

Introduction to Programming

Week – 9, Lecture – 1

Structures in C – Part 2

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This template provides the exact details of the variables that the structure contains, e.g.

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    int i;
    float f;
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Also, you can use pointers to structures, in the same way, as you use pointers to other variables

Example – Sorting Structure Variables

```
int compare(Car c1, Car c2)
{
    int i = -1;
    // We don't really need to convert the
    // names to lowercase, but this is just
    // to show you the "pass by value" part.
    // The changes made to c1 and c2 here,
    // are not reflected back !!
    while(c1.name[++i] != '\0')
        c1.name[i] = tolower(c1.name[i]);
    i = -1;
    while(c2.name[++i] != '\0')
        c2.name[i] = tolower(c2.name[i]);
    i = 0;
    while(c1.name[i] == c2.name[i])
        i++;
    return c1.name[i] - c2.name[i];
}

void swap(Car* c1, Car* c2)
{
    Car c3 = *c1;
    *c1 = *c2;
    *c2 = c3;
}

void sort(Car cars[], int len)
{
    int i, j;
    for(i = 0; i < len - 1; i++)
        for(j = 0; j < len - 1 - i; j++)
            if(compare(cars[j], cars[j+1]) > 0)
                swap(&cars[j], &cars[j+1]);
}
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These are some examples of passing structure variables to functions by reference

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- The operator is called the *pointer to member* operator or informally, the “arrow” operator
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You may read more about this operator, if you are studying (or planning to study) C++

- In C, it doesn't serve much purpose, other than a shorthand, and a more readable code

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- ... as well as pointers to structure variables, including that of its own type; for example

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struct node
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Such structures are also called *self-referential structures*...

- ... because, a variable of such a structure, can contain a reference to another variable of the same kind
- Actually, you can add many such pointers as you want in the structure declaration

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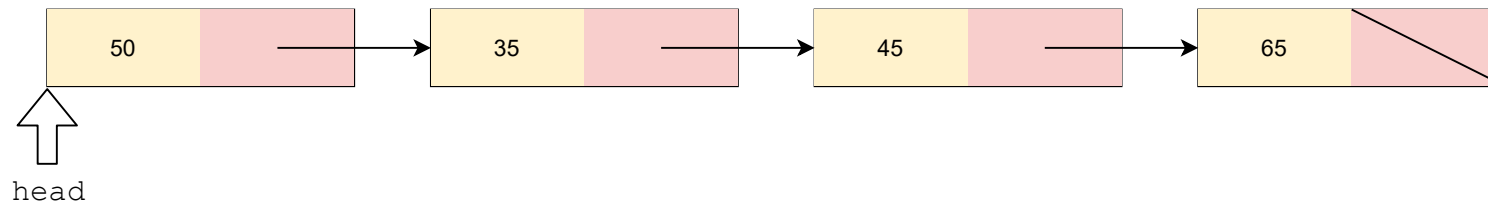
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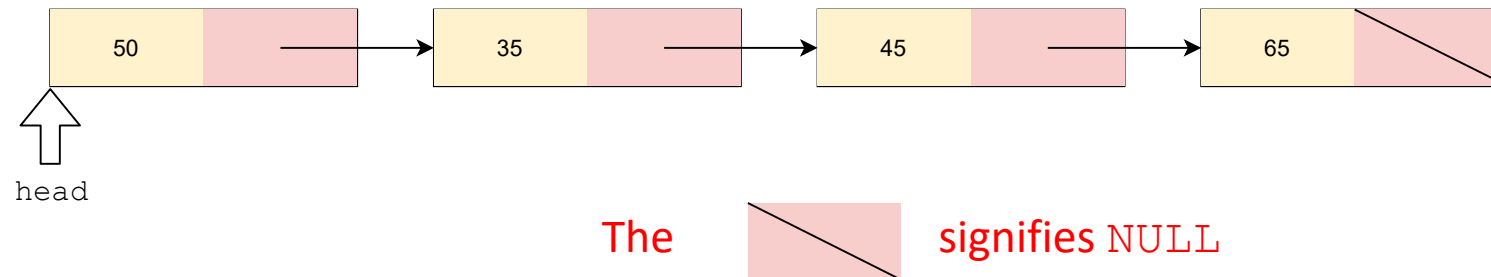


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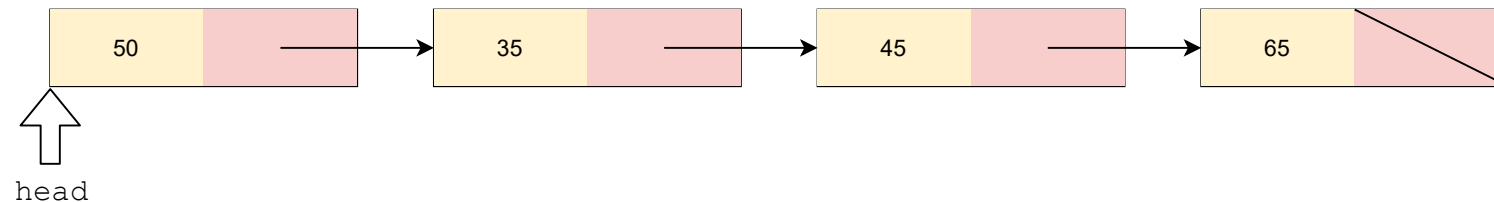


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- A special pointer, called `head`, points to the first node in the list
