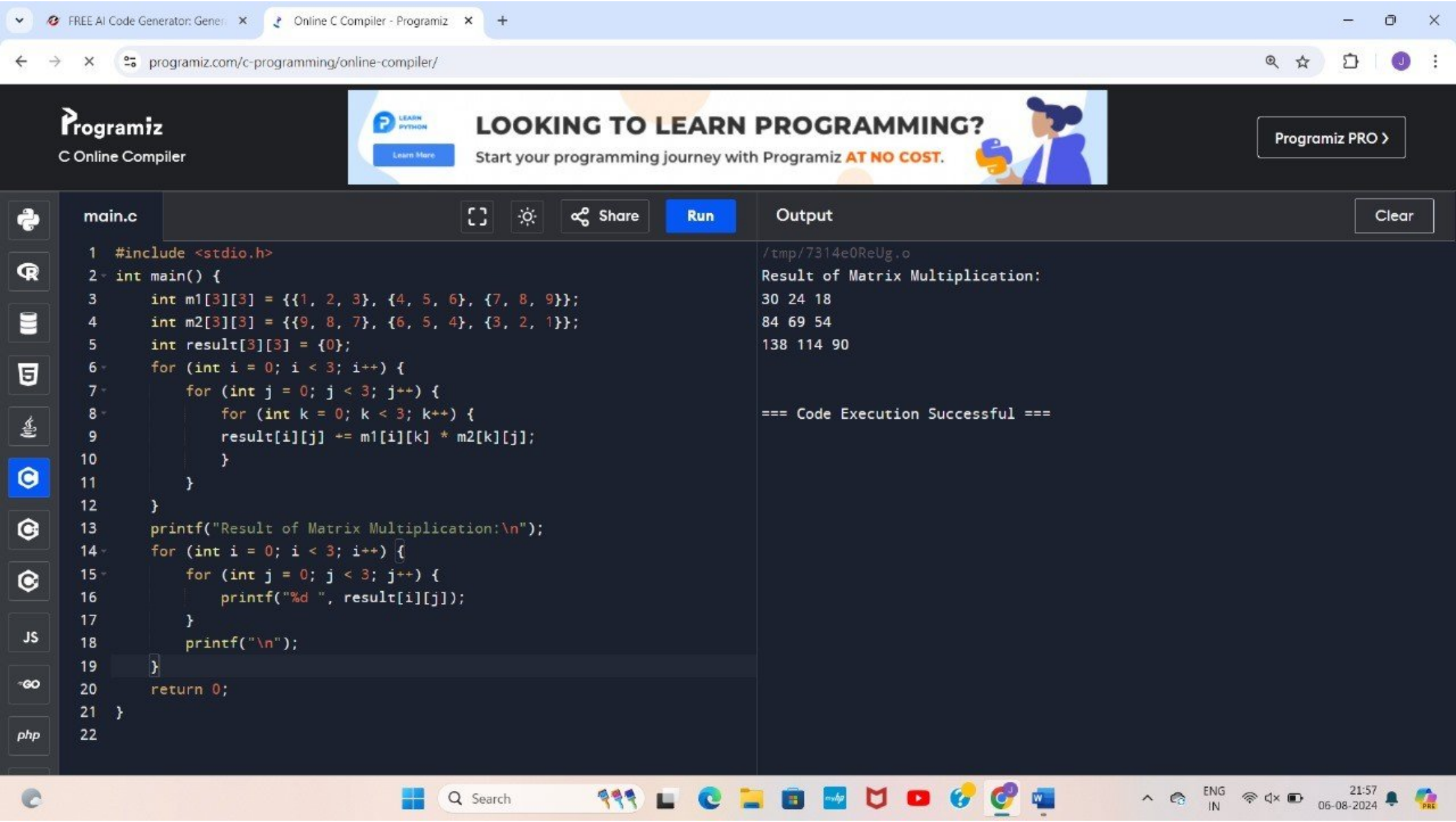
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main.c
Share
Run
Output
Clear
#include <stdio.h>
int main() {
int m1[3][3] = {{1, 2, 3}, {4, 5, 6}, {7, 8, 9}};
int m2[3][3] = {{9, 8, 7}, {6, 5, 4}, {3, 2, 1}};
int result[3][3] = {0};
for (int i = 0; i < 3; i++) {
for (int j = 0; j < 3; j++) {
for (int k = 0; k < 3; k++) {
result[i][j] += m1[i][k] * m2[k][j];
}
}
}
printf("Result of Matrix Multiplication:\n");
for (int i = 0; i < 3; i++) {
for (int j = 0; j < 3; j++) {
printf("%d ", result[i][j]);
}
printf("\n");
}
return 0;
}
/tmp/7314e0ReUg.o
Result of Matrix Multiplication:
30 24 18
84 69 54
138 114 90
=== Code Execution Successful ===
Search
ENG
IN
21:57
06-08-2024

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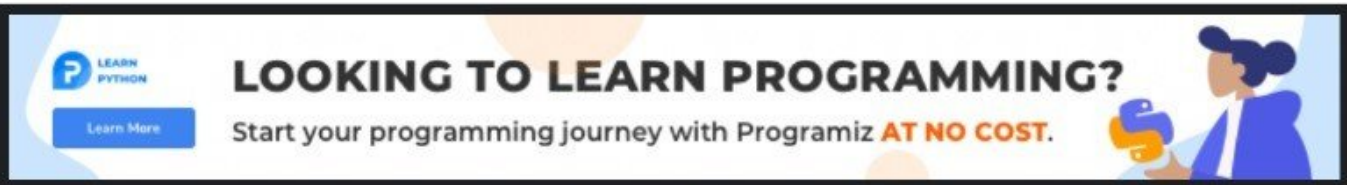

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main.c | Share | Run

```c
#include <stdio.h>
int main() {
    int numbers[] = {2, 5, 8, 11, 14};
    int size = sizeof(numbers) / sizeof(numbers[0]);
    for (int i = 0; i < size; i++) {
        if (numbers[i] % 2 == 0) {
        printf("%d is even.\n", numbers[i]);
        } else {
        printf("%d is odd.\n", numbers[i]);
        }
    }
    return 0;
}

```

Output | Clear

```
/tmp/fUxSf325kz.o
2 is even.
5 is odd.
8 is even.
11 is odd.
14 is even.


=== Code Execution Successful ===
```

25°C Light rain | Search | ENG IN | 21:59 06-08-2024

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main.c | Share | Run

```c
#include <stdio.h>
int main() {
    int number, i;
    unsigned long long factorial = 1;
    printf("Enter a positive integer: ");
    scanf("%d", &number);
    if (number < 0) {
        printf("Error! Factorial of a negative number doesn't exist.");
    } else {
        for (i = 1; i <= number; ++i) {
            factorial *= i;
        }
        printf("Factorial of %d = %llu", number, factorial);
    }
    return 0;
}

```

Output | Clear

```
/tmp/340rozjian.o
Enter a positive integer: 9
Factorial of 9 = 362880

=== Code Execution Successful ===
```

SPA - FCSB
In 2 hours

Search

ENG
IN

22:25
06-08-2024

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main.c

Share | Run

```c
#include <stdio.h>
int fibonacci(int n) {
    int a = 0, b = 1, c, i;
    if (n == 0)
        return a;
    for (i = 2; i <= n; i++) {
        c = a + b;
        a = b;
        b = c;
    }
    return b;
}
int main() {
    int num;
    printf("Enter the number to find Fibonacci: ");
    scanf("%d", &num);
    printf("Fibonacci number at position %d is: %d", num, fibonacci(num));
    return 0;
}
```

Output | Clear

```
/tmp/Xo1jMaoU8X.o
Enter the number to find Fibonacci: 7
Fibonacci number at position 7 is: 13

=== Code Execution Successful ===
```

SPA - FCSB
In 2 hours

Search

ENG
IN

22:28
06-08-2024

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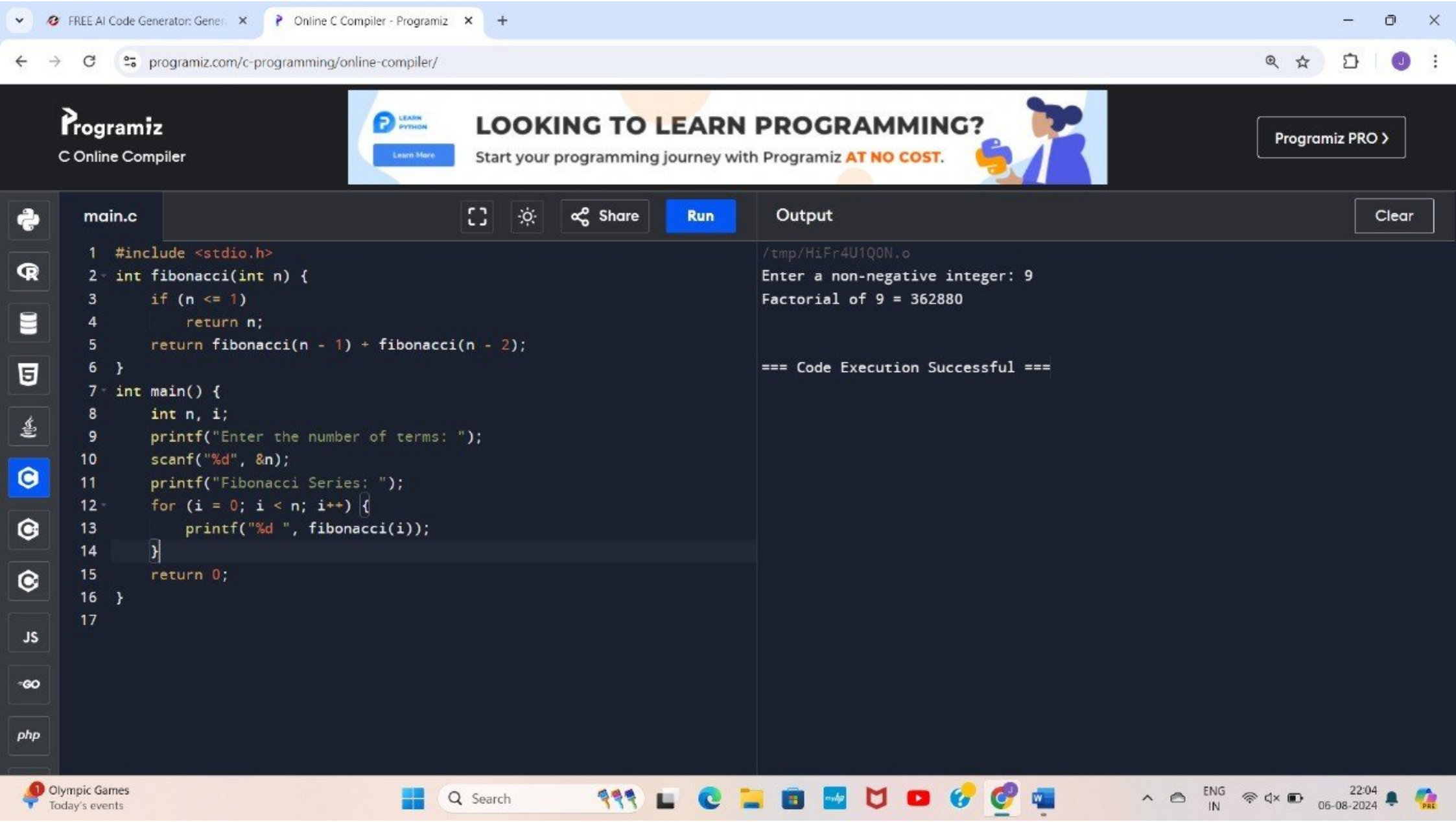
main.c | Share | Run

```c
#include <stdio.h>
int factorial(int n) {
    if (n == 0) {
        return 1;
    } else {
        return n * factorial(n - 1);
    }
}
int main() {
    int number;
    printf("Enter a non-negative integer: ");
    scanf("%d", &number);
    if (number < 0) {
        printf("Factorial is not defined for negative numbers.\n");
    } else {
        int result = factorial(number);
        printf("Factorial of %d = %d\n", number, result);
    }
    return 0;
}

