

EX: -9 Python program to implement linked list(single linked list)

```
class Node:
    def __init__(self, data):
        self.data = data
        self.next = None

1 usage
class Linkedlist:
    def __init__(self):
        self.head = None

    def Insert(self, x):
        newnode = Node(x)
        newnode.next = self.head
        self.head = newnode

    def Delete(self):
        temp = self.head
        if temp:
            self.head = temp.next
            temp.next = None
            print("Deleted Node =" + str(temp.data))
        else:
            print("list is empty,")

    def Display(self):
        temp = self.head
        if(temp):
            print("Linkedlist--> ", end="")
            while(temp):
                print(str(temp.data) + " ", end="")
                temp = temp.next
        else:
            print("list is empty")
```

```
def searchNode(self):  
    flag=0  
    x=int(input("Enter which node you want to search="))  
    temp=self.head  
  
    if(temp):  
        while(temp):  
            if x==temp.data:  
                flag=1  
                break  
            temp=temp.next  
  
        if (flag==1):  
            print("element is found in list")  
        else:  
            print("element not found in list")  
    else:  
        print("list is empty")
```

OUTPUT: -

```
"C:\Program Files\Python312\python.exe" C:\Users\dell\Downloads\9.py
-----Menu-----
1. Insert node at begining
2. delete
3. Display
4. search
enter your choice=1
Enter value for node=100
-----Menu-----
1. Insert node at begining
2. delete
3. Display
4. search
enter your choice=1
Enter value for node=50
-----Menu-----
1. Insert node at begining
2. delete
3. Display
4. search
enter your choice=1
Enter value for node=30
-----Menu-----
1. Insert node at begining
2. delete
3. Display
4. search
enter your choice=2
Deleted Node =30
```

```
-----Menu-----
1. Insert node at begining
2. delete
3. Display
4. search
enter your choice=3
LinkedList--> 50 100 -----Menu-----
1. Insert node at begining
2. delete
3. Display
4. search
enter your choice=4
Enter which node you wnt to search=50
element is found in list
```

EX: -10 Python program to implement stack data structure

```
# program to impliment stack list

ch=0
1 usage
def createStack():
    STACK=[]
    return STACK

1 usage
def Push(x):
    STACK.append(x)
    print("Element pushed into stack=",x)

1 usage
def Pop():
    if len(STACK)==0:
        print("stack is empty")
    else:
        print("popped element from stack=",STACK.pop())

def Display():
    print("Stack")
    for i in range(len(STACK)-1,-1,-1):
        print("    ",STACK[i])
```

```
# -----main-----
STACK=createStack();

while ch <4:
    print("-----Stack operation-----")
    print("1 Push")
    print("2 Pop ")
    print(" ----- ")

    ch=int(input("enter your choice="))
    if ch==1:
        x=int(input("enter value for push="))
        Push(x);
    elif ch==2:
        Pop()

    print("STACK ELEMENTS")
    Display()
```

OUTPUT: -

```
-----Stack operation-----
1 Push
2 Pop
-----
enter your choice=1
enter value for push=10
Element pushed into stack= 10
STACK ELEMENTS
Stack
    10
-----Stack operation-----
1 Push
2 Pop
-----
enter your choice=1
enter value for push=20
Element pushed into stack= 20
STACK ELEMENTS
Stack
    20
    10
-----Stack operation-----
1 Push
2 Pop
-----
enter your choice=1
enter value for push=30
Element pushed into stack= 30
```

STACK ELEMENTS

Stack

30

20

10

-----Stack operation-----

1 Push

2 Pop

enter your choice=2

popped element from stack= 30

STACK ELEMENTS

Stack

20

10

-----Stack operation-----

1 Push

2 Pop

enter your choice=2

popped element from stack= 20

STACK ELEMENTS

Stack

10

EX: -12 Python program to implement factorial of the number


```
def fact(n):  
    if n==1:  
        return 1  
    else:  
        return n*fact(n-1)  
  
a=int(input("Enter a number="))  
print("\n\nFactorial=",fact(a))
```

OUTPUT: -


```
Enter a number=5  
  
Factorial= 120  
  
Process finished with exit code 0
```