- The last node in the list, have the constant `NULL` stored in it pointer member variable
- Something like this:



The  signifies NULL

The  signifies a pointer to the next structure node

```
head = NULL
```

```
insert_at_head(50)
```

In the beginning, the head of the linked list points to NULL

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head = NULL
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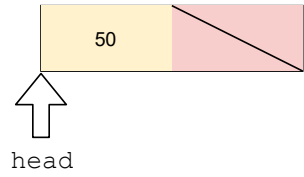
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In the beginning, the head of the linked list points to NULL

The first insertion, needs to be done at the head of the list

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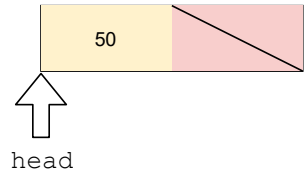
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A structure variable is created, and its data elements are filled with the requested data

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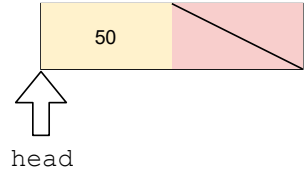


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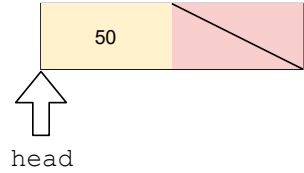
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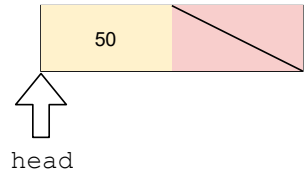
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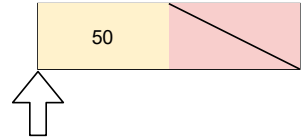
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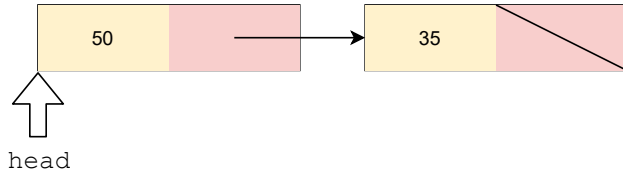
This saves us the hassle of managing scopes

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insert_at_head(50)



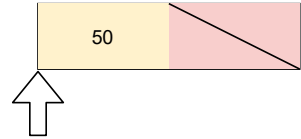
insert_after(50, 35)



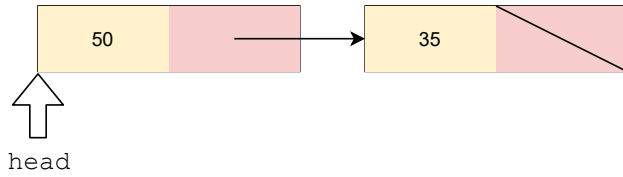
The subsequent insertions expect that the user provides us with the value of the "previous" node

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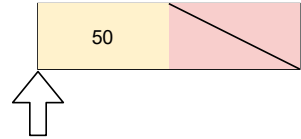


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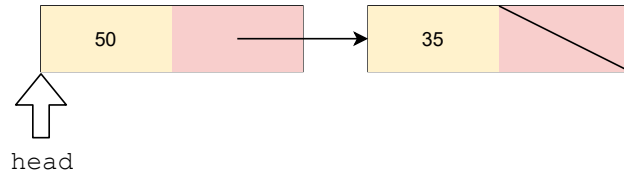
For example, here, the value 35, is supposed to be inserted next to the value 50

head = NULL

insert_at_head(50)



insert_after(50, 35)



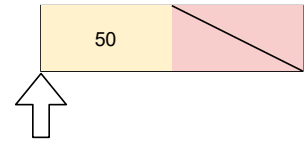
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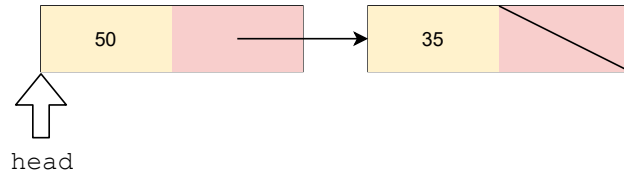
To do the insertion, we start checking the data of the nodes, starting from the head...

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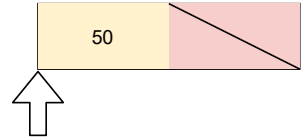
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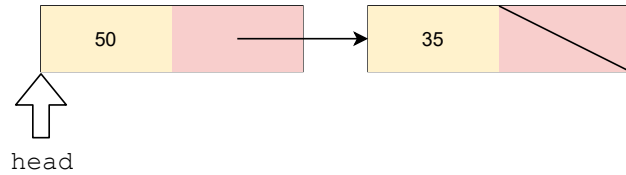
... and we follow the `next` pointers to go from one node to another, till we find the right data

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To do the insertion, we start checking the data of the nodes, starting from the `head`...

