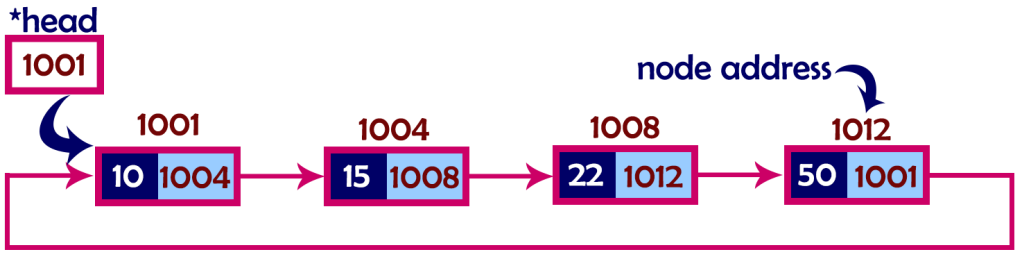
QUESTION 1

While Traversing a single-circular linked list, when the traversing element/variable reaches the value of the pointer of the head node then it establishes that the traversing element/variable has reached the first element.




```
#include <iostream>
using namespace std;
// create a data strcutrue for linked list
class node{
        public:
        int data;
        node* next;
        node(int val){
        data=val;
        next=NULL;
        }
```

```
};

// insertion function for CLL at end
void insert(node* &head,int val){
        node* temp=new node(val);
        node* curr=head;
        if(head==NULL){
        head=temp;
        temp->next=head;
        return;
        }
        while(curr->next!=head){
        curr=curr->next;
        }
        curr->next=temp;
        temp->next=head;
}
// traversal of CLL
void printing(node* head){
        if(head==NULL){
        cout<<"empty list";
        return;
        }
        node* curr=head;
        do{
```

```
        cout<<curr->data<<" ";
        curr=curr->next;
        }while(curr!=head);   // this is the condition where we reach the head again
}
int main()
{
        node* head=NULL;
        insert(head,3);
        insert(head,4);
        insert(head,5);
        insert(head,6);
        insert(head,7);
        printing(head);
        return 0;
}
```

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QUESTION 2

Circular linked lists are used in—---------->

1) **Round Robin Scheduling.**
2) **to keep track of the turn in a multi-player game.**
3) **to implement the undo function.**
4) **to repeat the songs in a playlist .**
5) **Circular doubly linked lists can be used to implement rewind and forward functions in a playlist, searching in a list etc.**