```

Output | Clear

```
/tmp/HiFr4U1QON.o
Enter a non-negative integer: 9
Factorial of 9 = 362880


=== Code Execution Successful ===
```

25°C Light rain | Search | ENG IN | 22:03 06-08-2024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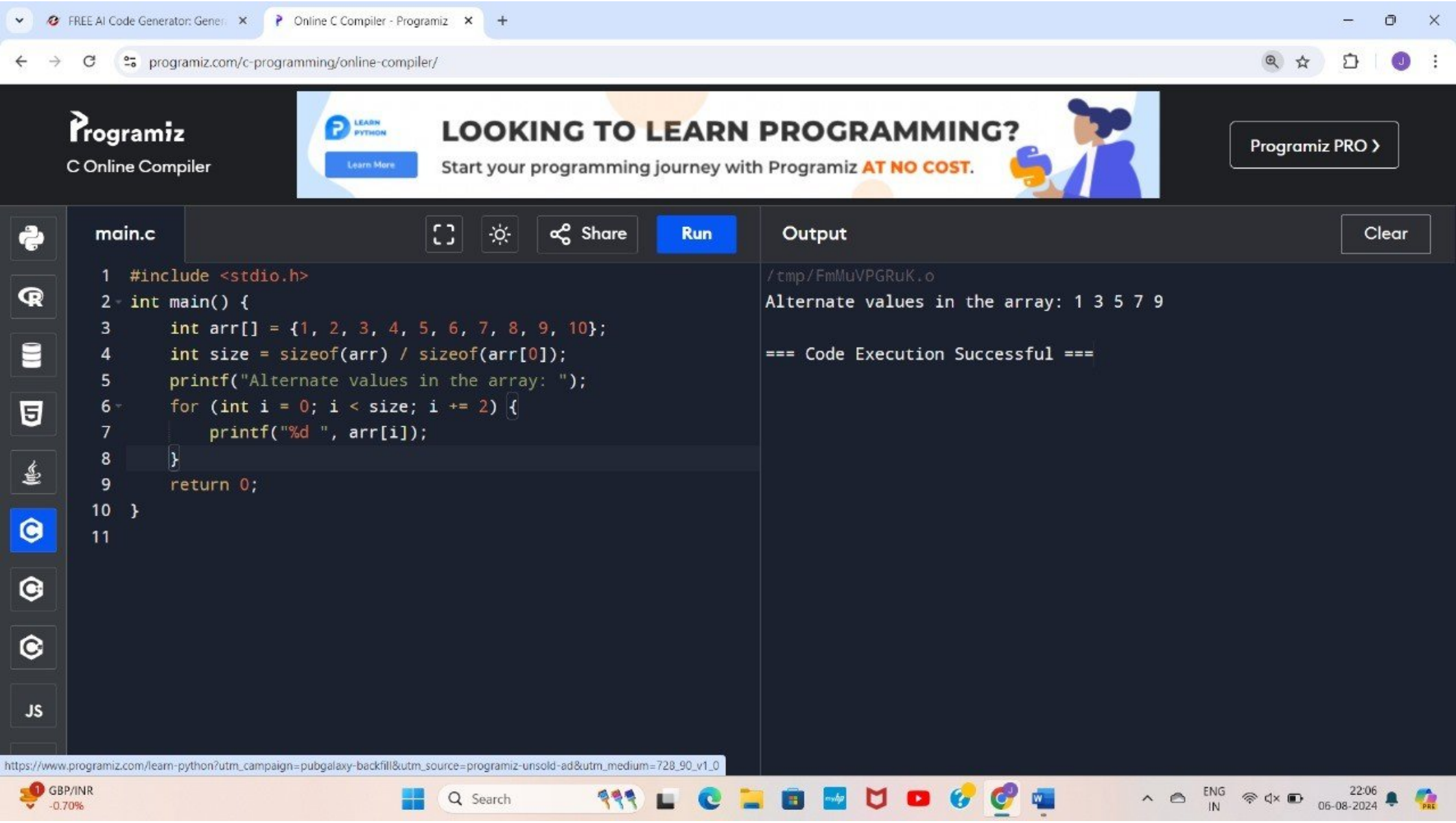
main.c
Share
Run
Output
Clear
#include <stdio.h>
int fibonacci(int n) {
if (n <= 1)
return n;
return fibonacci(n - 1) + fibonacci(n - 2);
}
int main() {
int n, i;
printf("Enter the number of terms: ");
scanf("%d", &n);
printf("Fibonacci Series: ");
for (i = 0; i < n; i++) {
printf("%d ", fibonacci(i));
}
return 0;
}
/tmp/HiFr4U1Q0N.o
Enter a non-negative integer: 9
Factorial of 9 = 362880
=== Code Execution Successful ===
Olympic Games
Today's events
Search
ENG
IN
22:04
06-08-2024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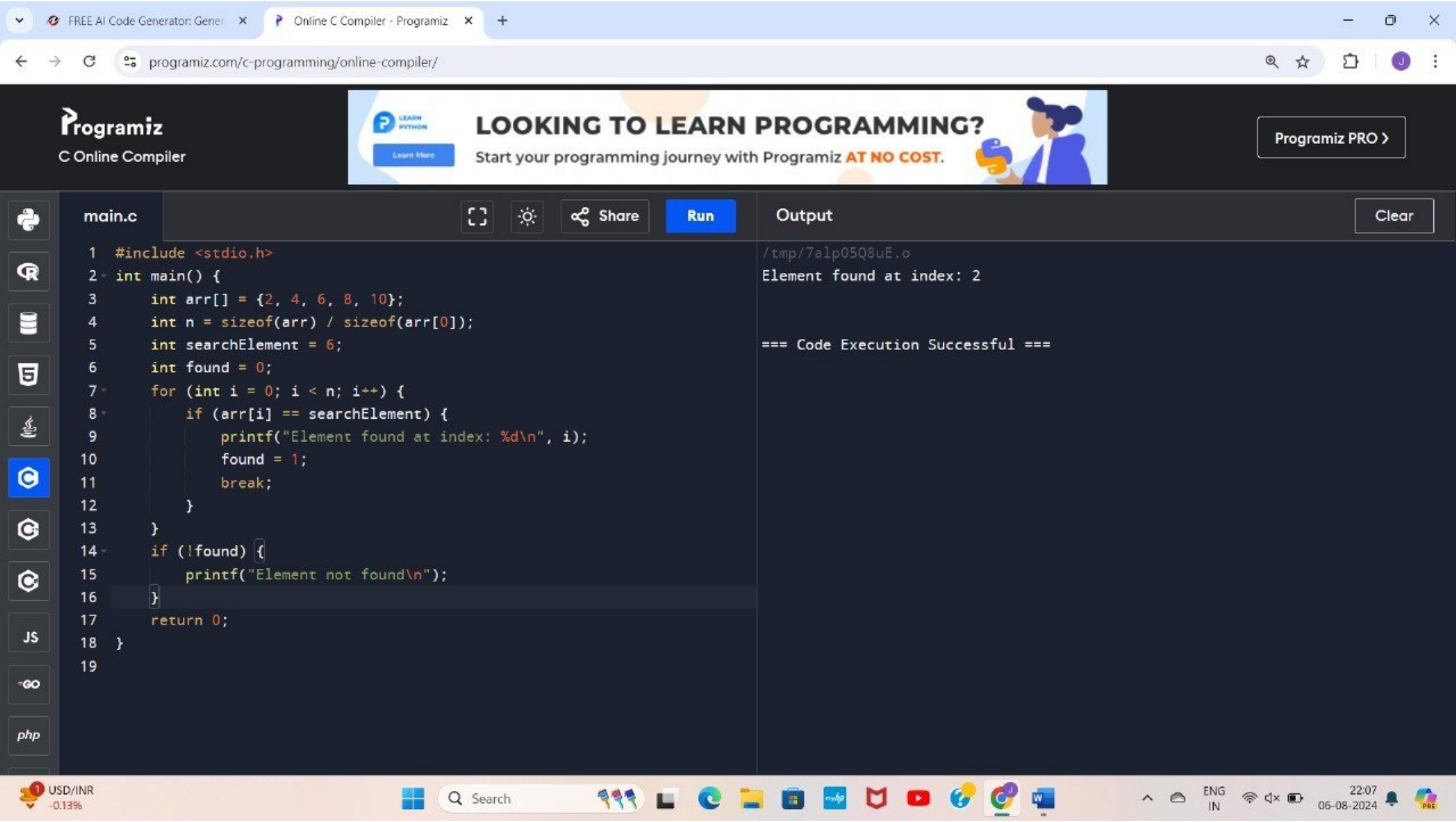
main.c
Share
Run
Output
Clear
#include <stdio.h>
int main() {
int arr[] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
int size = sizeof(arr) / sizeof(arr[0]);
printf("Alternate values in the array: ");
for (int i = 0; i < size; i += 2) {
printf("%d ", arr[i]);
}
return 0;
}
/tmp/FmMuVPGRuK.o
Alternate values in the array: 1 3 5 7 9
=== Code Execution Successful ===
JS
https://www.programiz.com/learn-python?utm_campaign=pubgalaxy-backfill&utm_source=programiz-unsold-ad&utm_medium=728_90_v1_0
GBP/INR
-0.70%
Search
ENG
IN
22:06
06-08-2024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main.c
Share
Run
Output
Clear
#include <stdio.h>
int main() {
int arr[] = {2, 4, 6, 8, 10};
int n = sizeof(arr) / sizeof(arr[0]);
int searchElement = 6;
int found = 0;
for (int i = 0; i < n; i++) {
if (arr[i] == searchElement) {
printf("Element found at index: %d\n", i);
found = 1;
break;
}
}
if (!found) {
printf("Element not found\n");
}
return 0;
}
/tmp/7alp05Q8uE.o
Element found at index: 2
=== Code Execution Successful ===
JS
GO
php
USD/INR
-0.13%
Search
ENG
IN
22:07
06-08-2024