... and we follow the `next` pointers to go from one node to another, till we find the right data

If we cannot find a suitable previous node, we may signal that the insertion has failed

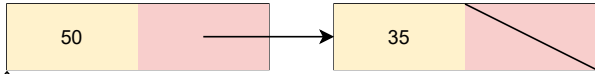
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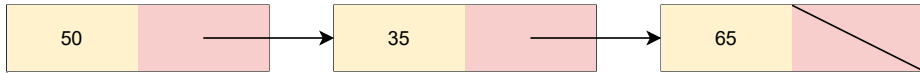
head

insert_after(50, 35)



head

insert_after(35, 65)

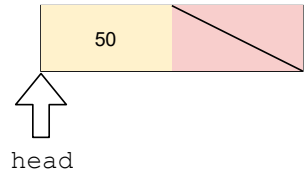


head

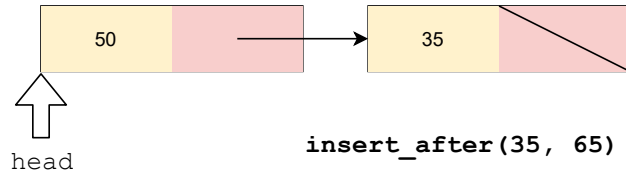
Another example of insertion... this time we wish to insert 65 after 35 in the linked list

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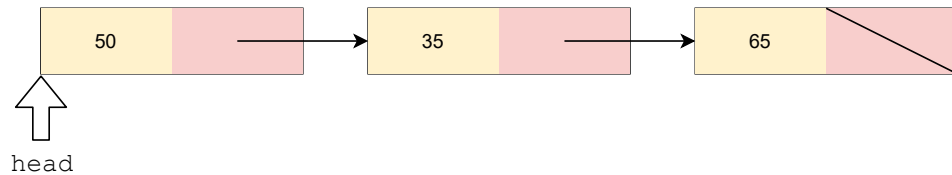
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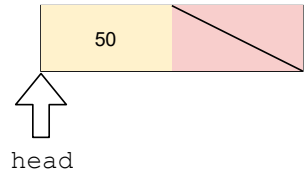


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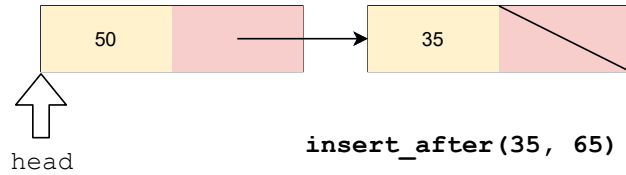
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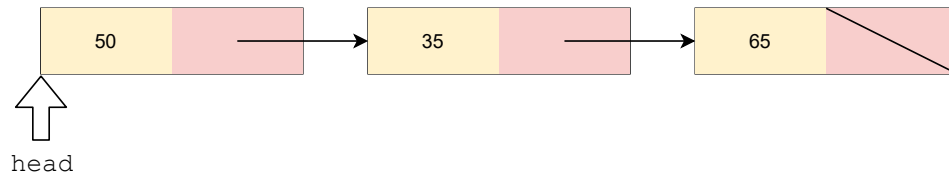
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For example, the simplest policy is to insert it after the first encountered instance (starting from head)

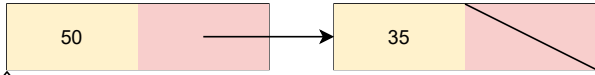
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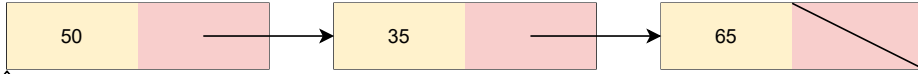
head

insert_after(50, 35)



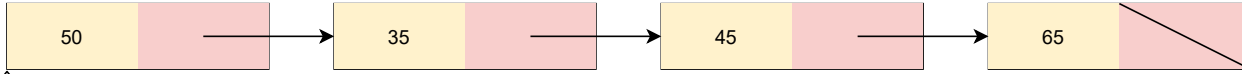
head

insert_after(35, 65)



head

insert_after(35, 45)



head

... and one more example of insertion

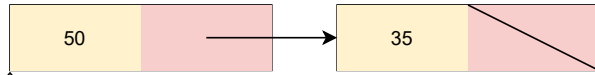
