1. Write a C program to find Odd or Even number from a given set of numbers

```
Code:
```

```
#include <stdio.h>
int main()
{
int num;
printf("Enter the number of elements: ");
scanf("%d", &num);
printf("Enter the elements: ");
for (int i = 0; i < num; i++) {
int element;
scanf("%d", & element);
 if (element % 2 == 0) {
 printf("%d is even\n", element);
 } else {
  printf("%d is odd\n", element);
    }
  }
  return 0;
}
Output: Enter the number of elements: 4
```

Enter the elements: 3

```
3 is odd
4
4 is even
7
7 is odd
2
2 is even
2.. Write a C program to find Factorial of a given number using Recursion
Code:
#include <stdio.h>
long int fact(int x) {
  if (x \ge 1)
    return x * fact(x - 1);
  else
    return 1;
}
int main() {
  int x;
  printf("Enter a number to find factorial: ");
  scanf("%d", &x);
  printf("The factorial of %d = %ld", x, fact(x));
```

```
return 0;
}
Output: Enter a number to find factorial: 5
      The factorial of 5 = 120
3. Write a C program to perform Matrix Multiplication
Code:
#include <stdio.h>
int main() {
nt m, n, p, q, i, j, k;
  printf("Enter the number of rows and columns of first matrix: ");
  scanf("%d %d", &m, &n);
  printf("Enter the number of rows and columns of second matrix: ");
  scanf("%d %d", &p, &q);
 if (n != p) {
    printf("Matrices with entered orders can't be multiplied with each other.\n");
  } else {
    int first[m][n], second[p][q], multiply[m][q];
printf("Enter elements of first matrix:\n");
    for (i = 0; i < m; i++) {
```

for (j = 0; j < n; j++) {

scanf("%d", & first[i][j]);

```
}
    }
printf("Enter elements of second matrix:\n");
   for (i = 0; i < p; i++) {
      for (j = 0; j < q; j++) {
         scanf("%d", & second[i][j]);
      }
    }
    for (i = 0; i < m; i++) {
      for (j = 0; j < q; j++) {
         multiply[i][j] = 0;
         for (k = 0; k < n; k++) {
           multiply[i][j] += first[i][k] * second[k][j];
         }
      }
    }
    printf("Product of the matrices:\n");
    for (i = 0; i < m; i++) {
      for (j = 0; j < q; j++) {
         printf("%d\t", multiply[i][j]);
      }
```

```
printf("\n");
    }
  }
return 0;
}
Output: Enter the number of rows and columns of first matrix: 2 2
Enter the number of rows and columns of second matrix: 2 2
Enter elements of first matrix:
12
3 4
Enter elements of second matrix:
56
78
Product of the matrices:
19 22
43 50
4. Write a program that uses functions to perform the following operations
on singly linked list i) Creation ii) Insertion iii) Deletion iv) Traversal.
Code:
#include <stdio.h>
#include <stdlib.h>
```

```
struct Node {
  int data;
  struct Node* next;
};
struct Node* createNode(int data) {
  struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
  newNode->data = data;
  newNode->next = NULL;
  return newNode;
}
void insertNode(struct Node** head, int data) {
  struct Node* newNode = createNode(data);
  newNode->next = *head;
  *head = newNode;
}
void deleteNode(struct Node** head, int key) {
  struct Node *temp = *head, *prev;
  if (temp != NULL && temp->data == key) {
    *head = temp->next;
```

```
free(temp);
    return;
  }
  while (temp != NULL && temp->data != key) {
    prev = temp;
    temp = temp->next;
  }
  if (temp == NULL) return;
  prev->next = temp->next;
  free(temp);
}
void traverseList(struct Node* node) {
  while (node != NULL) {
    printf("%d -> ", node->data);
    node = node->next;
  }
  printf("NULL\n");
}
```

```
int main() {
  struct Node* head = NULL;
  insertNode(&head, 3);
  insertNode(&head, 5);
  insertNode(&head, 7);
  printf("Linked list after creation and insertions:\n");
  traverseList(head);
  deleteNode(&head, 5);
  printf("Linked list after deletion of 5:\n");
  traverseList(head);
  return 0;
}
Output: Linked list after creation and insertions:
7 -> 5 -> 3 -> NULL
Linked list after deletion of 5:
7 -> 3 -> NULL
```

5. Write a program that uses functions to perform the following operations on doubly linked lists i) Creation ii) Insertion iii) Deletion iv) Traversal.