EX: -13 Python program to implement bracket matching

```
#write python program to implement bracket matching using stack
```

```
1  sage
```

```
def bracketsbalanced(expr):  
    STACK=[]  
    for char in expr:  
        if char in['(','{','[']:  
            STACK.append(char)  
        else:  
            if not STACK:  
                return False  
            current_char=STACK.pop()  
            if current_char=='(':  
                if char!=')':  
                    return False  
  
            if current_char=='{':  
                if char!='}':  
                    return False  
  
            if current_char=='[':  
                if char!=']':  
                    return False  
    if STACK:  
        return False  
    return True
```

```
if __name__=="__main__":  
    expr=input("Enter expression = ")  
    if bracketsbalanced(expr):  
         print("balanced")  
    else:  
        print("not balanced")
```


OUTPUT: -

```
"C:\Program Files\Python312\python.exe" "C:\Users\dell\Downloads\program 12.py"  
Enter expression = {()}  
not balanced
```

```
Enter expression = []()  
balanced
```

EX: -14 Python program to implement Tower of hanoi

```
def towerofhanoi(n, rodA, rodB, rodC):  
    if n==0:  
        return  
    towerofhanoi(n-1, rodA, rodC, rodB)  
    print("move disk", n, "rodA", rodA, "rodB", rodB)  
    towerofhanoi(n-1, rodC, rodB, rodA)  
n=int(input("enter number of disks:"))  
towerofhanoi(n, rodA: 'P', rodB: 'Q', rodC: 'R')
```

OUTPUT: -

```
enter number of disks:3  
move disk 1 rodA P rodB Q  
move disk 2 rodA P rodB R  
move disk 1 rodA Q rodB R  
move disk 3 rodA P rodB Q  
move disk 1 rodA R rodB P  
move disk 2 rodA R rodB Q  
move disk 1 rodA P rodB Q  
  
Process finished with exit code 0
```

EX: -15 Python program to implement queue data structure

```
def create_Queue():
    Queue=[]
    return Queue

def insert(Queue,item):
    Queue.append(item)

def Delete(Queue):
    if(len(Queue)==0):
        return "Queue is empty"
    else:
        return (Queue.pop(0))

1 usage
def selectOption(ch):
    if ch==1:
        x=int(input("Enter the item to insert:"))
        insert(Queue,str(x))
    elif ch==2:
        print("Delete item:",Delete(Queue))

Queue=create_Queue()
ch=0
while ch<3:
    print("1 insert")
    print("2 delete")
    print("3 exit")
    ch=int(input("Enter your choice="))
    selectOption(ch)
    print(Queue)
```

OUTPUT: -

```
"C:\Program Files\Python312\python.exe" C:\Users\de11\Downloads\program15.py
1 insert
2 delete
3 exit
Enter your choice=1
Enter the item to insert:20
['20']
1 insert
2 delete
3 exit
Enter your choice=1
Enter the item to insert:30
['20', '30']
1 insert
2 delete
3 exit
Enter your choice=1
Enter the item to insert:10
['20', '30', '10']
1 insert
2 delete
3 exit
Enter your choice=2
Delete item: 20
['30', '10']
```

```
1 insert
2 delete
3 exit
Enter your choice=2
Delete item: 30
['10']
1 insert
2 delete
3 exit
Enter your choice=3
['10']

Process finished with exit code 0
|
```

EX: -16 Python program to implement Priority queue

```
class PriorityQueue(object):
    def __init__(self):
        self.queue=[]

    def __str__(self):
        return ' '.join([str(i) for i in self.queue])

    def isEmpty(self):
        return len(self.queue)==0

    def insert(self,data):
        self.queue.append(data)

    def delete(self):

        max=0
        for i in range(len(self.queue)):
            if self.queue[i]>self.queue[max]:
                max=i

        x=self.queue[max]
        del self.queue[max]
        return x
```

```
if __name__ == '__main__':
    myQueue = PriorityQueue()
    myQueue.insert(100)
    myQueue.insert(13)
    myQueue.insert(90)
    myQueue.insert(65)
    myQueue.insert(22)
    myQueue.insert(95)
    print("Queue Elements = ", myQueue)

    print("Delete from Queue = ")
    while not myQueue.isEmpty():
        print(myQueue.delete())
```

OUTPUT: -

```
"C:\Program Files\Python312\python.exe" C:\Users\dell\Downloads\program16.py
Queue Elements = 100 13 90 65 22 95
Delete from Queue =
100
95
90
65
22
13

Process finished with exit code 0
```