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insert_at_head(50)



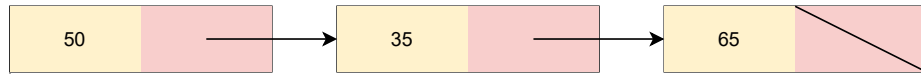
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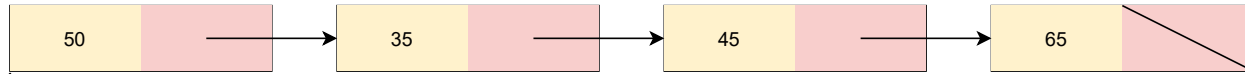
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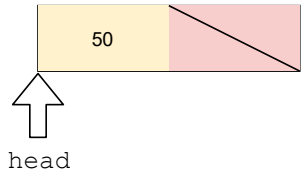
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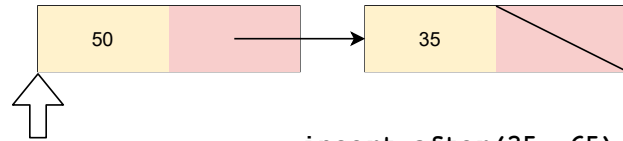
Convince yourself that you understand how the insertion operation works in a linked list

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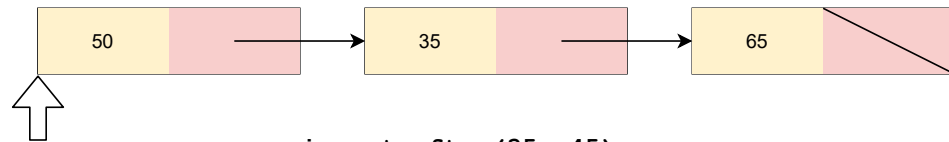
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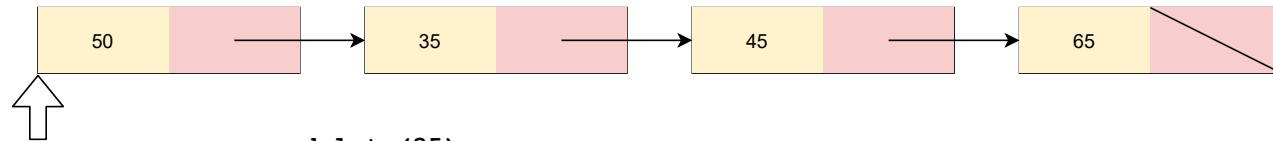
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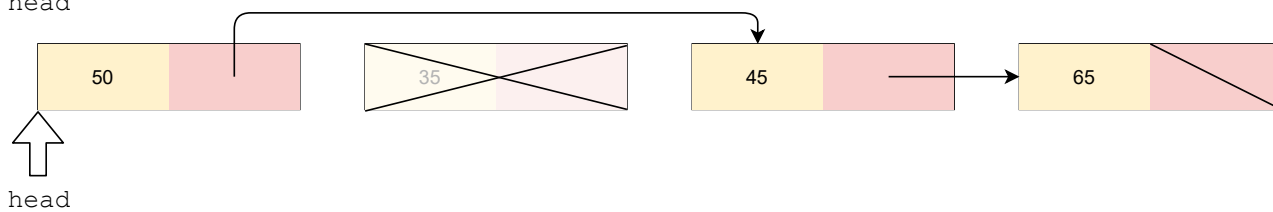
insert_after(35, 65)



insert_after(35, 45)



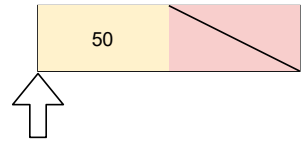
delete(35)



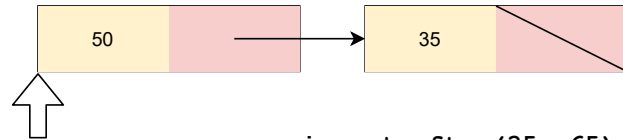
During the deletion, the user provides the value which should be deleted

head = NULL

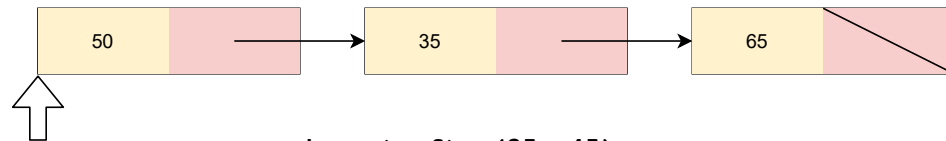
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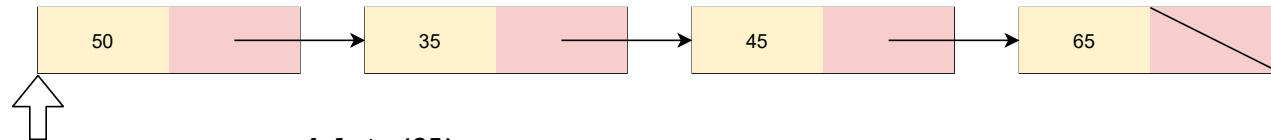
insert_after(50, 35)



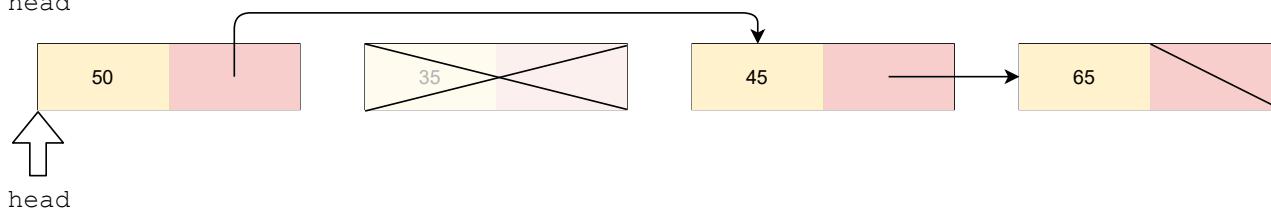
insert_after(35, 65)



insert_after(35, 45)



delete(35)

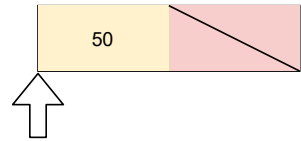


During the deletion, the user provides the value which should be deleted

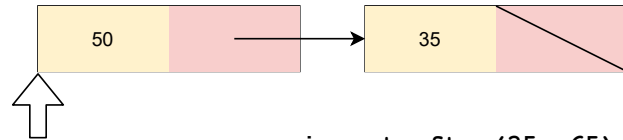
Similar to the insertion operation, the first step is to browse the list, starting from head...