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main.c | Share | Run | Output | Clear

```c
#include <stdio.h>
void rotateArray(int arr[], int n, int k) {
    k = k % n;
    for (int i = 0; i < n; i++) {
        if (i < k) {
            printf("%d ", arr[n + i - k]);
        } else {
            printf("%d ", arr[i - k]);
        }
    }
}
int main() {
    int arr[] = {1, 2, 3, 4, 5};
    int n = sizeof(arr) / sizeof(arr[0]);
    int k = 2;
    rotateArray(arr, n, k);
    return 0;
}
```

```
/tmp/byqD2YdCCh.o
4 5 1 2 3

=== Code Execution Successful ===
```

SPA - FCSB
In 2 hours

Search

ENG
IN

22:31
06-08-2024

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main.c

Share | Run

```c
#include <stdio.h>
int maxSubArraySum(int arr[], int n) {
    int max_sum = arr[0];
    int current_sum = arr[0];
    for (int i = 1; i < n; i++) {
        current_sum = (current_sum + arr[i] > arr[i]) ? current_sum +
            arr[i] : arr[i];
        max_sum = (current_sum > max_sum) ? current_sum : max_sum;
    }
    return max_sum;
}
int main() {
    int arr[] = { -2, 1, -3, 4, -1, 2, 1, -5, 4 };
    int n = sizeof(arr) / sizeof(arr[0]);
    int max_sum = maxSubArraySum(arr, n);
    printf("The largest sum of contiguous subarray is: %d", max_sum);
    return 0;
}

```

Output | Clear

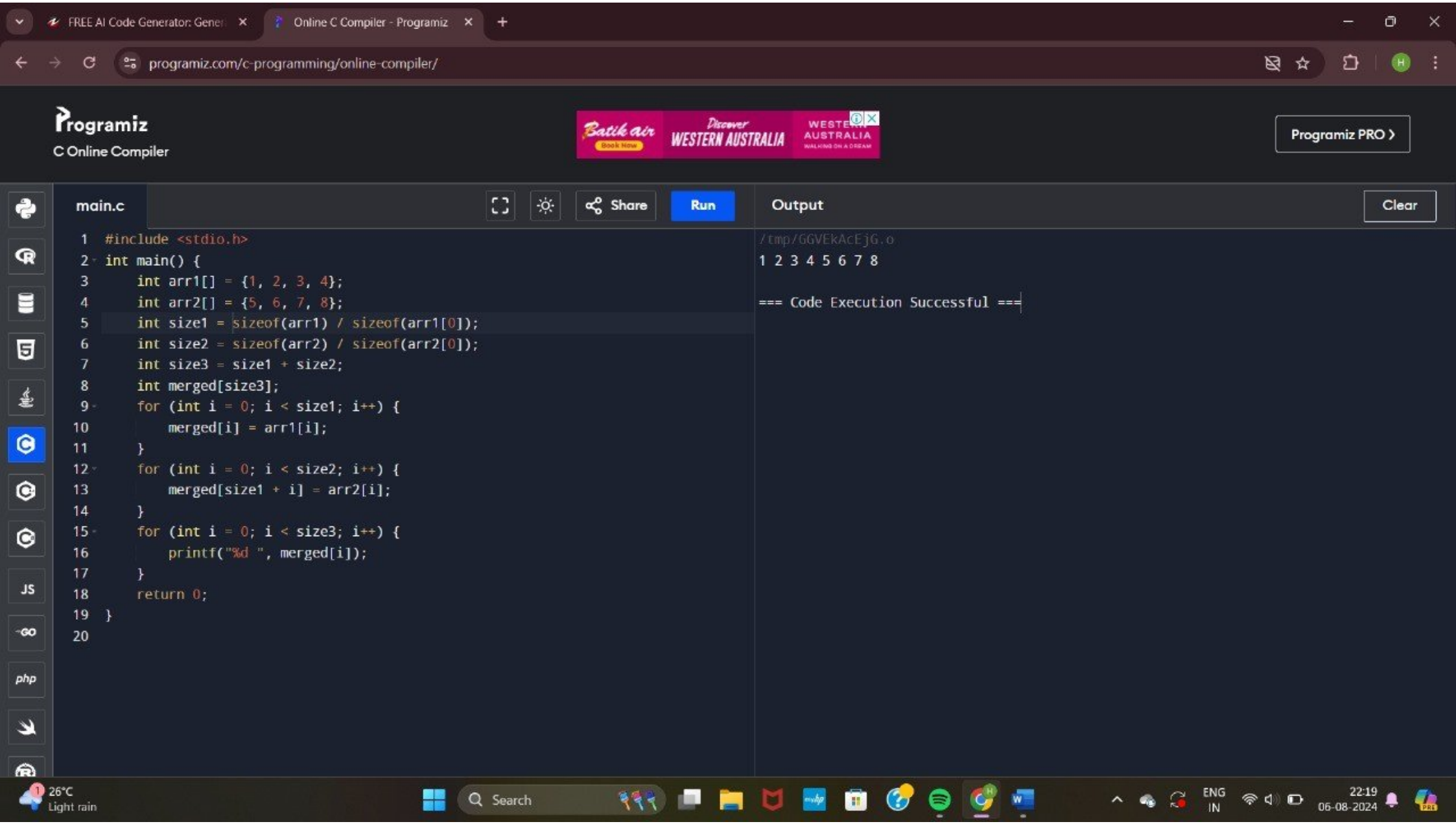
```
/tmp/E60J9Gpa4c.o
The largest sum of contiguous subarray is: 6

=== Code Execution Successful ===
```

QAR - LUD
Live - H1

Search

ENG
IN

22:10
06-08-2024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main.c
Share
Run
Output
Clear
#include <stdio.h>
int main() {
int arr1[] = {1, 2, 3, 4};
int arr2[] = {5, 6, 7, 8};
int size1 = sizeof(arr1) / sizeof(arr1[0]);
int size2 = sizeof(arr2) / sizeof(arr2[0]);
int size3 = size1 + size2;
int merged[size3];
for (int i = 0; i < size1; i++) {
merged[i] = arr1[i];
}
for (int i = 0; i < size2; i++) {
merged[size1 + i] = arr2[i];
}
for (int i = 0; i < size3; i++) {
printf("%d ", merged[i]);
}
return 0;
}
/tmp/GGVEkAcEjG.o
1 2 3 4 5 6 7 8
=== Code Execution Successful ===
26°C
Light rain
Search
ENG
IN
22:19
06-08-2024

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main.c

Share | Run

```c
#include <stdio.h>
void rearrangeArray(int arr[], int n) {
    int max_idx = n - 1;
    int min_idx = 0;
    int max_elem = arr[max_idx] + 1;
 for (int i = 0; i < n; i++) {
        if (i % 2 == 0) {
            arr[i] += (arr[max_idx] % max_elem) * max_elem;
            max_idx--;
        } else {
            arr[i] += (arr[min_idx] % max_elem) * max_elem;
            min_idx++;
        }
    }
for (int i = 0; i < n; i++) {
        arr[i] = arr[i] / max_elem;
    }
}
int main() {
    int arr[] = {1, 2, 3, 4, 5, 6, 7};
    int n = sizeof(arr) / sizeof(arr[0]);
rearrangeArray(arr, n);
printf("Rearranged Array: ");
    for (int i = 0; i < n; i++) {
        printf("%d ", arr[i]);
    }
 return 0;
}

```

Output | Clear

```
/tmp/CbpIfSxaxN.o
Rearranged Array: 7 1 6 2 5 3 4

=== Code Execution Successful ===
```

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main.c

Share | Run

```c
#include <stdio.h>
#include <stdlib.h>

struct Student {
    int rollno;
    char name[50];
};

int main() {
    struct Student *ptr = (struct Student*)malloc(sizeof(struct Student));

    printf("Enter Roll Number: ");
    scanf("%d", &ptr->rollno);

    printf("Enter Name: ");
    scanf("%s", ptr->name);

    printf("\nStudent Details\n");
    printf("Roll Number: %d\n", ptr->rollno);
    printf("Name: %s\n", ptr->name);

    free(ptr);
    return 0;
}
```

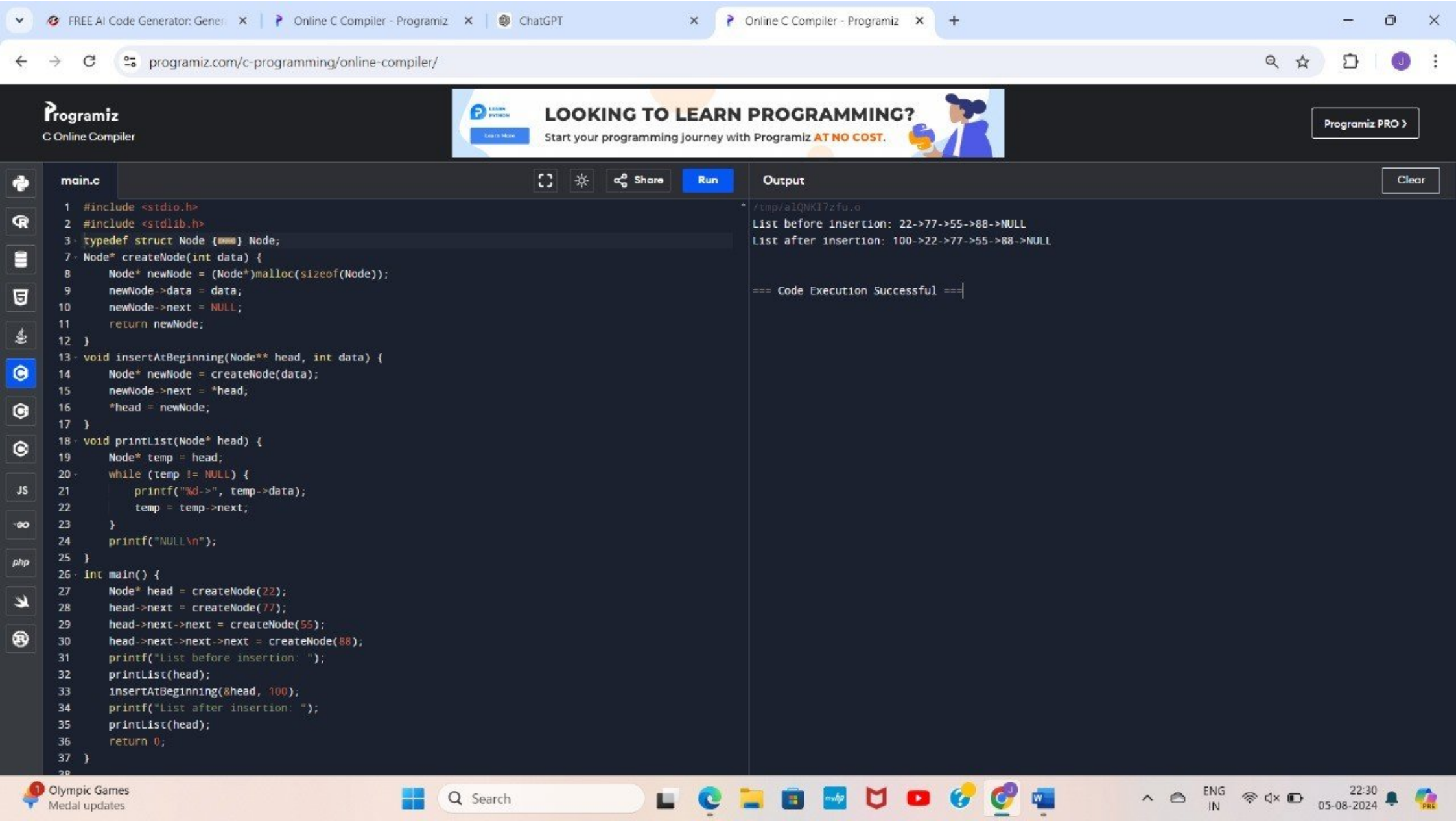
Output | Clear

```
/tmp/IsjvYof1ZW.o
Enter Roll Number: 1912
Enter Name: govardhan

Student Details
Roll Number: 1912
Name: govardhan


=== Code Execution Successful ===
```

