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Q1

```
#include <iostream>
using namespace std;
```

```
Class Node {
```

```
int marks;
```

```
Node * next;
```

```
Node (int m) {
```

```
    this->marks = m;
```

```
    this->next = Null;
```

```
}
```

```
void create (Node * & head)
```

```
{
```

```
    int m;
```

```
    cout << "enter marks";
```

```
    cin >> m;
```

```
    Node * n = new Node(m);
```

```
    if (head == Null)
```

```
    {
```

```
        head = n;
```

```
        return;
```

```
    }
```

```
    Node * temp = head;
```

```
    while (temp->next != Null)
```

```
    {
```

```
        temp = temp->next;
```

```
    }
```

```
    temp->next = n;
```

3

```
void createsolve (Node * & head) {
```

```
    Node * i = head;
```

```
    while (i != head) {
```

```
        int temp = i->marks;
```

```
        Node * j = i;
```

```
        Node * min = j;
```

```
        while (j != Null) {
```

```
            if (j->marks < min->marks)
```

```
                min = j;
```

```
            j = j->next;
```

```
        }
```

```
        i->marks = min->marks;
```

```
        min->marks = temp;
```

```
        i = i->next;
```

```
    }
```

```
    int l = 0
```

```
    Node * i = head;
```

```
    while (i != Null) {
```

```
        i = i->next;
```

```
        l++;
```

```
    }
```

```
    int count = 0;
```

```
    i = head;
```

```
    if (i != Null)
```

```
    while (count < l-3) {
```

```
        count++;
```

```
        i = i->next;
```

```
    }
```

```
    if (i != Null) {
```

```
        cout << "3 elements are not present";
```

```
        return;
```

```
    }
```

```
cout << "the 3 toppers are "; endl;
while (i != NULL) {
    cout << i->marks;
    i = i->next;
}
}
```

```
int main() {
    Node * head = NULL;
    int n;
    cout << "Enter the length of linked list";
    cin >> n;
    for (int i = 0; i < n; i++) {
        head->create(head);
    }
    head->delete(head);
}
```

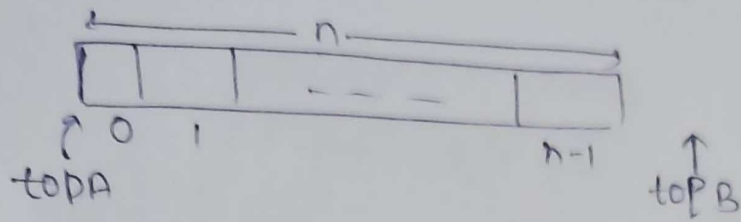
```
void check (int arr1[], n) {
    if (arr1[0] == arr1[1]) return;
    for (int i = 0; i < n; i++) {
        if (arr1[i] != arr1[i+1])
            cout << "Not identical";
    }
}
```

```
void check (int arr1, int * arr2,
int m, int n) {
    if (m != n) {
        cout << "Not identical";
        return;
    }
    for (int i = 0; i < n; i++) {
        if (arr1[i] != arr2[i]) {
            cout << "Not identical";
            return;
        }
    }
    cout << "identical";
    return;
}
```

Q2 / $2i+1 < n$

```
void check (int arr[], n) {
    for (int i = 1; 2i+1 < n; i++) {
        if (arr[2i] != arr[2i+1]) {
            cout << "Not identical";
            return;
        }
    }
}
```

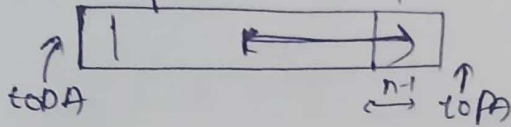
Q 3



top A

Underflow $\Rightarrow \text{top A} < 0$

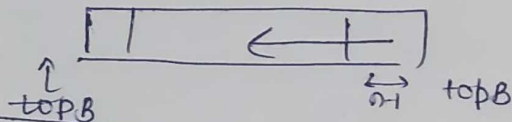
Overflow $\Rightarrow \text{top A} > n-1$



top B

Underflow $\Rightarrow \text{top B} > n-1$

Overflow $\Rightarrow \text{top B} < 0$



Q 4

```

void insertionSort (int *arr, int n, int i, int j, int temp) {
    if (i > n) return;
    temp = arr[i];
arr[i] = arr[j];
    if (j < 0) {
        arr[j+1] = temp;
        insertionSort(arr, n, i+1, j, temp);
    }
    if (arr[j] > temp) {
        arr[j+1] = arr[j];
        insertionSort(arr, n, i, j-1, temp);
    }
    else {
        arr[j+1] = temp;
        insertionSort(arr, n, i+1, j, temp);
    }
}

```

```

void insertionSort (int *arr, n, i, j, temp) {
    if (j < 0) return;
    if (i > n) return;
    if (i > n) return;
arr[i] = arr[j];
arr[i] = arr[j];
arr[i] = arr[j];
    j = i;
    int temp = arr[i];
    if (i > n) return;
    if (j < 0) {
        arr[j+1] = temp;
        return;
    }
    if (arr[j] > temp) {
        arr[j] = arr[j+1];
    }
    else {
        arr[j+1] = temp;
        i++;
        return;
    }
    j = i;
arr[i] = arr[j];
    insertionSort(arr, n, i, j-1, temp);
}

```