$N_{\text{ame:}}\,M_{\text{uhammad}}\,S_{\text{herjeel}}\,A_{\text{khtar}}$

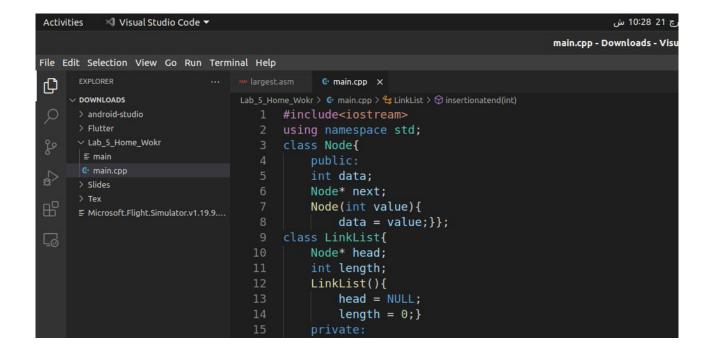
 $R_{\text{oll}}\,N_{\text{o: 20p-0101}}$

 $H_{\text{work}} \, N_{\text{o}:} 5$

 $S_{\text{ubject:}} \, D_{\text{ata}} \, S_{\text{tructures}}$

 $S_{\text{ection:}}\,B_{\text{CS-}}4_{\text{B}}$

 $S_{\text{ubmitted}} \, T_o \, R_{\text{espected}} \, S_{\text{ir:}} \, \text{Khurram Shahzad}$



```
void insertionatstart(int val){
            Node *n=new Node(val);
            if(head==NULL){
                head=n;}
            else if(head!=NULL){
                n->next = head;
                head=n;}}
        void insertionatend(int val){
            Node *temp;
            Node* n=new Node(val);
            temp=head;
            while(temp!=NULL){
                temp=temp->next;}
29
            temp->next=n;}
        void insertionatmid(int val, int pos){
            Node* n=new Node(val);
            Node* temp;
            temp=head;
            for(int i=1; i<pos; i++){</pre>
                temp=temp->next;}
```

```
n->next=temp->next;
                                               temp->next=n;
> Slides
                                          void clearLL(){
> Tex
                                               Node* temp, *prev;

    ■ Microsoft.Flight.Simulator.v1.19.9....

                                               temp=head;
                                               prev=head;
                                               if(head!=NULL){
                                               while(temp!=NULL){
                                                     temp->next;
                                                    prev=temp;}}
                                          cout<<"There is nothing to delete in the list";}}
bool search(int val){
  bool flag=false;</pre>
                                               Node* temp;
                                               temp=head;
                                               while(temp->data!=val){
                                                    // temp=temp->next;
if(temp->data=val){
                                                     flag=true;
                                                     return flag;}
                                                     temp=temp->next;}
```

```
void printed(){
   Node* temp;
    temp=head;
   while(temp!=NULL){
    cout<<temp->data;
    temp=temp->next;}
void concatenation(Node *Flist,Node *Slist){
   bool flag=false;
    if( Flist != NULL && Slist!= NULL ){
            concatenation(Flist->next,Slist);
            flag=true;}
        if(flag==false){
            cout<<"The given two input lists are empty.";</pre>
bool emptiness(){
   bool flag=false;
    if(head==NULL){
        flag=true;
```

```
■ Microsoft.Flight.Simulator.v1.19.9...
                                         void printed(){
                                             Node* temp;
<u>_</u>0
                                              temp=head;
                                             while(temp!=NULL){
                                             cout<<temp->data;
                                66
                                             temp=temp->next;}
                                         void concatenation(Node *Flist,Node *Slist){
                                             bool flag=false;
                                             if( Flist != NULL && Slist!= NULL ){
                                                  if (Flist->next == NULL)
                                                      concatenation(Flist->next,Slist);
                                                      flag=true;}
                                                  if(flag==false){
                                                      cout<<"The given two input lists are empty.";</pre>
                                         bool emptiness(){
                                             bool flag=false;
                                              if(head==NULL){
                                                  flag=true;
                                                  return flag;
```

```
void summing(){
> Tex
                                      Node* temp;
                                      temp=head;
                                      int average=0;
                                      int summed=0;
                                      int counter=0;
                                      while(temp!=NULL){
                                          summed+=temp->data;
                                          temp=temp->next;
                                      average=summed/counter;
                                  void copied(Node* object1){
                                      Node* temp;
                                      temp=object1;
                                      int length=0;
                                      int i=0;
                                      while(temp!=NULL){
                                          length++;