head = NULL

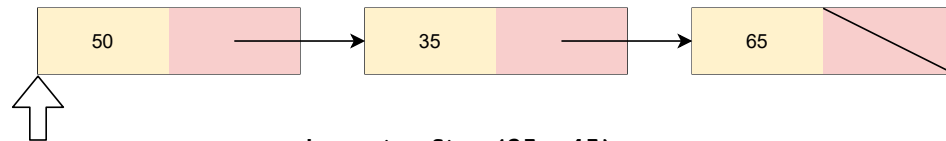
insert_at_head(50)



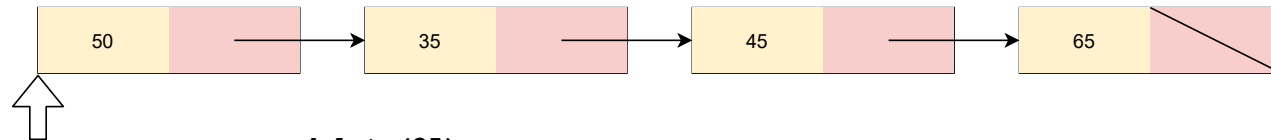
insert_after(50, 35)



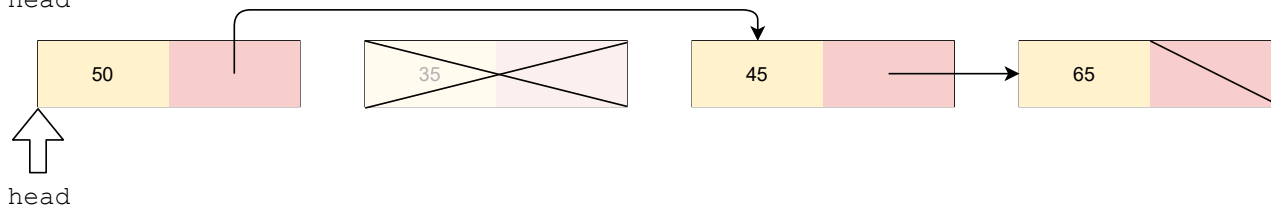
insert_after(35, 65)



insert_after(35, 45)



delete(35)



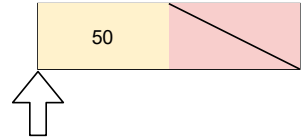
During the deletion, the user provides the value which should be deleted

Similar to the insertion operation, the first step is to browse the list, starting from `head`...

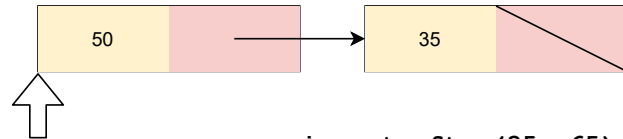
... and following the `next` pointers, get to the node “previous” to the node to be deleted

head = NULL

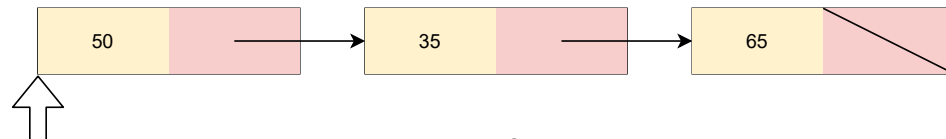
insert_at_head(50)



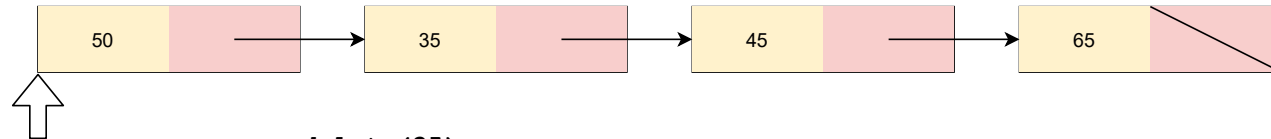
insert_after(50, 35)



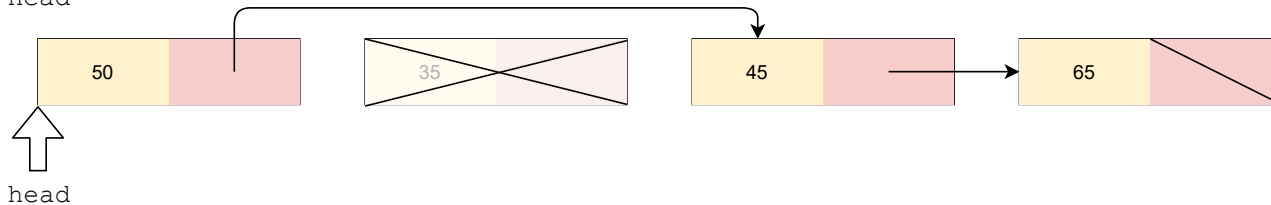
insert_after(35, 65)



insert_after(35, 45)



delete(35)



During the deletion, the user provides the value which should be deleted

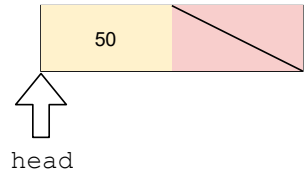
Similar to the insertion operation, the first step is to browse the list, starting from head...

