> next;
   last -> data = 12;
   last -> next = NULL;
   last -> next = (elementptr) malloc(sizeof(element));
   last = last -> next;
  printf("Enter an integer data value: ");
scanf("%d", last);
   last -> data;
   last -> next = NULL;
   trav_and_print(current);
   printf("%d\n", last->data);
   free(first);
   free(last);
void trav and print(elementptr current)
   while(current != NULL)
      printf("The data value is %d.\n", current -> data);
      current = current -> next;
```

```
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$ ./WSC5B_3
Enter an integer data value: 3
The data value is 5.
The data value is 12.
The data value is 3.
3
```

4) Add another function *count_elems* that will traverse the linked list, count how many elements there are, and return that count. Test this function by calling it in various places in **main**, including before there are any elements in the linked list.cy

```
#include <stdio.h>
#include <stdlib.h>
typedef struct linked_list
   int data;
   struct linked_list *next;
} element;
typedef element * elementptr;
void trav_and_print(elementptr);
int count_elems(elementptr, int);
int main()
   elementptr first = NULL,
              last = NULL,
              current;
 int counter = 0;
   first = (elementptr) malloc(sizeof(element));
   current = first;
   last = first;
   last -> data = 5;
   last -> next = NULL;
   last -> next = (elementptr) malloc(sizeof(element));
   last = last -> next;
   last -> data = 12;
   last -> next = NULL:
   last -> next = (elementptr) malloc(sizeof(element));
   last = last -> next;
   printf("Enter an integer data value: ");
scanf("%d", last);
   last -> data;
   last -> next = NULL;
   tray and print(current);
  counter = count_elems(current, counter);
  printf("%d\n", last->data);
printf("There are %d elements.\n", counter);
   free(first);
   free(last);
void trav_and_print(elementptr current)
   while(current != NULL)
{
      printf("The data value is %d.\n", current -> data);
      current = current -> next;
int count_elems (elementptr current, int counter)
     ile(current != NULL)
      current = current -> next;
      counter = ++counter;
    eturn counter;
```

```
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$ ./WSC5B_4
Enter an integer data value: 3
The data value is 5.
The data value is 12.
The data value is 3.
3
There are 3 elements.
```