                                          temp=temp->next;
                                      while(length!=0){
                                      if(i!=length){
                                          Node* newbie;
                                          newbie->data=temp->data;
                                          length--;
```

```
void insertmiddle(int val){
@ main.cpp
                                           Node* temp;
                                           temp=head;
                                           int i=0;

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                                           int counter=0;
                                           while(temp!=head){
                                               counter++;
                                               temp=temp->next;
                                           temp=head;
                                           while(i!=counter/2){
                                               temp=temp->next;
                                           temp->data=val;
                                      void movefirst(){
                                           Node* first=new Node(0);
Node* second= new Node(0);
                                           Node* temp;
                                           temp=head;
                                           while(temp!=NULL){
                                               temp=temp->next;
                                           second->data=temp->data;
                                           first->data=head->data;
                                           if(head!=NULL){
                                               head->data=second->data;
                                                temp->data=first->data;
```

```
166
         void sorted(Node* object1){
167
              Node* temp;
168
              temp=object1;
              while(temp!=NULL){
169
170
                  if(temp->data>temp->next->data)
171
                  temp->data=temp->next->data;
172
                  temp=temp->next;
173
174
```

```
void RemoveDuple(Node*object){
      186
19.9....
      187
                     //object.sorted();
                     Node* temp, *worker;
                     temp=head;
                     while(temp!=NULL){
      190
                         temp=temp->next;
      191
                         if(temp->next->data!=temp->data){
      192
      193
                         worker=temp;
      194
                         temp=temp->next;}
      195
                         else{
                         worker=temp;
      196
      197
                         temp=temp->next;
      198
                         delete worker;}
      199
      201
```

```
bool isPalin(Node* head){
201
              Node* slow= head;
202
              while(slow != NULL){
203
                      slow = slow->next;
204
205
              while(head != NULL ){
206
                  int i:
207
                  if(head -> data != i){
208
                      return false;}
209
                 head=head->next;}
210
     return true;}
211
```

```
213 - int main(){
         LinkList *obj1;
214
         LinkList *obj2;
215
216
        for (int x=0; x<15; x++)
217 - {
218
         int randomNumber = (rand() % 100);
         //obj1.insertionatend(randomNumber);
219
220
         //obj1.insertionatend(randomNumber);
         //obj1.insertionatend(randomNumber);
221
222
         //obj1.insertionatend(randomNumber);
223
         //obj1.insertionatend(randomNumber);
         obj1.insertionatmid(44);
224
225
         obj1.insertionatmid(1);
         obj1.insertionatmid(2);
226
         obj1.insertionatmid(8);
227
228
         obj1.insertionatmid(9);
         obj1.insertionatmid(6);
229
230
         obj2.insertionatmid(13);
231
         obj2.insertionatmid(8);
232
         obj2.insertionatmid(15);
233
         obj2.insertionatmid(23);
234
235
         obj2.insertionatmid(25);
         obj2.insertionatmid(6);
236
237
238
         Node*ptr1,*pt2;
         ptr1=&obj1;
239
240
         ptr2=&obj2;
         concatenation(ptr1, ptr2);
241
242
         obj1.printed();
243
         obj2.printed();
244
```

```
obj2.insertionatmid(13);
231
232
         obj2.insertionatmid(8);
233
         obj2.insertionatmid(15);
         obj2.insertionatmid(23);
234
         obj2.insertionatmid(25);
235
236
         obj2.insertionatmid(6);
237
238
         Node*ptr1,*pt2;
         ptr1=&obj1;
239
         ptr2=&obj2;
240
241
         concatenation(ptr1, ptr2);
242
         obj1.printed();
243
         obj2.printed();
244
245
         obj1.summing();
246
247
         obj2.summing();
248
         obj1.sorted();
249
250
251
252
253
254 }}
```

. The outputs are:

44 1 2 9 8 7 15 23 NULL

Output

13 8 15 23 25 6

Output

The Lists after concatenation are: 44,1,2,8,9,6,13,8,15,23,25,6

Output

The values are: 13,8,15,23,25,6

Output

The values are; 13,8,15,23,25,6

Output

The Summed Values are:

Output

The Sum of values are:

Output

Sorted Values are: 1,2,6,8,9,44