... and following the `next` pointers, get to the node “previous” to the node to be deleted

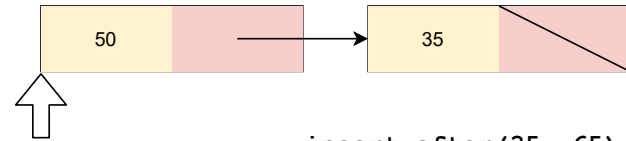
Here, that node is the one with value 50, whose next pointer is changed to point to 45

head = NULL

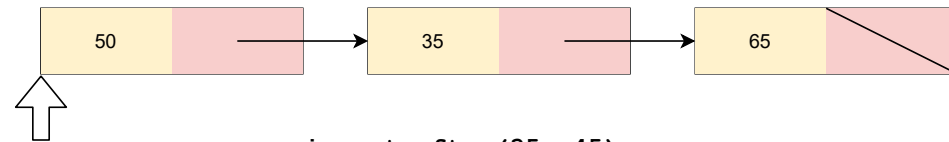
insert_at_head(50)



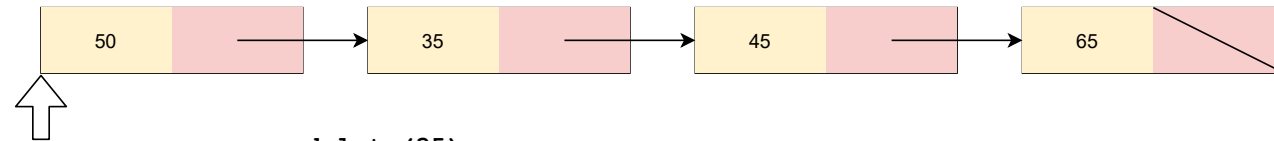
insert_after(50, 35)



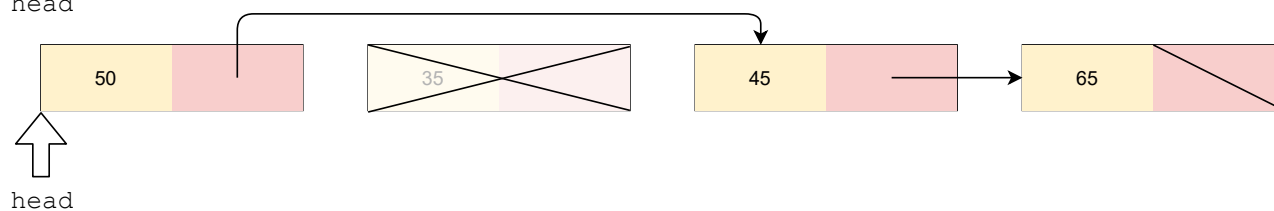
insert_after(35, 65)



insert_after(35, 45)



delete(35)



During the deletion, the user provides the value which should be deleted

Similar to the insertion operation, the first step is to browse the list, starting from head...

... and following the `next` pointers, get to the node “previous” to the node to be deleted

Here, that node is the one with value 50, whose next pointer is changed to point to 45

Finally, the node with value 35 is deallocated, say by calling `free()` (if it was allocated dynamically)

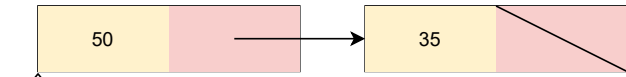
head = NULL

insert_at_head(50)



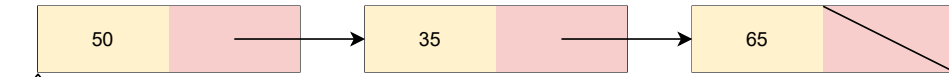
head

insert_after(50, 35)



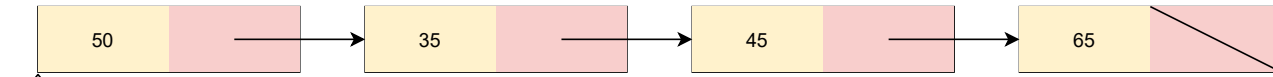
head

insert_after(35, 65)



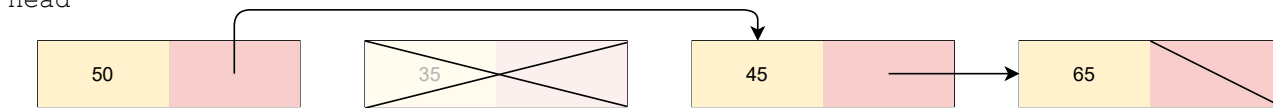
head

insert_after(35, 45)



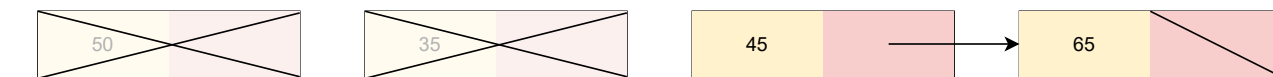
head

delete(35)



head

delete(50)

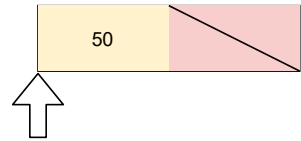


head

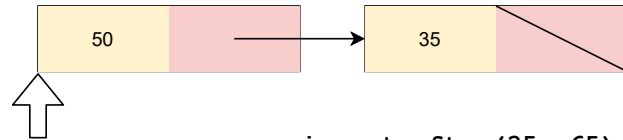
