

# **Lab 02**

## **Singly Linked List**

### **Objective:**

The purpose of this lab session is to acquire skills in working with singly linked lists. lab will give you an overview of C++ language.

### **Activity Outcomes:**

This lab teaches you the following topics:

- Creation of singly linked list
- Insertion in singly linked list
- Deletion from singly linked list
- Traversal of all nodes

### **Instructor Note:**

As a pre-lab activity, read Chapter 14 from the text book “A Common-Sense Guide to Data Structures and Algorithms, Jay Wengrow, Pragmatic Bookshelf, 2020.”.

## 1) Useful Concepts

A *list* is a finite ordered set of elements of a certain type. The elements of the list are called *cells* or *nodes*. A list can be represented *statically*, using arrays or, more often, *dynamically*, by allocating and releasing memory as needed. In the case of static lists, the ordering is given implicitly by the one-dimension array. In the case of dynamic lists, the order of nodes is set by *pointers*. In this case, the cells are allocated dynamically in the heap of the program. Dynamic lists are typically called *linked lists*, and they can be singly- or doubly-linked.

The structure of a node may be:

```
struct Nodetype
```

```
{
    int data; /* an optional field */
    ... /* other useful data fields */
    Nodetype *next=NULL; /* link to next node, assigned NULL so that should not point garbage*/
};
```

```
Nodetype *first=NULL, *last=NULL; /* first and last pointers are global and point first and last node */
```

A singly-linked list may be depicted as in Figure 1.1.

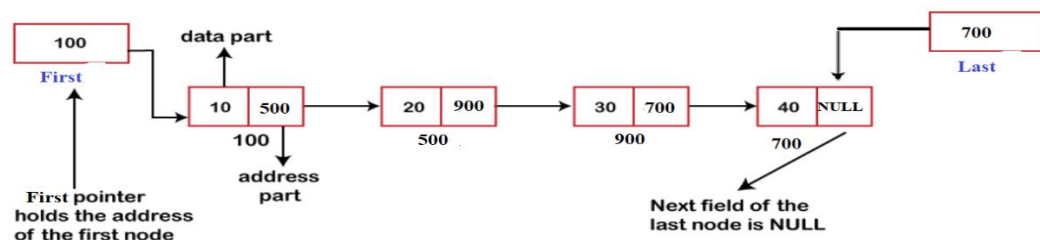


Figure 1.1.: A singly-linked list model.

## 2) Solved Lab Activites

<i>Sr.No</i>	<i>Allocated Time</i>	<i>Level of Complexity</i>	<i>CLO Mapping</i>
<i>Activity 1</i>	<i>10 mins</i>	<i>Medium</i>	<i>CLO-4</i>
<i>Activity 2</i>	<i>10 mins</i>	<i>Medium</i>	<i>CLO-4</i>
<i>Activity 3</i>	<i>5 mins</i>	<i>Medium</i>	<i>CLO-4</i>
<i>Activity 4</i>	<i>10 mins</i>	<i>Medium</i>	<i>CLO-4</i>
<i>Activity 5</i>	<i>5 mins</i>	<i>Medium</i>	<i>CLO-4</i>
<i>Activity 6</i>	<i>10 mins</i>	<i>Medium</i>	<i>CLO-4</i>

<b>Activity 7</b>	<b>5 mins</b>	<b>Medium</b>	<b>CLO-4</b>
<b>Activity 8</b>	<b>5 mins</b>	<b>Medium</b>	<b>CLO-4</b>

## Activity 1:

### *Insertion at the end of the linked list*

*Consider the following steps which apply to dynamic lists:*

```
Void insert_end()
{
    //take the pointer to hold the address of nodetype record
    Nodetype *p;
    //allocate runtime memory for new record of nodetype using new operator
    p = new Nodetype ;
    cout<<"Enter the data in node:  ";
    cin>>p->data;
    /* l i s t i s   empty */
    i f  (  first == NULL )
    /* p becomes first node and first and last pointer will point to same node */
        first=last = p;
    else {
    /* link the last pointer with newly created node (p) */
        last->next  = p;
        last = p;           /* assign p to last node */
    }
}
```

## Output

Will insert the new node at the end of the linked list.

