

Q5

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#include <iostream>
using namespace std;
typedef struct node *lptr;
struct node2
{
    int rep;
};
struct node
{
    int data;
    lptr next;
};
void create(lptr &L)
{
    lptr P,T;
    int n;
    cin>>n;
    while(n>0)
    {
        P = L;
        T = new(node);
        T->data = n;
        T->next = NULL;
        if(L==NULL)
            L = T;
        else
        {
            while(P->next!=NULL)
                P = P->next;
            P->next =T;
        }
        cin>>n;
    }
}

int main()
{
    lptr L1 = NULL, L2 = NULL, L3 = NULL, L4 = NULL, L5 = NULL;
    int n;
    cin>>n;

    create(L1);
    create(L2);
    create(L3);
```

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create(L4);
create(L5);

struct node2 hashtable[10];
int i=0;
while(i<10)
{
    hashtable[i].rep=0;
    i++;
}
while(L1!=NULL)
{
    hashtable[L1->data].rep++;
    L1 = L1->next;
}
while(L2!=NULL)
{
    hashtable[L2->data].rep++;
    L2 = L2->next;
}
while(L3!=NULL)
{
    hashtable[L3->data].rep++;
    L3 = L3->next;
}
while(L4!=NULL)
{
    hashtable[L4->data].rep++;
    L4 = L4->next;
}
while(L5!=NULL)
{
    hashtable[L5->data].rep++;
    L5 = L5->next;
}

i=9;
int x,y;
while(i>=0)
{
    x = hashtable[i].rep;
    y = i;
    if(x>=3)
        cout<<y<<" "<<x<<endl;
    i--;
}

```

}
}