

22-01-24

Q WAP to implement singly linked list with following operations.

(a) create a linked list

(b) insertion of a node at first, at any and at end of list.

Display the contents of linked list

1/p → #include <stdio.h>
#include <malloc.h>

struct node

{

int data;

struct node * next;

};

struct node * create_ll (struct node *
start

struct node * new_node, * ptr;

int num;

printf("In enter -1 to end");

printf("In enter the data:");

scanf("%d", &num);

while(num != -1)

{

new_node = (struct node *) malloc
(size of (struct node))

new_node->data = num;

```

if (start == NULL)
{
    new_node -> next = NULL;
    start = new_node;
}
else
{
    ptr = start;
    while (ptr -> next != NULL)
        ptr = ptr -> next;

    ptr -> next = new_node;
    new_node -> next = NULL;
}

printf("Enter the data:");
scanf ("%d", &num);

return start;

```

y;

```

struct node *insert_beg (struct node *start)
{

```

```

    struct node *new_node;

```

```

    int num;

```

```

    printf("Enter the data:");

```

```

    scanf ("%d", &num);

```

```

    new_node = (struct node *) malloc (sizeof
                                         (struct node));

```

```

    new_node -> data = num;

```

start = new_node;

return start;

y;

struct node *insert_end (struct node *

{

struct node *new_node, *ptr;

int num;

printf("Enter the data:");

scanf("%d", &num);

new_node = (struct node *) malloc (size of
(struct node));

new_node->data = num;

new_node->next = NULL;

ptr = start;

if (start == NULL)

{

~~start = new_node;~~

}

else

{

while (ptr->next != NULL)

~~ptr = ptr->next;~~

~~ptr->next = new_node;~~

return start;

y

y;

```
struct node * insert_before (struct node  
* start)
```

```
{
```

```
struct node * new-node, * ptr;
```

```
int num, val;
```

```
printf("In Enter the data:");
```

```
scanf ("%d", &num);
```

```
new-node = (struct node *) malloc  
(size of (struct node));
```

```
new-node->data = num;
```

```
new-node->next = NULL;
```

```
ptr = start;
```

```
if (start == NULL)
```

```
{
```

```
start = new-node;
```

```
}
```

```
printf("Enter the value before  
which data has to be  
inserted:");
```

```
scanf ("%d", &val);
```

```
while (ptr->data != val)
```

```
{
```

```
preptr = ptr;
```

```
ptr = ptr->next;
```

```
}
```

```
preptr->next = new-node;
```

```
new-node->next = ptr;
```

```
return start;
```

```
}
```

```

    struct node * Display (struct node * start)
    {
        struct node * ptr;
        ptr = start;
        while (ptr != NULL)
        {
            printf ("%d\t", ptr->data);
            ptr = ptr->next;
        }
        return start;
    }
}

```

```

struct node * start = NULL;
struct node * create_ll (struct node *);
struct node * insert_beg (struct node *);
struct node * insert_end (struct node *);
struct node * insert_before (struct node *);
struct node * display (struct node *);

```

② WAP to implement Singly Linked list with (a) create (b) deletion of first, random element and last element. and display the contents.

```
→ struct node *delete-beg (struct node *start)
{
    struct node *ptr;
    ptr = start;
    start = start->next;
    free(ptr);
    return start;
}
```

```
struct node *delete-end (struct node *start)
{
    struct node *ptr, *preptr;
    ptr = start;
    while (ptr->next != NULL)
    {
        preptr = ptr;
        ptr = ptr->next;
    }
    preptr->next = NULL;
    free(ptr);
    return start;
}
```


struct node * delete

{
struct node * ptr, * preptr;

int val;

printf("Enter the value after which the
node has to be deleted;");

scanf("%d", &val);

ptr = start;

preptr = ptr;

while (preptr->data != val)

{

preptr = ptr;

ptr = ptr->next;

}

preptr->next = ptr->next;

free(ptr);

return start;

};

struct node * delete_beg (struct node *)

struct node * delete_end (struct node *)

struct node * delete_after (struct node *)

struct node * display (struct node *);

struct node * display (struct node * start);

{

struct node * ptr;

ptr = start;

O/p:- 1. create list 2. Display.
3. insert_beg 4. Insert_end
5. insert-random

enter choice : 1

enter -1 to end :

enter data : 3 4 5 6

enter choice : 2

3 4 5 6

enter choice : 3

~~enter value : 2~~

~~enter choice : 2~~

~~2 3 4 5 6~~

enter choice : 4

enter value : 7

enter choice : 2

2 3 4 5 6 7

enter choice : 5

enter value : 9

enter value before which has
to be inserted : 5

~~enter value~~

~~enter choice : 2~~

2 3 4 5 9 6 7,


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