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1. Implementation of Singly Linked List in Java

A **Singly Linked List** consists of nodes where each node contains a data field and a reference (or link) to the next node.

```
class Node {  
    int data;  
    Node next;  
  
    public Node(int data) {  
        this.data = data;  
        this.next = null;  
    }  
}
```



```
class SinglyLinkedList {  
    Node head; // Head (first node) of the list  
  
    void insertAtBeginning(int data) {  
        Node newNode = new Node(data);  
        newNode.next = head;  
        head = newNode;  
    }  
    void insertAtEnd(int data) {  
        Node newNode = new Node(data);  
        if (head == null) {  
            head = newNode;  
            return;  
        }  
        Node temp = head;  
        while (temp.next != null) {  
            temp = temp.next;  
        }  
        temp.next = newNode;  
    }  
}
```



```
void insertAtPosition(int data, int position) {  
    Node newNode = new Node(data);  
    if (position == 1) {  
        newNode.next = head;  
        head = newNode;  
        return;  
    }  
    Node temp = head;  
    for (int i = 1; i < position - 1 && temp != null; i++) {  
        temp = temp.next;  
    }  
    if (temp == null) {  
        System.out.println("Invalid position");  
        return;  
    }  
    newNode.next = temp.next;  
    temp.next = newNode;  
}
```



```
void deleteFromBeginning() {  
    if (head == null) {  
        System.out.println("List is empty");  
        return;  
    }  
    head = head.next;  
}  
void deleteFromEnd() {  
    if (head == null) {  
        System.out.println("List is empty");  
        return;  
    }  
    if (head.next == null) {  
        head = null;  
        return;  
    }  
    Node temp = head;  
    while (temp.next.next != null) {  
        temp = temp.next;  
    }  
    temp.next = null;  
}
```



```
void deleteAtPosition(int position) {  
    if (head == null) {  
        System.out.println("List is empty");  
        return;  
    }  
    if (position == 1) {  
        head = head.next;  
        return;  
    }  
    Node temp = head;  
    for (int i = 1; i < position - 1 && temp.next != null; i++) {  
        temp = temp.next;  
    }  
    if (temp.next == null) {  
        System.out.println("Invalid position");  
        return;  
    }  
    temp.next = temp.next.next;  
}
```



```
boolean search(int key) {  
    Node temp = head;  
    while (temp != null) {  
        if (temp.data == key) {  
            return true;  
        }  
        temp = temp.next;  
    }  
    return false;  
}  
  
void reverse() {  
    Node prev = null;  
    Node current = head;  
    Node next = null;  
    while (current != null) {  
        next = current.next;  
        current.next = prev;  
        prev = current;  
        current = next;  
    }  
    head = prev;  
}
```



```
void display() {  
    Node temp = head;  
    while (temp != null) {  
        System.out.print(temp.data + " -> ");  
        temp = temp.next;  
    }  
    System.out.println("null");  
}  
  
public static void main(String[] args) {  
    SinglyLinkedList list = new SinglyLinkedList();  
    list.insertAtEnd(10);  
    list.insertAtEnd(20);  
    list.insertAtEnd(30);  
    list.display();  
  
    list.reverse();  
    list.display();  
}  
}
```



1. Stack Implementation using Array

A **stack** follows the **LIFO (Last In, First Out)** principle.

Operations:

1. **Push** – Insert an element into the stack.
2. **Pop** – Remove the top element.
3. **Peek** – Retrieve the top element without removing it.
4. **isEmpty** – Check if the stack is empty.
5. **isFull** – Check if the stack is full.



```
class Stack {  
    private int arr[];  
    private int top;  
    private int capacity;  
  
    // Constructor to initialize the stack  
    public Stack(int size) {  
        arr = new int[size];  
        capacity = size;  
        top = -1;  
    }  
  
    // Push an element onto the stack  
    public void push(int data) {  
        if (isFull()) {  
            System.out.println("Stack Overflow! Cannot insert " + data);  
            return;  
        }  
        arr[++top] = data;  
    }  
}
```



```
// Pop an element from the stack
public int pop() {
    if (isEmpty()) {
        System.out.println("Stack Underflow! Nothing to remove.");
        return -1;
    }
    return arr[top--];
}

// Peek the top element
public int peek() {
    if (isEmpty()) {
        System.out.println("Stack is empty!");
        return -1;
    }
    return arr[top];
}

// Check if the stack is empty
public boolean isEmpty() {
    return top == -1;
}

// Check if the stack is full
public boolean isFull() {
    return top == capacity - 1;
}
```



```
// Display the stack elements
public void display() {
    if (isEmpty()) {
        System.out.println("Stack is empty!");
        return;
    }
    System.out.print("Stack: ");
    for (int i = 0; i <= top; i++) {
        System.out.print(arr[i] + " ");
    }
    System.out.println();
}

// Main method to test stack operations
public static void main(String[] args) {
    Stack stack = new Stack(5);

    stack.push(10);
    stack.push(20);
    stack.push(30);
    stack.display();

    System.out.println("Peek: " + stack.peek());
    System.out.println("Popped: " + stack.pop());
    stack.display();
}
}
```



2. Queue Implementation using Array

A **queue** follows the **FIFO (First In, First Out)** principle.

Operations:

1. **Enqueue** – Insert an element into the queue.
2. **Dequeue** – Remove an element from the front.
3. **Front** – Get the front element.
4. **isEmpty** – Check if the queue is empty.
5. **isFull** – Check if the queue is full.



```
class Queue {  
    private int arr[];  
    private int front, rear, capacity, size;  
  
    // Constructor to initialize the queue  
    public Queue(int capacity) {  
        this.capacity = capacity;  
        arr = new int[capacity];  
        front = 0;  
        rear = -1;  
        size = 0;  
    }  
  
    // Enqueue operation  
    public void enqueue(int data) {  
        if (isFull()) {  
            System.out.println("Queue Overflow! Cannot insert " + data);  
            return;  
        }  
        rear = (rear + 1) % capacity;  
        arr[rear] = data;  
        size++;  
    }  
}
```



// Dequeue operation

```
public int dequeue() {
```

```
    if (isEmpty()) {
```

```
        System.out.println("Queue Underflow! Nothing to remove.");
```

```
        return -1;
```

```
}
```

```
int removed = arr[front];
```

```
front = (front + 1) % capacity;
```

```
size--;
```

```
return removed;
```

```
}
```

// Peek (Front element)

```
public int peek() {
```

```
    if (isEmpty()) {
```

```
        System.out.println("Queue is empty!");
```

```
        return -1;
```

```
}
```

```
return arr[front];
```

```
}
```



```
// Check if the queue is empty
public boolean isEmpty() {
    return size == 0;
}

// Check if the queue is full
public boolean isFull() {
    return size == capacity;
}

// Display the queue elements
public void display() {
    if (isEmpty()) {
        System.out.println("Queue is empty!");
        return;
    }
    System.out.print("Queue: ");
    for (int i = 0; i < size; i++) {
        System.out.print(arr[(front + i) % capacity] + " ");
    }
    System.out.println();
}
```



```
// Main method to test queue operations
public static void main(String[] args) {
    Queue queue = new Queue(5);

    queue.enqueue(10);
    queue.enqueue(20);
    queue.enqueue(30);
    queue.display();

    System.out.println("Front: " + queue.peek());
    System.out.println("Dequeued: " + queue.dequeue());
    queue.display();
}
```