26°C Light rain | Search | ENG IN | 22:28 06-08-2024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main.c
Share
Run
Output
Clear
#include <stdio.h>
#include <stdlib.h>
typedef struct Node {} Node;
Node* createNode(int data) {
Node* newNode = (Node*)malloc(sizeof(Node));
newNode->data = data;
newNode->next = NULL;
return newNode;
}
void insertAtBeginning(Node** head, int data) {
Node* newNode = createNode(data);
newNode->next = *head;
*head = newNode;
}
void printList(Node* head) {
Node* temp = head;
while (temp != NULL) {
printf("%d->", temp->data);
temp = temp->next;
}
printf("NULL\n");
}
int main() {
Node* head = createNode(22);
head->next = createNode(77);
head->next->next = createNode(55);
head->next->next->next = createNode(88);
printf("List before insertion: ");
printList(head);
insertAtBeginning(&head, 100);
printf("List after insertion: ");
printList(head);
return 0;
}
/tmp/alQNKI7zfu.o
List before insertion: 22->77->55->88->NULL
List after insertion: 100->22->77->55->88->NULL
=== Code Execution Successful ===
Olympic Games
Medal updates
Search
ENG
IN
22:30
05-08-2024

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main.c

Share | Run

```c
#include <stdio.h>
#include <stdlib.h>
typedef struct Node {
    int data;
    struct Node* next;
} Node;
Node* createNode(int data) {
    Node* newNode = (Node*)malloc(sizeof(Node));
    newNode->data = data;
    newNode->next = NULL;
    return newNode;
}
void insertAtEnd(Node** head, int data) {
    Node* newNode = createNode(data);
    if (*head == NULL) {
        *head = newNode;
    } else {
        Node* temp = *head;
        while (temp->next != NULL) {
            temp = temp->next;
        }
        temp->next = newNode;
    }
}
void printList(Node* head) {
    while (head) {
        printf("%d->", head->data);
        head = head->next;
    }
    printf("NULL\n");
}
int main() {
    Node* head = createNode(22);
    head->next = createNode(77);
```

Output | Clear

```
/tmp/Ar7Nh3gqfi.o
List before insertion: 22->77->55->88->NULL
List after insertion: 22->77->55->88->110->NULL


=== Code Execution Successful ===
```

Badminton
Malaysia - India

Search

ENG
IN

22:36
05-08-2024

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main.c

Share | Run

```c
    } else {
        Node* temp = *head;
        while (temp->next != NULL) {
            temp = temp->next;
        }
        temp->next = newNode;
    }
}
void printList(Node* head) {
    while (head) {
        printf("%d->", head->data);
        head = head->next;
    }
    printf("NULL\n");
}
int main() {
    Node* head = createNode(22);
    head->next = createNode(77);
    head->next->next = createNode(55);
    head->next->next->next = createNode(88);
    printf("List before insertion: ");
    printList(head);
    insertAtEnd(&head, 110);
    printf("List after insertion: ");
    printList(head);
    Node* temp;
    while (head) {
        temp = head;
        head = head->next;
        free(temp);
    }
    return 0;
}

```

Output | Clear

```
/tmp/Ar7Nh3gqfi.o
List before insertion: 22->77->55->88->NULL
List after insertion: 22->77->55->88->110->NULL


=== Code Execution Successful ===
```

Badminton
Malaysia - India

Search

ENG
IN

22:36
05-08-2024

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main.c | Share | Run

```c
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node* next;
};
void insertNode(struct Node** head_ref, int new_data, int position) {
    struct Node* new_node = (struct Node*)malloc(sizeof(struct Node));
    new_node->data = new_data;
 if (position == 1) {
        new_node->next = *head_ref;
        *head_ref = new_node;
    } else {
        struct Node* temp = *head_ref;
        for (int i = 1; i < position - 1 && temp != NULL; i++) {
            temp = temp->next;
        }
 if (temp == NULL) {
            printf("Position out of range\n");
            return;
        }
new_node->next = temp->next;
        temp->next = new_node;
    }
}
void printList(struct Node* node) {
    while (node != NULL) {
        printf("%d->", node->data);
        node = node->next;
    }
```

Output | Clear

```
/tmp/kCAyrUHMR1.o
Input: 5->77->88->99->22->
Output: 5->77->88->101->99->22->


=== Code Execution Successful ===
```

26°C Light rain | Search | ENG IN | 22:32 06-08-2024

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main.c | Share | Run | Output | Clear

```
19              printf("Position out of range\n");
20              return;
21          }
22  new_node->next = temp->next;
23          temp->next = new_node;
24      }
25  }
26  void printList(struct Node* node) {
27      while (node != NULL) {
28          printf("%d->", node->data);
29          node = node->next;
30      }
31      printf("\n");
32  }
33  int main() {
34      struct Node* head = NULL;
35      insertNode(&head, 55, 1);
36      insertNode(&head, 77, 2);
37      insertNode(&head, 88, 3);
38      insertNode(&head, 99, 4);
39      insertNode(&head, 22, 5);
40      printf("Input: ");
41      printList(head);
42      insertNode(&head, 101, 4);
43      printf("Output: ");
44      printList(head);
45      return 0;
46  }
47
```

```
/tmp/kCAyrUHMR1.o
Input: 5->77->88->99->22->
Output: 5->77->88->101->99->22->


=== Code Execution Successful ===
```

26°C Light rain | Search | ENG IN | 22:32 06-08-2024

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main.c

Share | Run

```c
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node* next;
};
void deleteFirstNode(struct Node** head) {
    if (*head == NULL) {
        printf("List is empty. No node to delete.\n");
        return;
    }
struct Node* temp = *head;
    *head = temp->next;
    free(temp);
}
void printList(struct Node* head) {
    struct Node* temp = head;
    while (temp != NULL) {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }
    printf("NULL\n");
}
int main() {
    struct Node* head = NULL;
    struct Node* second = NULL;
    struct Node* third = NULL;
 head = (struct Node*)malloc(sizeof(struct Node));
    second = (struct Node*)malloc(sizeof(struct Node));
    third = (struct Node*)malloc(sizeof(struct Node));
```

Output | Clear

```
/tmp/XTK1XW4QKF.o
Original List: 22 -> 55 -> 77 -> NULL
List after deleting the first node: 55 -> 77 -> NULL


=== Code Execution Successful ===
```

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main.c

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```c
void printList(struct Node* head) {
    struct Node* temp = head;
    while (temp != NULL) {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }
    printf("NULL\n");
}
int main() {
    struct Node* head = NULL;
    struct Node* second = NULL;
    struct Node* third = NULL;
 head = (struct Node*)malloc(sizeof(struct Node));
    second = (struct Node*)malloc(sizeof(struct Node));
    third = (struct Node*)malloc(sizeof(struct Node));
head->data = 22;
    head->next = second;
 second->data = 55;
    second->next = third;
    third->data = 77;
    third->next = NULL;
printf("Original List: ");
    printList(head);
deleteFirstNode(&head);
printf("List after deleting the first node: ");
    printList(head);
return 0;
}
```

Output | Clear

```
/tmp/XTK1XW4QKF.o
Original List: 22 -> 55 -> 77 -> NULL
List after deleting the first node: 55 -> 77 -> NULL


=== Code Execution Successful ===
```

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main.c

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```c
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node* next;
};
void deleteEndNode(struct Node** head) {
    if (*head == NULL || (*head)->next == NULL) {
        return;
    }
    struct Node* secondLast = *head;
    while (secondLast->next->next != NULL) {
        secondLast = secondLast->next;
    }
free(secondLast->next);
    secondLast->next = NULL;
}
void printList(struct Node* node) {
    while (node != NULL) {
        printf("%d -> ", node->data);
        node = node->next;
    }
    printf("\n");
}
int main() {
    struct Node* head = NULL;
    struct Node* second = NULL;
    struct Node* third = NULL;
    struct Node* fourth = NULL;
head = (struct Node*)malloc(sizeof(struct Node));
```

Output | Clear

```
/tmp/sbEZg8mcE7.o
Original Linked List: 11 -> 33 -> 44 -> 22 ->
Linked List after deleting the end node: 11 -> 33 -> 44 ->


=== Code Execution Successful ===
```