## Activity 2:

### *Insertion at the start of the linked list*

*Consider the following steps which apply to dynamic lists:*

```

Void insert_start()
{
    //take the pointer to hold the address of nodetype record
    Nodetype *p;
    //allocate runtime memory for new record of nodetype using new operator
    p = new Nodetype ;
    cout<<"Enter the data in node:  ";
    cin>>p->data;
    i f ( first == NULL ) /* l i s t i s   empty */
    /* p becomes first node and first and last pointer will point to same node */
        first=last = p;
    else {
        p->next=first; /* link the new node with first node */
        fisrt = p;      /* assign p to last node */
    }
}

```

## Output

**Will insert the new node at the end of the linked list.**

## Activity 3:

### *Accessing nodes of linked list*

```

Nodetype search (int key){
    Nodetype *p = NULL;
    p = f i r s t ;
    while ( p != NULL  && p->data != key)
    {
        p = p->next ;
    }
    return p; /* if p is NULL then value not found */
}

```

## Output

**Return the pointer of Node if the required element is found.**

## Activity 4:

### *Inserting after specific value*

```
void insert_after (int key){
    Nodetype *p = NULL;
    p=search(key);
    if(p==NULL)
        cout<<"value not found";
    else
    {
        Nodetype *Newnode;
        Newnode= new Nodetype;
        if(p==last)
        {
            last->next=p;
            last=p;
        }
        else
        {
            Newnode->next=p->next;
            p->next=Newnode;
        }
        Cout<<"New node linked successfully";
    }
}
```

## Output

Will insert the new node after specified node

## Activity 5:

### *Deleting first node from single linked list*

```
Void delete_first()
{
    Nodetype *p;
```

```

i f ( f i r s t == NULL ) /* l i s t i s empty */
    cout<<"\n Linked List is empty";
else
{ /* non-empty l i s t */
    p = f i r s t ;
    f i r s t = f i r s t ->next ;
    delete ( p ) ; /* free up memory */
}
}

```

## Output

Will delete the first node of the singly linked list.

## Activity 6:

*Deleting last node from single linked list*

```

Void delete_last()
{
NodeT *q, *q1;
q1 = NULL; /* i n i t i a l i z e */
q = f i r s t ;
if(q==NULL)
{
    Cout<<"\n Linked List is empty";
}
else
{ /* non-empty l i s t */
while ( q != last )
{ /* advance towards end */
q1 = q; /*q1 will follow the q pointer */
q = q->next ;
}
i f ( q == f i r s t )
{ /* only one node */

```

```

    f i r s t = last = NULL;
}
else
{ /* more than one node */
    q1->next = NULL;
    last = q1;
}
delete q; } }

```

## Activity 7:

### *Deleting a node given by user*

```

void remove_spec(int key)
{
    Nodetype *q, *q1;
    q1 = NULL; /* i n i t i a l i z e */
    q = f i r s t ;
    /* search node */
    while ( q != NULL && q->data != key )
    {
        q1 = q;
        q = q->next ;
    }
    i f ( q == NULL )
    { cout<<" Not found supplied key";
    }
    else if(q==first && q==last)
    {
        delete q;
        first=last=NULL;
    }
    else if (q==last)
    {

```

```

q1->next=NULL;

last=q1;    /* make 2nd last node as last node */

delete q;

}

else      /* other than f i r s t node and last */

{

q1->next = q->next ;

delete q; } }

```

## Output

Will delete the user given node of the singly linked list.

## Activity 8:

*Complete deletion of single linked list*

```

while ( f i r s t != NULL )

{

p = f i r s t ;

f i r s t = f i r s t ->next ;

free ( p ) ;

}

last = NULL;

```

## Output

All the nodes of Linked List will be deleted.

## Lab Task 1

*Add functionality to display the Link List in reverse (both using loops and using recursive approach).*

## Lab Task 2

*Add a function that merges two linked lists passed as parameter into a third new linked list.*

## Lab Task 3

*Add a function to find multiple occurrences of data element in the list..*