... another deletion example, this time there is no “previous” node though, since it is the first node

head = NULL

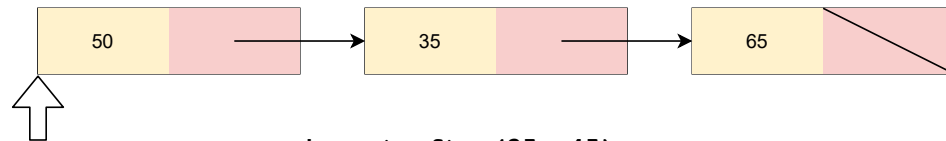
insert_at_head(50)



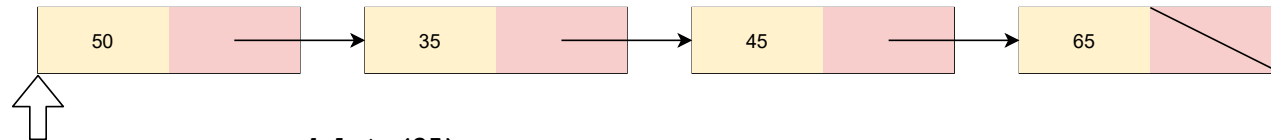
insert_after(50, 35)



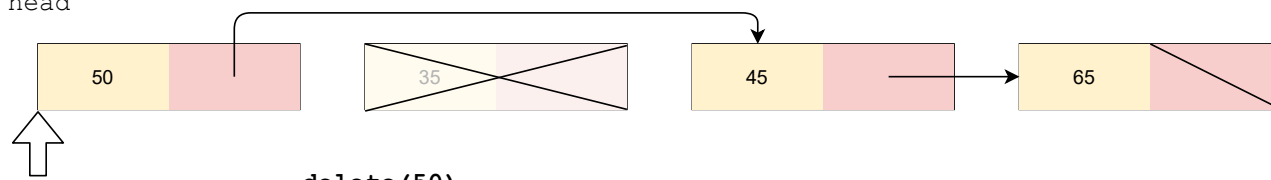
insert_after(35, 65)



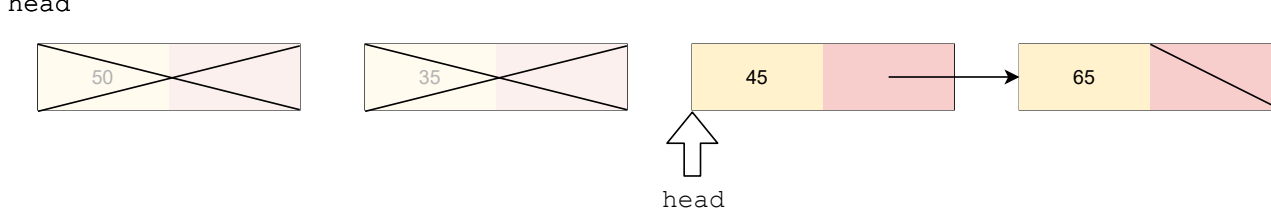
insert_after(35, 45)



delete(35)



delete(50)

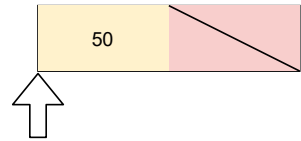


... another deletion example, this time there is no “previous” node though, since it is the first node

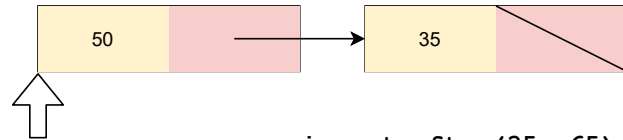
Here, we simply point the head to the next node in the list, and free the current head node

head = NULL

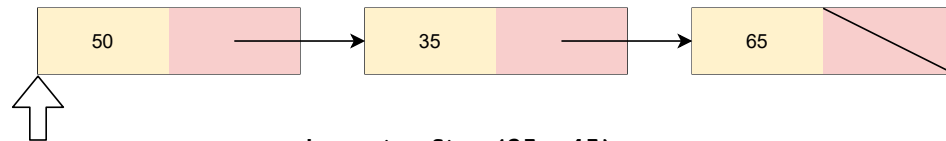
insert_at_head(50)



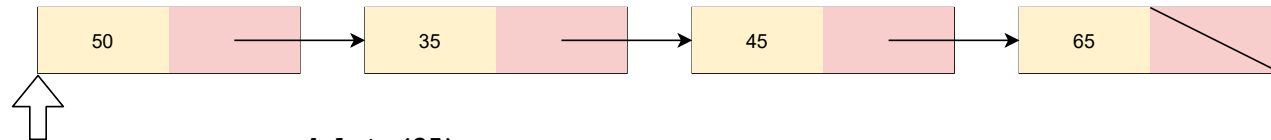
insert_after(50, 35)



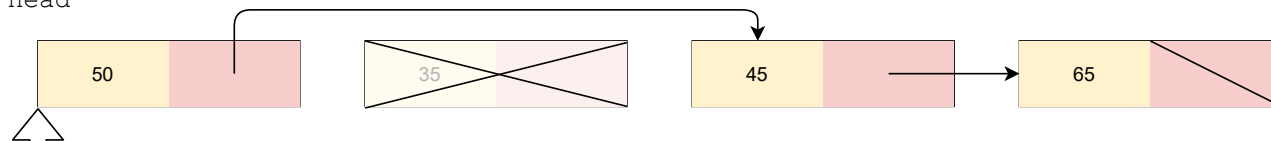
insert_after(35, 65)



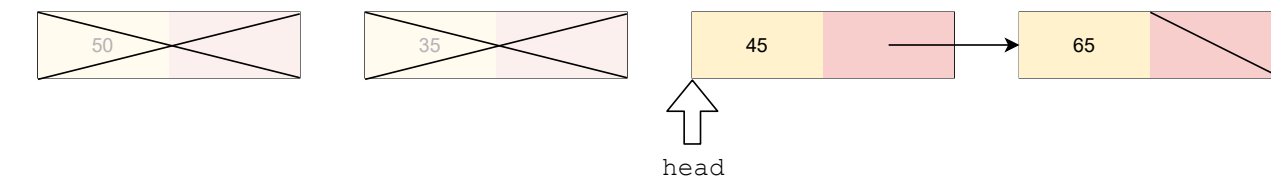
insert_after(35, 45)



delete(35)



delete(50)



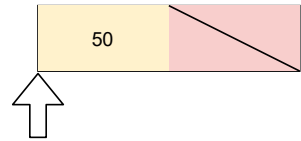
... another deletion example, this time there is no “previous” node though, since it is the first node

Here, we simply point the head to the next node in the list, and free the current head node

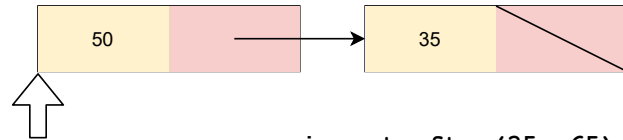
Similar to insertion, we need to set a policy for handling multiple instances of the same value

head = NULL

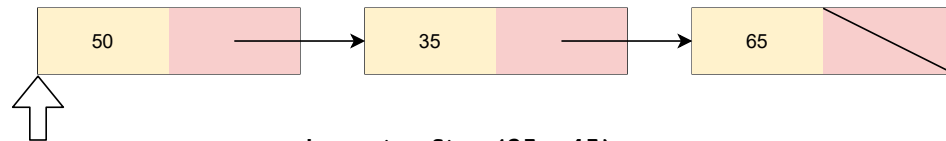
insert_at_head(50)



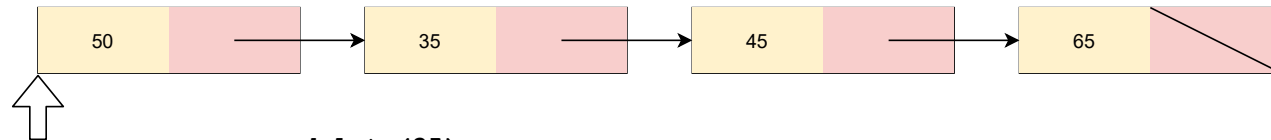