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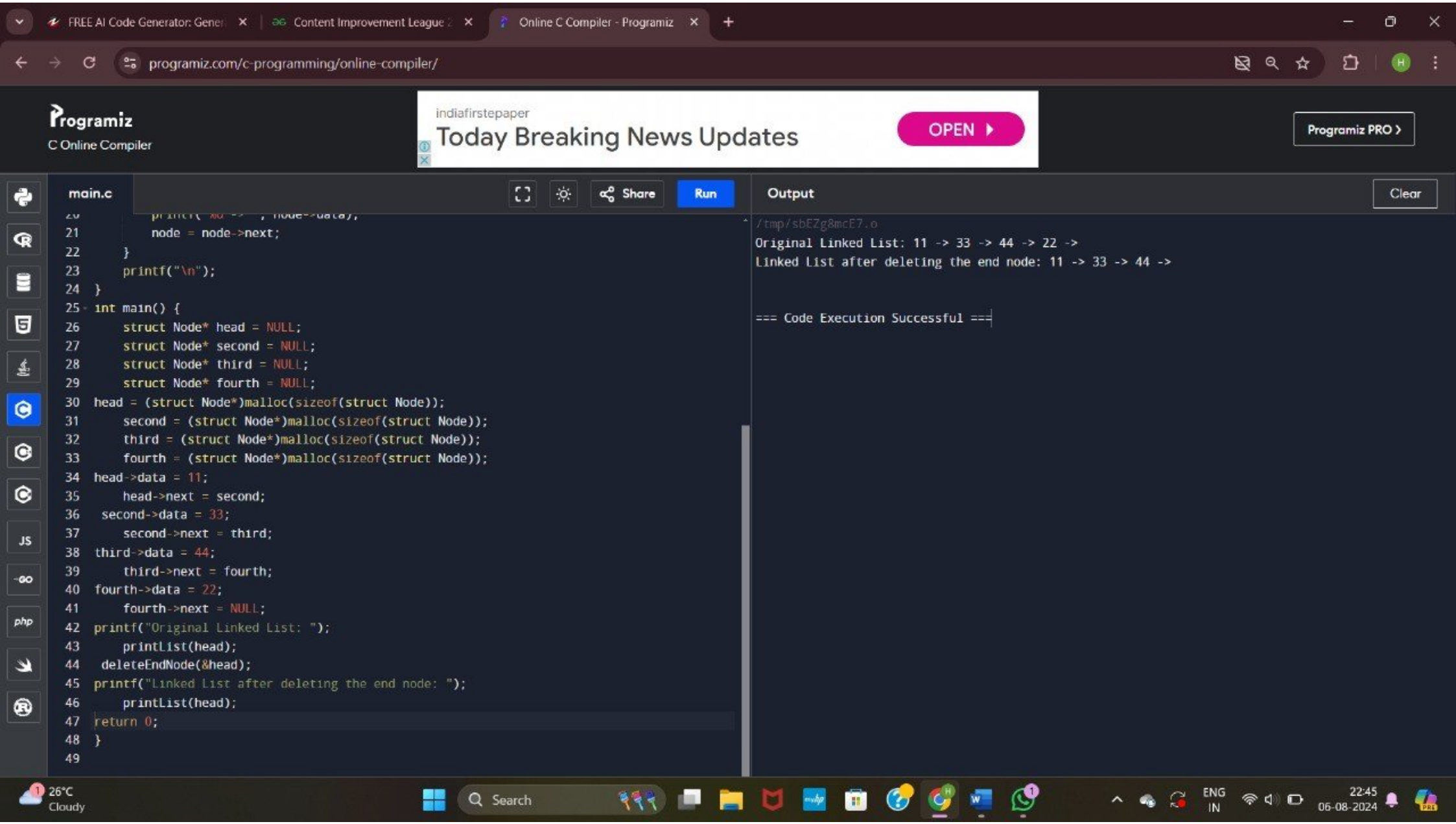
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main.c
Share
Run
Output
Clear
node = node->next;
printf("\n");
int main() {
struct Node* head = NULL;
struct Node* second = NULL;
struct Node* third = NULL;
struct Node* fourth = NULL;
head = (struct Node*)malloc(sizeof(struct Node));
second = (struct Node*)malloc(sizeof(struct Node));
third = (struct Node*)malloc(sizeof(struct Node));
fourth = (struct Node*)malloc(sizeof(struct Node));
head->data = 11;
head->next = second;
second->data = 33;
second->next = third;
third->data = 44;
third->next = fourth;
fourth->data = 22;
fourth->next = NULL;
printf("Original Linked List: ");
printList(head);
deleteEndNode(&head);
printf("Linked List after deleting the end node: ");
printList(head);
return 0;
}
/tmp/sbEZg&mcE7.o
Original Linked List: 11 -> 33 -> 44 -> 22 ->
Linked List after deleting the end node: 11 -> 33 -> 44 ->
=== Code Execution Successful ===
26°C
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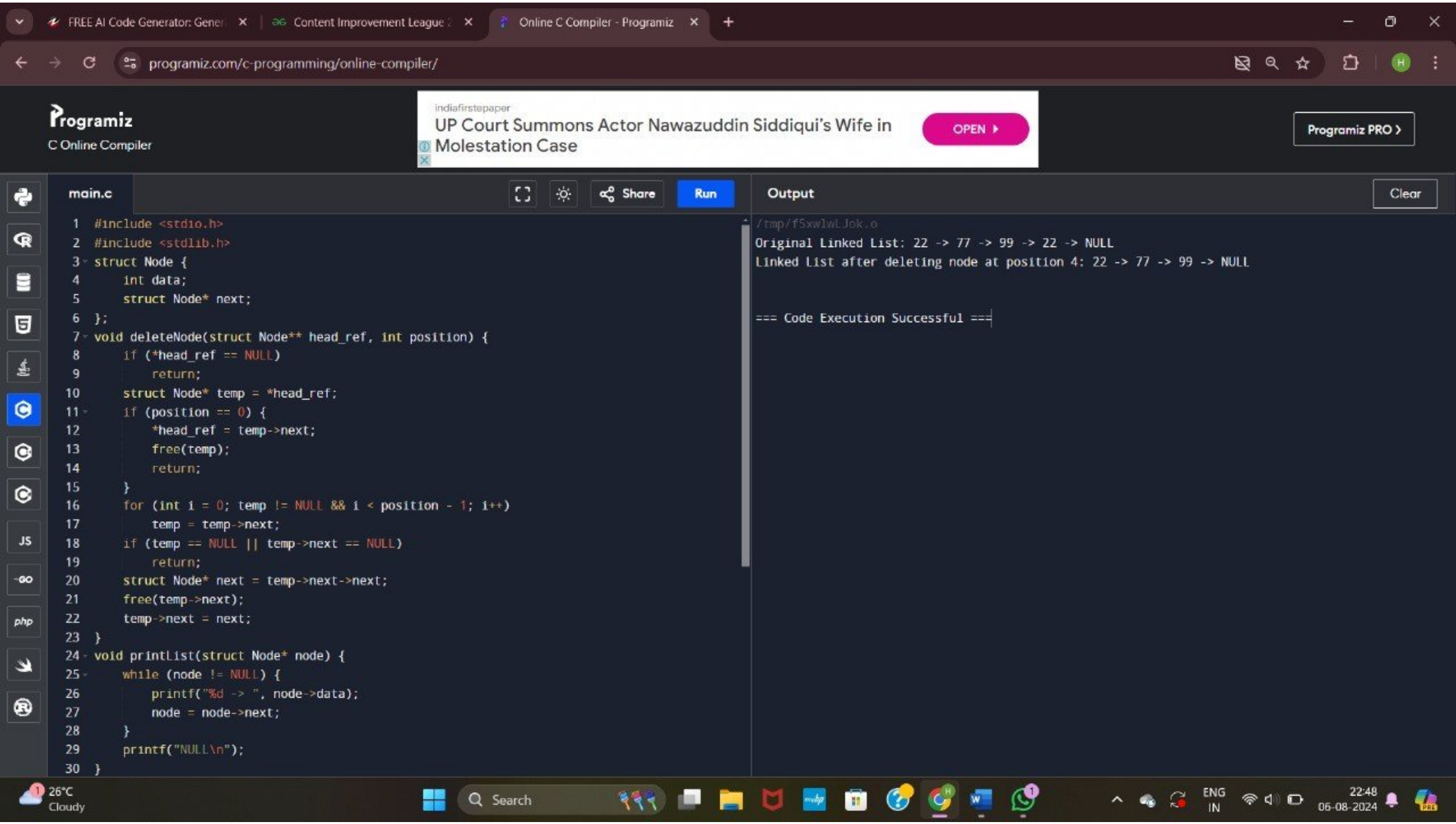
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main.c
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Output
Clear
#include <stdio.h>
#include <stdlib.h>
struct Node {
int data;
struct Node* next;
};
void deleteNode(struct Node** head_ref, int position) {
if (*head_ref == NULL)
return;
struct Node* temp = *head_ref;
if (position == 0) {
*head_ref = temp->next;
free(temp);
return;
}
for (int i = 0; temp != NULL && i < position - 1; i++)
temp = temp->next;
if (temp == NULL || temp->next == NULL)
return;
struct Node* next = temp->next->next;
free(temp->next);
temp->next = next;
}
void printList(struct Node* node) {
while (node != NULL) {
printf("%d -> ", node->data);
node = node->next;
}
printf("NULL\n");
}
/tmp/f5xwlwLJok.o
Original Linked List: 22 -> 77 -> 99 -> 22 -> NULL
Linked List after deleting node at position 4: 22 -> 77 -> 99 -> NULL
=== Code Execution Successful ===
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main.c | Share | Run | Output | Clear

```
27          node = node->next;
28      }
29      printf("NULL\n");
30  }
31  int main() {
32      struct Node* head = NULL;
33      struct Node* second = NULL;
34      struct Node* third = NULL;
35      struct Node* fourth = NULL;
36      head = (struct Node*)malloc(sizeof(struct Node));
37      second = (struct Node*)malloc(sizeof(struct Node));
38      third = (struct Node*)malloc(sizeof(struct Node));
39      fourth = (struct Node*)malloc(sizeof(struct Node));
40      head->data = 22;
41      head->next = second;
42      second->data = 77;
43      second->next = third;
44      third->data = 99;
45      third->next = fourth;
46  fourth->data = 22;
47      fourth->next = NULL;
48      printf("Original Linked List: ");
49      printList(head);
50      deleteNode(&head, 3);
51      printf("Linked List after deleting node at position 4: ");
52      printList(head);
53      return 0;
54  }
55
```

```
/tmp/f5xwlwLJok.o
Original Linked List: 22 -> 77 -> 99 -> 22 -> NULL
Linked List after deleting node at position 4: 22 -> 77 -> 99 -> NULL


=== Code Execution Successful ===
```

