

Ques 1:

```
#include<iostream>
```

```
using namespace std ;
```

```
class LinkedList
```

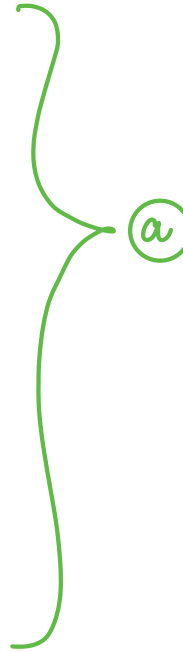
```
{  
    class Node  
    {  
        public :  
        float data ;  
        Node *next ;  
  
        Node(float data)  
        {  
            this->data = data ;  
            this->next = NULL ;  
        }  
    } ;
```

```
    Node *head = NULL;  
    float sum = 0 ;  
    int N = 0 ;
```

```
public :
```

```
void Insert(float item)
```

```
{  
    // create a new node  
    Node *nn = new Node(item) ;  
  
    // linked list is empty || new node to be inserted at beginning  
    if(head == NULL || head->data > item)  
    {  
        nn->next = head ;  
        head = nn ;  
    }  
    else  
    {  
        // find the correct position for insertion  
        Node *temp = head ;  
        while(temp->next != NULL && temp->next->data < item)  
            temp = temp->next ;  
  
        // linking  
        nn->next = temp->next ;  
        temp->next = nn ;  
    }  
  
    // sum update
```



(b)

```
sum += item ;  
N ++ ;
```

```
}
```

```
void Delete(float item)
```

c

```
{
```

```
// linked list is empty || new node to be inserted at beginning
```

```
if(head == NULL || head->data == item)
```

```
{
```

```
    Node *temp1 = head ; // get the access of the node to be deleted
```

```
    head = head->next ; // links set
```

```
    delete temp1 ; // free memory
```

```
    sum -= item ; // sum update
```

```
    N-- ;
```

```
    return ;
```

```
}
```

```
Node *temp = head ;
```

```
while(temp->next != NULL)
```

```
{
```

```
    if(temp->next->data == item)
```

```
    {
```

```
        // get the access of the node to be deleted
```

```
        Node *temp1 = temp->next ;
```

```
        // links set
```

```
        temp->next = temp1->next ;
```

```
        // free memory
```

```
        delete temp1 ;
```

```
        // sum update
```

```
        sum -= item ;
```

```
        N-- ;
```

```
        break ;
```

```
    }
```

```
    temp = temp->next ;
```

```
}
```

```
}
```

```
float getSum()
```

```
{
```

```
    return sum ;
```

```
}
```

```
float getAvg()
```

```
{
```

```
    return sum / N ;
```

```
}
```

```
};
```

d

Ques 2 :

```
#include<iostream>

using namespace std ;

int main()
{
    int arr[] = {2,3,4,5,6,7,8,9} ;
    int N = sizeof(arr) / sizeof(int) ;
    int k = 3 ;

    // One Loop, Time Complexity: O(n), Space Complexity: O(n)
    int na[N] ;
    for(int i = 0 ; i < N ; i++)
    {
        na[i] = arr[(i + N - k) % N] ;
        cout << na[i] << " " ;
    }
    cout << endl ;

    return 0 ;
}
```

Ques 3 :

```
#include<iostream>

using namespace std ;
```

```
class Queue
{
```

```
    pair<int,bool> *arr ;
    int front ;
    int rear ;
    int size ;
    int cap ;
```

```
public :
```

```
Queue(int capacity)
```

```
{
    cap = capacity ;
    arr = new pair<int,bool>[cap] ;
    front = -1 ;
    rear = -1 ;
    size = 0 ;
}
```

Logic: Store a boolean variable with every element of queue by utilising 'pair' class.

```
void push(int item)
{
    push(item, true) ;
}
```

```
void push(int item, bool turn)
{
    if(size == 0)
    {
        front = 0 ;
        rear = 0 ;
    }
    else
        rear = (rear + 1) % cap ;

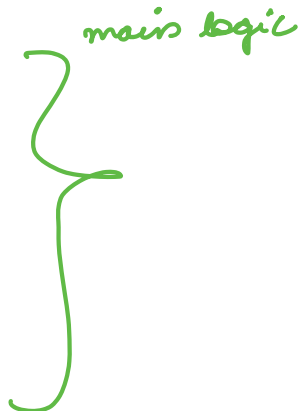
    arr[rear] = {item,turn} ;
    size ++ ;
}
```

```
void secondChanceDelete()
{
    pair<int,bool> temp = arr[front] ;
    front = (front + 1) % cap ;

    if(temp.second == true)
        push(temp.first, false) ;

    size -- ;
}
```

main logic



```
void display()
{
    for(int i = 0 ; i < size ; i++)
    {
        int idx = (i + front) % cap ;
        cout << arr[idx].first << " " ;
    }
    cout << endl ;
}

};
```