## Code:

```
#include <stdio.h>
#include <stdlib.h>
struct Node {
  int data;
  struct Node* prev;
  struct Node* next;
};
struct Node* createNode(int data) {
  struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
  newNode->data = data;
  newNode->prev = NULL;
  newNode->next = NULL;
  return newNode;
}
void insertNode(struct Node** head, int data) {
  struct Node* newNode = createNode(data);
  newNode->next = *head;
  if (*head != NULL) {
    (*head)->prev = newNode;
  }
  *head = newNode;
}
```

```
void deleteNode(struct Node** head, int key) {
  struct Node* temp = *head;
 if (temp != NULL && temp->data == key) {
    *head = temp->next;
    if (*head != NULL) {
      (*head)->prev = NULL;
    }
    free(temp);
    return;
  }
while (temp != NULL && temp->data != key) {
    temp = temp->next;
  }
if (temp == NULL) return;
 if (temp->prev != NULL) {
    temp->prev->next = temp->next;
 }
  if (temp->next != NULL) {
    temp->next->prev = temp->prev;
  }
  free(temp);
}
void traverseList(struct Node* node) {
```

```
while (node != NULL) {
    printf("%d -> ", node->data);
    node = node->next;
  }
  printf("NULL\n");
}
int main() {
  struct Node* head = NULL;
   insertNode(&head, 3);
  insertNode(&head, 5);
  insertNode(&head, 7);
  printf("Doubly linked list after creation and insertions:\n");
  traverseList(head);
 deleteNode(&head, 5);
  printf("Doubly linked list after deletion of 5:\n");
  traverseList(head);
 return 0;
}
Output: Doubly linked list after creation and insertions:
7 -> 5 -> 3 -> NULL
Doubly linked list after deletion of 5:
7 -> 3 -> NULL
```

6. Write a program that uses functions to perform the following operations on circular linked List i) Creation ii) Insertion iii) Deletion iv) Traversal.

```
Code:
```

```
#include <stdio.h>
#include <stdlib.h>
struct Node {
  int data;
  struct Node* next;
};
struct Node* createNode(int data) {
  struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
  newNode->data = data;
  newNode->next = NULL;
  return newNode;
}
void insertNode(struct Node** head, int data) {
  struct Node* newNode = createNode(data);
  struct Node* temp = *head;
  if (*head == NULL) {
    *head = newNode;
newNode->next = *head;
  } else {
    while (temp->next != *head) {
```

```
temp = temp->next;
    }
    temp->next = newNode;
    newNode->next = *head;
  }
}
void deleteNode(struct Node** head, int key) {
  if (*head == NULL) return;
struct Node *current = *head, *prev;
while (current->data != key) {
    if (current->next == *head) {
       printf("%d not found in the list\n", key);
       return;
    }
    prev = current;
    current = current->next;
  }
 if (current->next == *head && prev == NULL) {
    *head = NULL;
    free(current);
    return;
  }
if (current == *head) {
```

```
prev = *head;
    while (prev->next != *head) {
       prev = prev->next;
    }
    *head = current->next;
    prev->next = *head;
  } else if (current->next == *head) {
    prev->next = *head;
  } else {
    prev->next = current->next;
  }
  free(current);
}
void traverseList(struct Node* head) {
  struct Node* temp = head;
  if (head != NULL) {
    do {
       printf("%d -> ", temp->data);
       temp = temp->next;
    } while (temp != head);
    printf(" (Head)\n");
  }
}
```

```
int main() {
  struct Node* head = NULL;
insertNode(&head, 3);
  insertNode(&head, 5);
  insertNode(&head, 7);
 printf("Circular linked list after creation and insertions:\n");
  traverseList(head);
 deleteNode(&head, 5);
  printf("Circular linked list after deletion of 5:\n");
  traverseList(head);
return 0;
}
Output: Circular linked list after creation and insertions:
3 -> 5 -> 7 -> (Head)
Circular linked list after deletion of 5:
3 -> 7 -> (Head)
```