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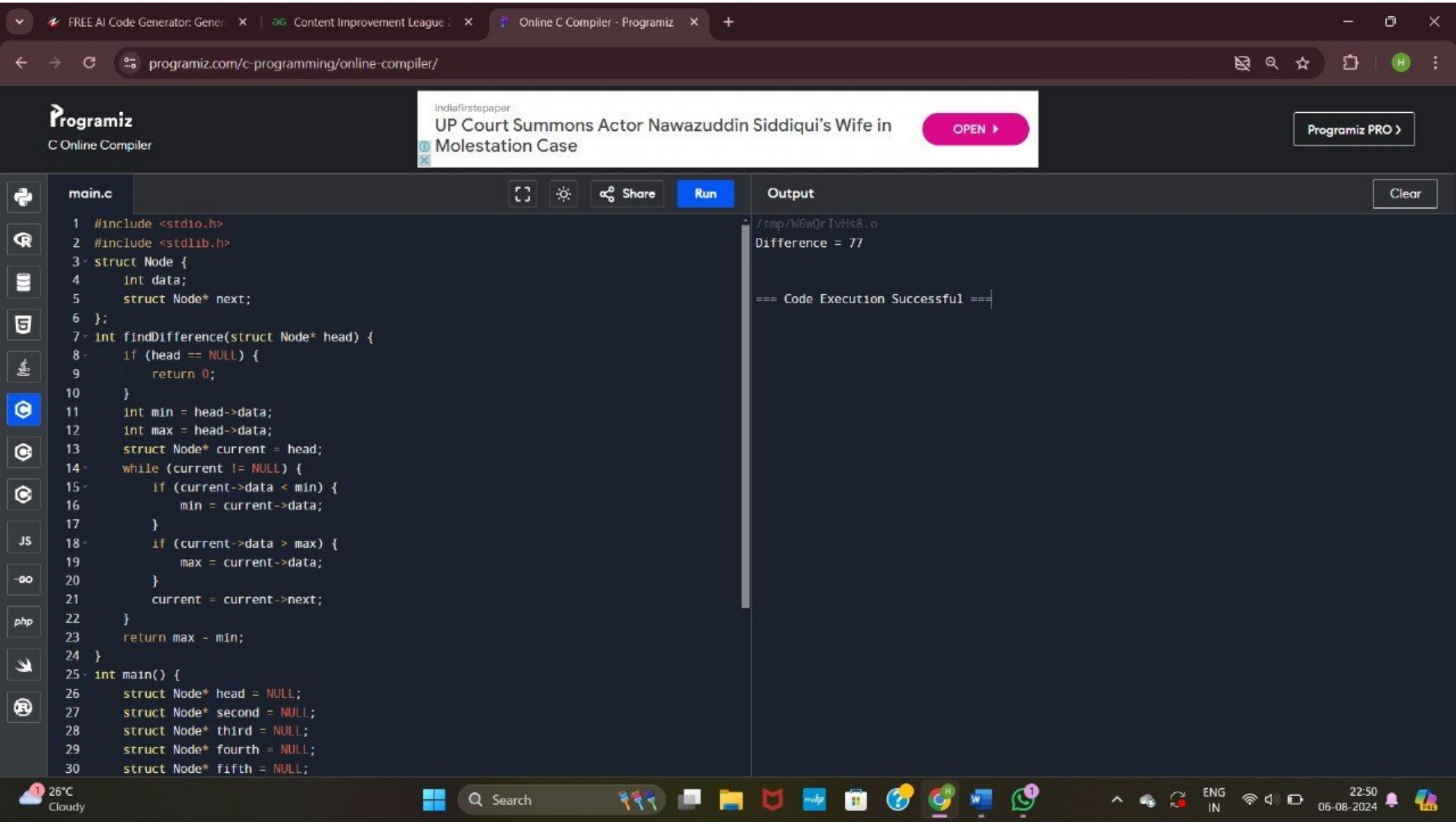
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#include <stdio.h>
#include <stdlib.h>
struct Node {
int data;
struct Node* next;
};
int findDifference(struct Node* head) {
if (head == NULL) {
return 0;
}
int min = head->data;
int max = head->data;
struct Node* current = head;
while (current != NULL) {
if (current->data < min) {
min = current->data;
}
if (current->data > max) {
max = current->data;
}
current = current->next;
}
return max - min;
}
int main() {
struct Node* head = NULL;
struct Node* second = NULL;
struct Node* third = NULL;
struct Node* fourth = NULL;
struct Node* fifth = NULL;
/tmp/W6wQrIvHs8.o
Difference = 77
=== Code Execution Successful ===
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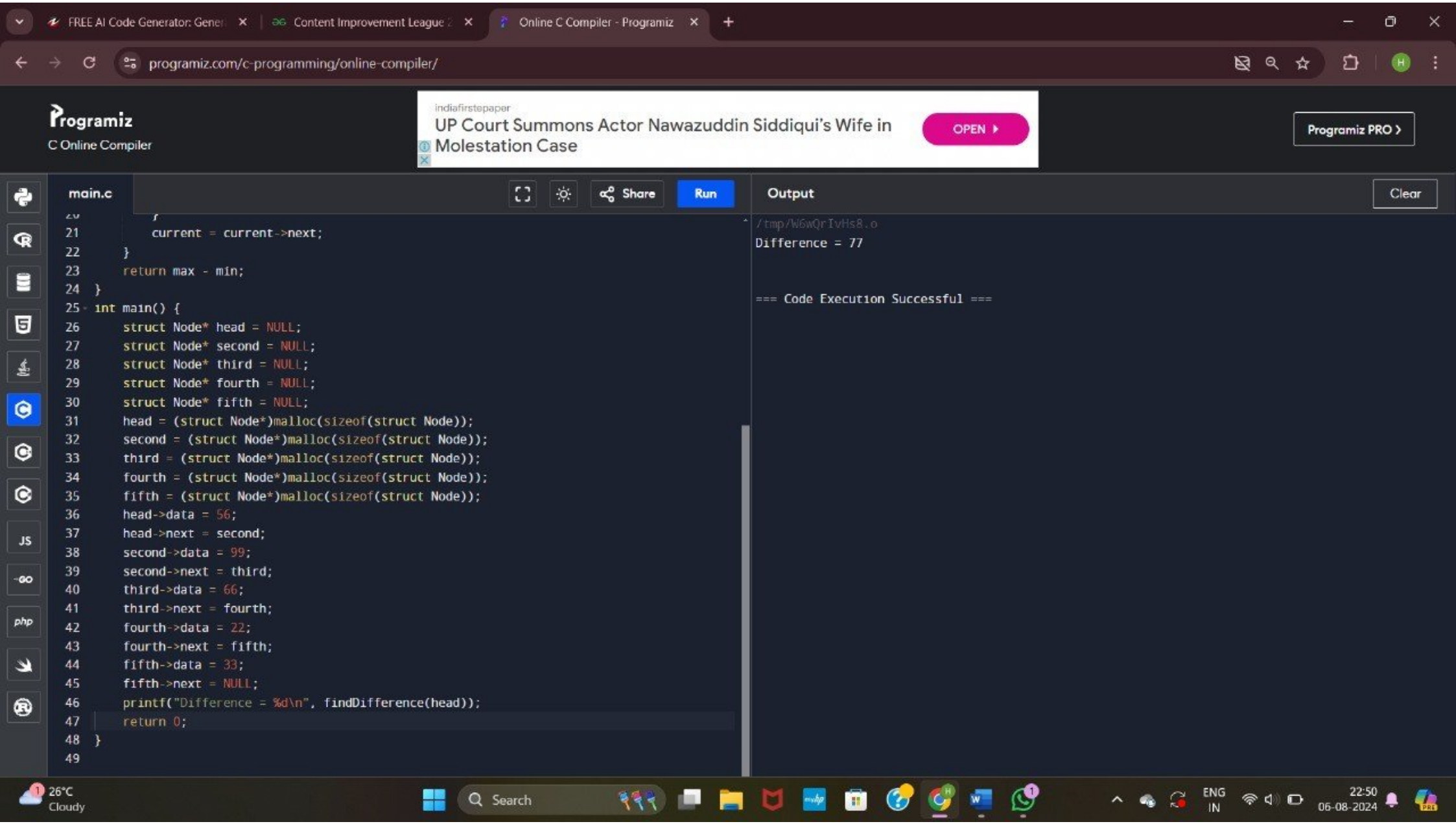
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main.c
Share
Run
Output
Clear
21 current = current->next;
22 }
23 return max - min;
24 }
25 int main() {
26 struct Node* head = NULL;
27 struct Node* second = NULL;
28 struct Node* third = NULL;
29 struct Node* fourth = NULL;
30 struct Node* fifth = NULL;
31 head = (struct Node*)malloc(sizeof(struct Node));
32 second = (struct Node*)malloc(sizeof(struct Node));
33 third = (struct Node*)malloc(sizeof(struct Node));
34 fourth = (struct Node*)malloc(sizeof(struct Node));
35 fifth = (struct Node*)malloc(sizeof(struct Node));
36 head->data = 56;
37 head->next = second;
38 second->data = 99;
39 second->next = third;
40 third->data = 66;
41 third->next = fourth;
42 fourth->data = 22;
43 fourth->next = fifth;
44 fifth->data = 33;
45 fifth->next = NULL;
46 printf("Difference = %d\n", findDifference(head));
47 return 0;
48 }
49
/tmp/W6wQrIvHs8.o
Difference = 77
=== Code Execution Successful ===
26°C
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main.c

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```c
#include <stdio.h>
#define SIZE 5
int queue[SIZE];
int front = -1, rear = -1;
void enqueue(int value) {
    if ((front == 0 && rear == SIZE - 1) || (rear == (front - 1) % (SIZE - 1))) {
        printf("Queue is full\n");
    } else if (front == -1) {
        front = rear = 0;
        queue[rear] = value;
    } else if (rear == SIZE - 1 && front != 0) {
        rear = 0;
        queue[rear] = value;
    } else {
        rear++;
        queue[rear] = value;
    }
}
int dequeue() {
    if (front == -1) {
        printf("Queue is empty\n");
        return -1;
    }
    int data = queue[front];
    queue[front] = -1;
    if (front == rear) {
        front = rear = -1;
    } else if (front == SIZE - 1) {
        front = 0;
    } else {
        front++;
    }
    return data;
}
void display() {
```

Output | Clear

```
/tmp/46Acq7jOSb.o
Elements in Circular Queue are: 1 2 3 4 5
Elements in Circular Queue are: 3 4 5
Elements in Circular Queue are: 3 4 5 6 7


=== Code Execution Successful ===
```

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main.c

Share | Run

```c
void display() {
    if (front == -1) {
        printf("Queue is empty\n");
        return;
    }
    printf("Elements in Circular Queue are: ");
    if (rear >= front) {
        for (int i = front; i <= rear; i++) {
            printf("%d ", queue[i]);
        }
    } else {
        for (int i = front; i < SIZE; i++) {
            printf("%d ", queue[i]);
        }
        for (int i = 0; i <= rear; i++) {
            printf("%d ", queue[i]);
        }
    }
    printf("\n");
}
int main() {
    enqueue(1);
    enqueue(2);
    enqueue(3);
    enqueue(4);
    enqueue(5);
    display();
    dequeue();
    dequeue();
    display();
    enqueue(6);
    enqueue(7);
    display();
    return 0;
}
```

Output | Clear

```
/tmp/46Acq7jOSb.o
Elements in Circular Queue are: 1 2 3 4 5
Elements in Circular Queue are: 3 4 5
Elements in Circular Queue are: 3 4 5 6 7


=== Code Execution Successful ===
```

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In 2 hours

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main.c

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```c
#include <stdio.h>
#include <stdlib.h>
typedef struct Node {
    int data;
    struct Node* next;
} Node;
typedef struct {
    Node* top;
} Stack;
void push(Stack* stack, int value);
int pop(Stack* stack);
int isEmpty(Stack* stack);
void display(Stack* stack);
void initStack(Stack* stack) {
    stack->top = NULL;
}
void push(Stack* stack, int value) {
    Node* newNode = (Node*)malloc(sizeof(Node));
    newNode->data = value;
    newNode->next = stack->top;
    stack->top = newNode;
}
int pop(Stack* stack) {
    if (isEmpty(stack)) {
        printf("Stack underflow\n");
        exit(1);
    }
    Node* temp = stack->top;
    int value = temp->data;
    stack->top = stack->top->next;
    free(temp);
    return value;
}
int isEmpty(Stack* stack) {
```

Output | Clear

```
/tmp/s6s2pPzGf3.o
After enqueuing 10, 20, 30:
Queue: 30 20 10
Queue underflow


=== Code Exited With Errors ===
```

SPA - FCSB
In 2 hours

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main.c

Share | Run

```c
int isEmpty(Stack* stack) {
    return stack->top == NULL;
}
void display(Stack* stack) {
    Node* temp = stack->top;
    while (temp != NULL) {
        printf("%d ", temp->data);
        temp = temp->next;
    }
    printf("\n");
}
typedef struct {
    Stack s1;
    Stack s2;
} Queue;
void initQueue(Queue* queue) {
    initStack(&queue->s1);
    initStack(&queue->s2);
}
void enqueue(Queue* queue, int value) {
    push(&queue->s1, value);
}
int dequeue(Queue* queue) {
    if (isEmpty(&queue->s1) && isEmpty(&queue->s2)) {
        printf("Queue underflow\n");
        exit(1);
    }
    if (isEmpty(&queue->s2)) {
        while (!isEmpty(&queue->s1)) {
            push(&queue->s2, pop(&queue->s1));
        }
    }
    return pop(&queue->s2);
}
```