insert_after(50, 35)



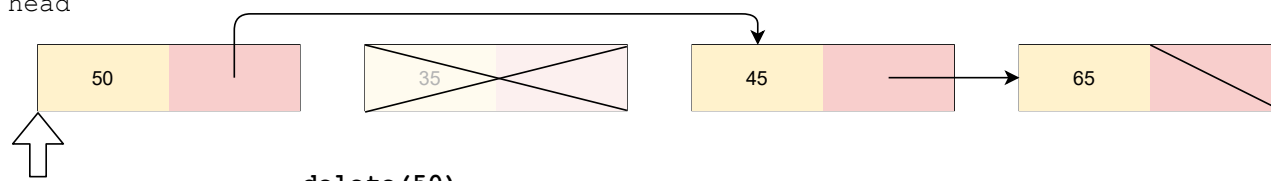
insert_after(35, 65)



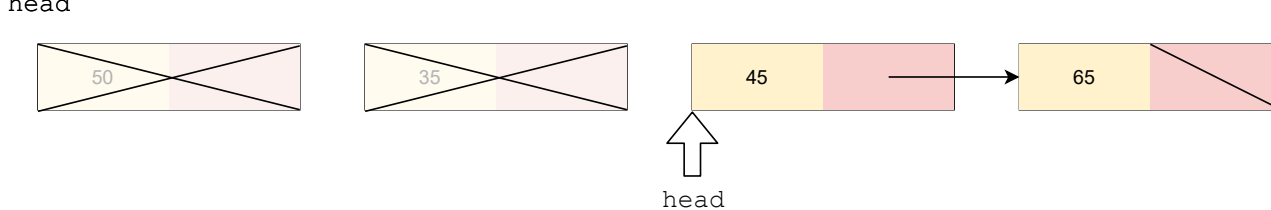
insert_after(35, 45)



delete(35)



delete(50)



... another deletion example, this time there is no “previous” node though, since it is the first node

Here, we simply point the head to the next node in the list, and free the current head node

Similar to insertion, we need to set a policy for handling multiple instances of the same value

Again, the simplest policy is to delete the first instance encountered while browsing from head

Homework !!

I have shared a simple implementation for a linked list in the Google Drive folder

- It is called `SimpleLinkedList.c`
- Read the code and run the program to understand its working
- (if you find a bug, send me an email, I'll fix it; I wrote the code in a hurry, so couldn't test it satisfactorily)

Additional Reading

There is an annoying problem with the linked list that we discussed, also called *singly linked list*

- We can only move in one direction, i.e. starting from the head, and moving forward

There is another version of linked lists, called the *doubly linked list*

- Doubly linked lists have two pointers in each node, one for the next, and one for the previous node

Read more about doubly linked lists

- You may start here:

<https://www.geeksforgeeks.org/difference-between-singly-linked-list-and-doubly-linked-list/>