Output | Clear

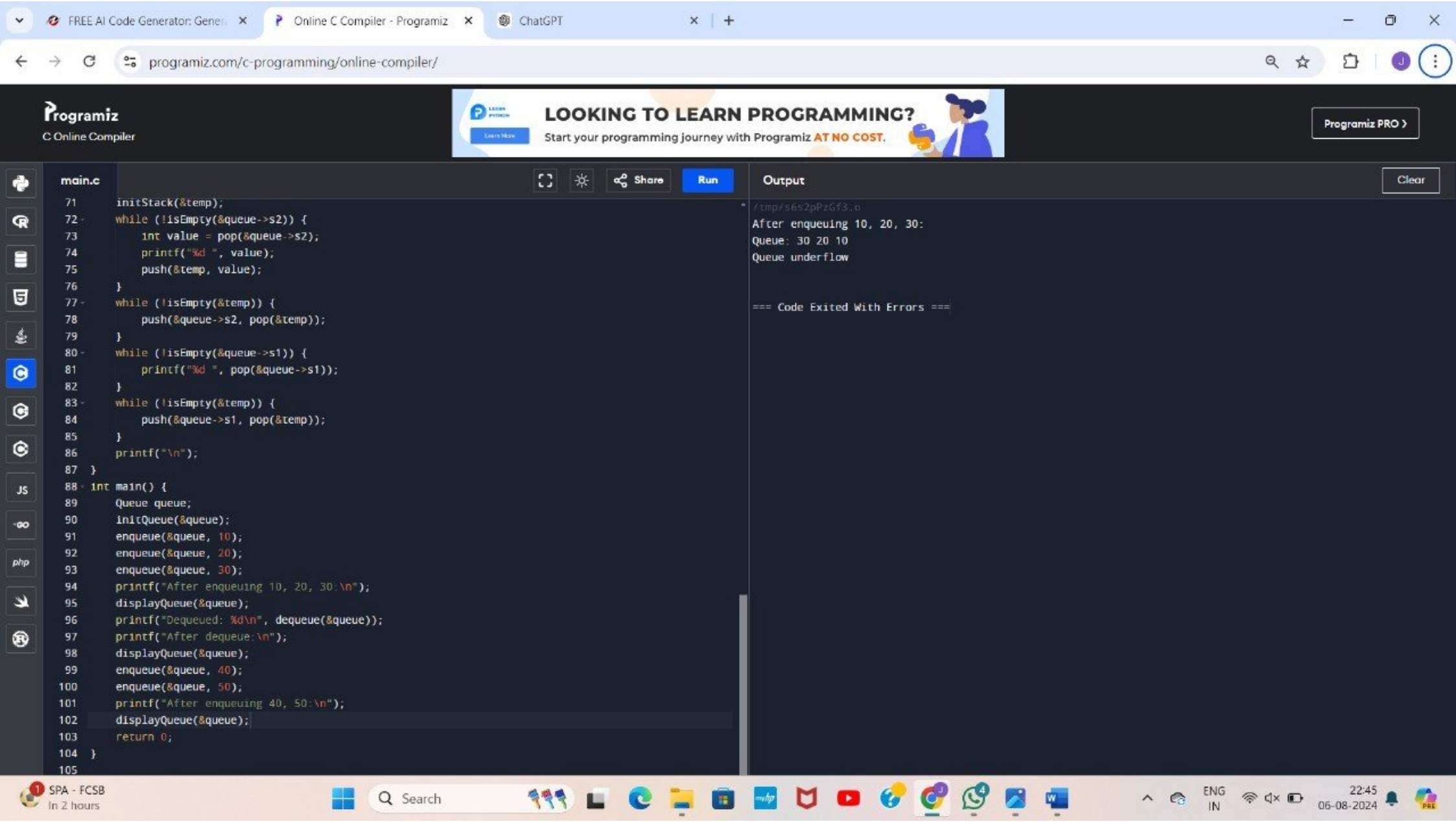
```
/tmp/s6s2pPzGf3.o
After enqueuing 10, 20, 30:
Queue: 30 20 10
Queue underflow


=== Code Exited With Errors ===
```


Search

ENG
IN

22:45
06-08-2024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main.c
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Run
Output
Clear
71 initStack(&temp);
72 while (!isEmpty(&queue->s2)) {
73 int value = pop(&queue->s2);
74 printf("%d ", value);
75 push(&temp, value);
76 }
77 while (!isEmpty(&temp)) {
78 push(&queue->s2, pop(&temp));
79 }
80 while (!isEmpty(&queue->s1)) {
81 printf("%d ", pop(&queue->s1));
82 }
83 while (!isEmpty(&temp)) {
84 push(&queue->s1, pop(&temp));
85 }
86 printf("\n");
87 }
88 int main() {
89 Queue queue;
90 initQueue(&queue);
91 enqueue(&queue, 10);
92 enqueue(&queue, 20);
93 enqueue(&queue, 30);
94 printf("After enqueuing 10, 20, 30:\n");
95 displayQueue(&queue);
96 printf("Dequeued: %d\n", dequeue(&queue));
97 printf("After dequeue:\n");
98 displayQueue(&queue);
99 enqueue(&queue, 40);
100 enqueue(&queue, 50);
101 printf("After enqueuing 40, 50:\n");
102 displayQueue(&queue);
103 return 0;
104 }
105
/tmp/s6s2pPzGf3.o
After enqueuing 10, 20, 30:
Queue: 30 20 10
Queue underflow
=== Code Exited With Errors ===
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main.c

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```c
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#define MAX 100
typedef struct {
    char arr[MAX];
    int top;
} Stack;
void initStack(Stack* stack) {
    stack->top = -1;
}
bool isEmpty(Stack* stack) {
    return stack->top == -1;
}
void push(Stack* stack, char c) {
    stack->arr[++(stack->top)] = c;
}
char pop(Stack* stack) {
    return stack->arr[(stack->top)--];
}
bool areParenthesesBalanced(const char* str) {
    Stack stack;
    initStack(&stack);
    for (int i = 0; str[i] != '\0'; i++) {
        char ch = str[i];
        if (ch == '(' || ch == '[' || ch == '{') {
            push(&stack, ch);
        } else if (ch == ')' || ch == ']' || ch == '}') {
            if (isEmpty(&stack)) return false;
            char top = pop(&stack);
            if ((ch == ')' && top != '(') ||
                (ch == ']' && top != '[') ||
                (ch == '}' && top != '{')) {
                return false;
```

Output | Clear

```
/tmp/0eyMoJyaph.o
Not Balanced


=== Code Execution Successful ===
```

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In 2 hours

Search

ENG
IN

22:49
06-08-2024

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main.c

Share | Run

```c
}
bool areParenthesesBalanced(const char* str) {
    Stack stack;
    initStack(&stack);
    for (int i = 0; str[i] != '\0'; i++) {
        char ch = str[i];
        if (ch == '(' || ch == '[' || ch == '{') {
            push(&stack, ch);
        } else if (ch == ')' || ch == ']' || ch == '}') {
            if (isEmpty(&stack)) return false;
            char top = pop(&stack);
            if ((ch == ')' && top != '(') ||
                (ch == ']' && top != '[') ||
                (ch == '}' && top != '{')) {
                return false;
            }
        }
    }

    return isEmpty(&stack);
}

int main() {
    const char* expr = "(A+B)*(C-D))/E^2";

    if (areParenthesesBalanced(expr)) {
        printf("Balanced\n");
    } else {
        printf("Not Balanced\n");
    }

    return 0;
}
```

Output | Clear

```
/tmp/0eyMoJyaph.o
Not Balanced


=== Code Execution Successful ===
```

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main.c

Share | Run

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
typedef struct {
    char* arr;
    int top;
    int capacity;
} Stack;
Stack* createStack(int capacity) {
    Stack* stack = (Stack*)malloc(sizeof(Stack));
    stack->capacity = capacity;
    stack->top = -1;
    stack->arr = (char*)malloc(capacity * sizeof(char));
    return stack;
}
int isEmpty(Stack* stack) {
    return stack->top == -1;
}
void push(Stack* stack, char c) {
    stack->arr[++(stack->top)] = c;
}
char pop(Stack* stack) {
    return stack->arr[(stack->top)--];
}
char peek(Stack* stack) {
    return stack->arr[stack->top];
}
int precedence(char op) {
    if (op == '^') return 3;
    if (op == '*' || op == '/') return 2;
    if (op == '+' || op == '-') return 1;
    return 0;
}
void infixToPostfix(const char* infix, char* postfix) {
```

Output | Clear

```
/tmp/gLHKdgrVyR.o
Infix to Postfix: AB+CD-*E2^/
Infix to Prefix: *+AB/-CD^E2


=== Code Execution Successful ===
```

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main.c

Share | Run

```c
}
void infixToPostfix(const char* infix, char* postfix) {
    Stack* stack = createStack(strlen(infix));
    int k = 0;
    for (int i = 0; infix[i] != '\0'; i++) {
        char c = infix[i];
        if (isalnum(c)) {
            postfix[k++] = c;
        } else if (c == '(') {
            push(stack, c);
        } else if (c == ')') {
            while (!isEmpty(stack) && peek(stack) != '(') {
                postfix[k++] = pop(stack);
            }
            pop(stack);
        } else {
            while (!isEmpty(stack) && precedence(peek(stack)) >= precedence(c)) {
                postfix[k++] = pop(stack);
            }
            push(stack, c);
        }
    }
    while (!isEmpty(stack)) {
        postfix[k++] = pop(stack);
    }
    postfix[k] = '\0';
    free(stack->arr);
    free(stack);
}
void reverseString(char* str) {
    int len = strlen(str);
    for (int i = 0; i < len / 2; i++) {
        char temp = str[i];
        str[i] = str[len - 1 - i];
        str[len - 1 - i] = temp;
```

Output | Clear

```
/tmp/gLHKdgrVyR.o
Infix to Postfix: AB+CD-*E2^/
Infix to Prefix: */+AB-CD^E2

=== Code Execution Successful ===
```

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22:53
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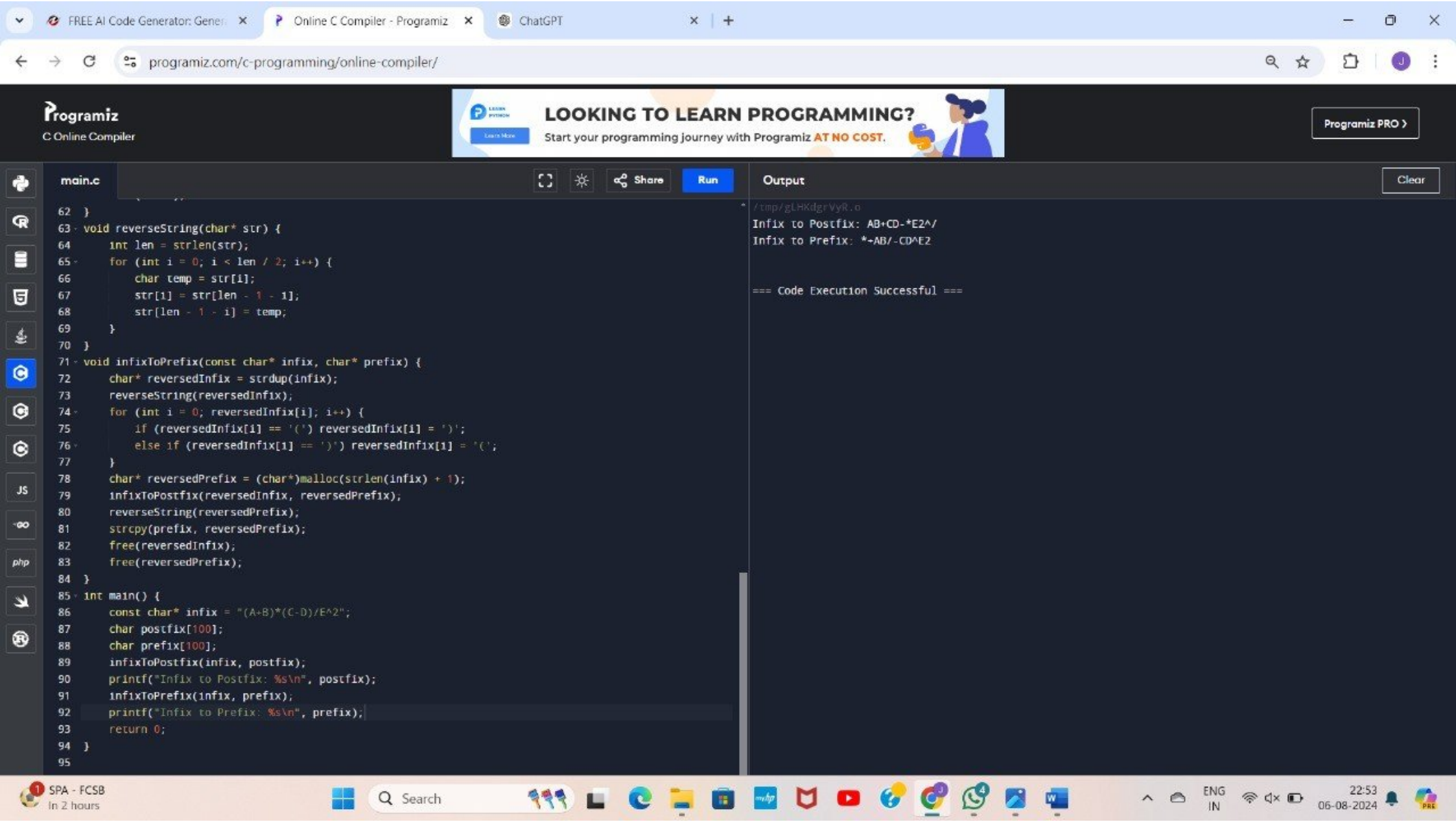
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main.c
Share
Run
Output
Clear
62 }
63 void reverseString(char* str) {
64 int len = strlen(str);
65 for (int i = 0; i < len / 2; i++) {
66 char temp = str[i];
67 str[i] = str[len - 1 - i];
68 str[len - 1 - i] = temp;
69 }
70 }
71 void infixToPrefix(const char* infix, char* prefix) {
72 char* reversedInfix = strdup(infix);
73 reverseString(reversedInfix);
74 for (int i = 0; reversedInfix[i]; i++) {
75 if (reversedInfix[i] == '(') reversedInfix[i] = ')';
76 else if (reversedInfix[i] == ')') reversedInfix[i] = '(';
77 }
78 char* reversedPrefix = (char*)malloc(strlen(infix) + 1);
79 infixToPostfix(reversedInfix, reversedPrefix);
80 reverseString(reversedPrefix);
81 strcpy(prefix, reversedPrefix);
82 free(reversedInfix);
83 free(reversedPrefix);
84 }
85 int main() {
86 const char* infix = "(A+B)*(C-D)/E^2";
87 char postfix[100];
88 char prefix[100];
89 infixToPostfix(infix, postfix);
90 printf("Infix to Postfix: %s\n", postfix);
91 infixToPrefix(infix, prefix);
92 printf("Infix to Prefix: %s\n", prefix);
93 return 0;
94 }
95
/tmp/gLHKdgrVyR.o
Infix to Postfix: AB+CD-*E2^/
Infix to Prefix: *+AB/-CD^E2
=== Code Execution Successful ===
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main.c

Share | Run

```c
#include <stdio.h>
#include <stdlib.h>
#define MAX 100
typedef struct {
    int arr[MAX];
    int top;
} Stack;
void initStack(Stack* stack);
int isEmpty(Stack* stack);
int isFull(Stack* stack);
void push(Stack* stack, int value);
int pop(Stack* stack);
int peek(Stack* stack);
void display(Stack* stack);
int main() {
    Stack stack;
    initStack(&stack);
    push(&stack, 10);
    push(&stack, 20);
    push(&stack, 30);
    printf("Stack after PUSH operations:\n");
    display(&stack);
    printf("Top element (PEEK): %d\n", peek(&stack));
    printf("Popped element: %d\n", pop(&stack));
    printf("Stack after POP operation:\n");
    display(&stack);
    return 0;
}
void initStack(Stack* stack) {
    stack->top = -1;
}
int isEmpty(Stack* stack) {
    return stack->top == -1;
}
```

Output | Clear

```
/tmp/2AOSAuYwp8.o
Stack after PUSH operations:
Stack elements are:
30
20
10
Top element (PEEK): 30
Popped element: 30
Stack after POP operation:
Stack elements are:
20
10


=== Code Execution Successful ===
```

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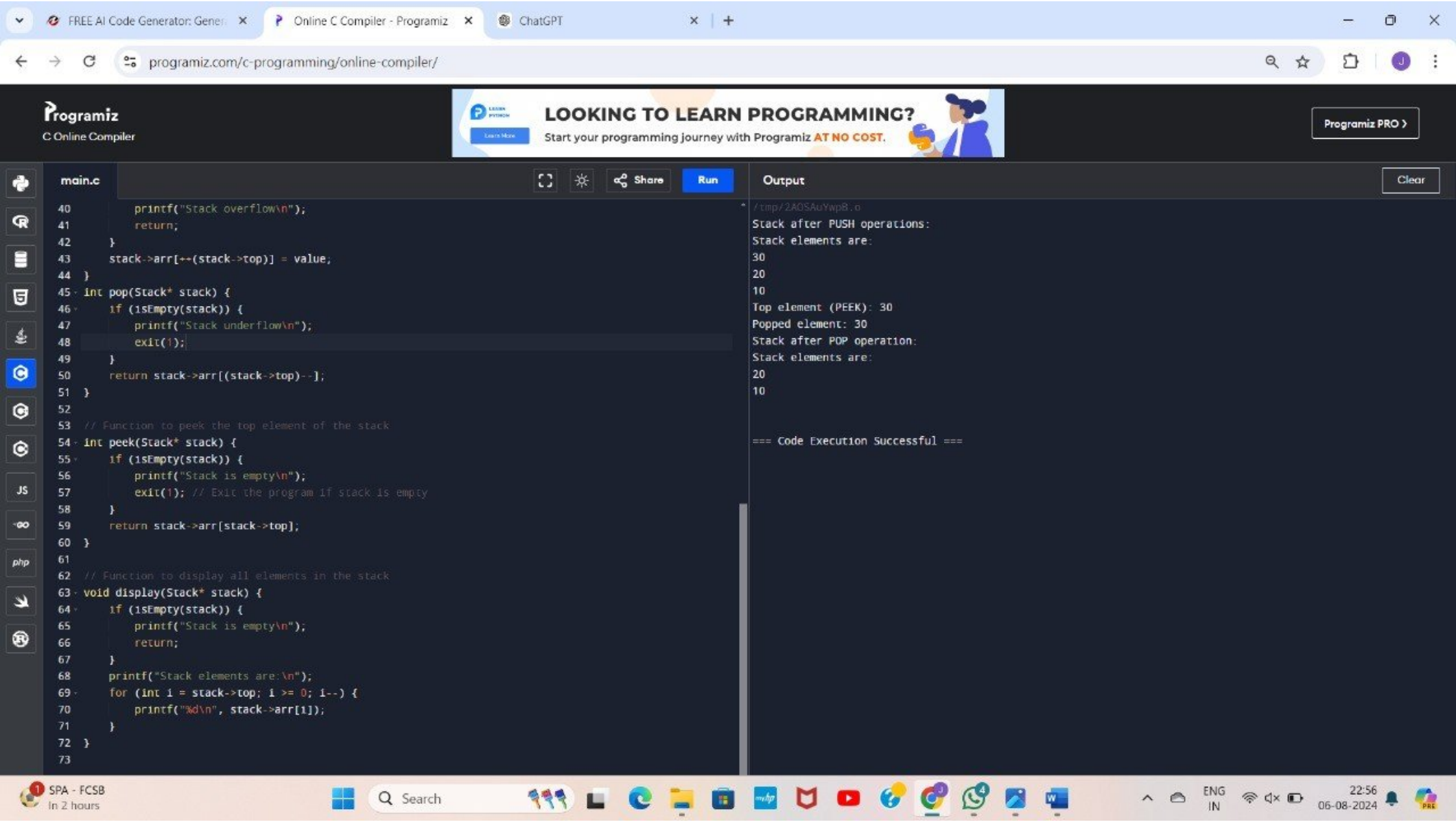
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printf("Stack overflow\n");
return;
}
stack->arr[++(stack->top)] = value;
}
int pop(Stack* stack) {
if (isEmpty(stack)) {
printf("Stack underflow\n");
exit(1);
}
return stack->arr[(stack->top)--];
}
// Function to peek the top element of the stack
int peek(Stack* stack) {
if (isEmpty(stack)) {
printf("Stack is empty\n");
exit(1); // Exit the program if stack is empty
}
return stack->arr[stack->top];
}
// Function to display all elements in the stack
void display(Stack* stack) {
if (isEmpty(stack)) {
printf("Stack is empty\n");
return;
}
printf("Stack elements are:\n");
for (int i = stack->top; i >= 0; i--) {
printf("%d\n", stack->arr[i]);
}
}
/tmp/2AOSAuYwp8.o
Stack after PUSH operations:
Stack elements are:
30
20
10
Top element (PEEK): 30
Popped element: 30
Stack after POP operation:
Stack elements are:
20
10
=== Code Execution Successful ===
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main.c

Share | Run

```c
#include <stdio.h>
#include <stdlib.h>
typedef struct Node {
    int data;
    struct Node* next;
} Node;
Node* createNode(int data) {
    Node* newNode = (Node*)malloc(sizeof(Node));
    newNode->data = data;
    newNode->next = NULL;
    return newNode;
}
int search(Node* head, int key) {
    Node* current = head;
    while (current != NULL) {
        if (current->data == key) {
            return 1;
        }
        current = current->next;
    }
    return 0;
}
void display(Node* head) {
    Node* current = head;
    while (current != NULL) {
        printf("%d->", current->data);
        current = current->next;
    }
    printf("NULL\n");
}
int main() {
    Node* head = createNode(55);
    head->next = createNode(99);
    head->next->next = createNode(66);
```

Output | Clear

```
/tmp/KBPkmJ66U5.o
Linked List: 55->99->66->22->NULL
Key 222 NOT FOUND


=== Code Execution Successful ===
```

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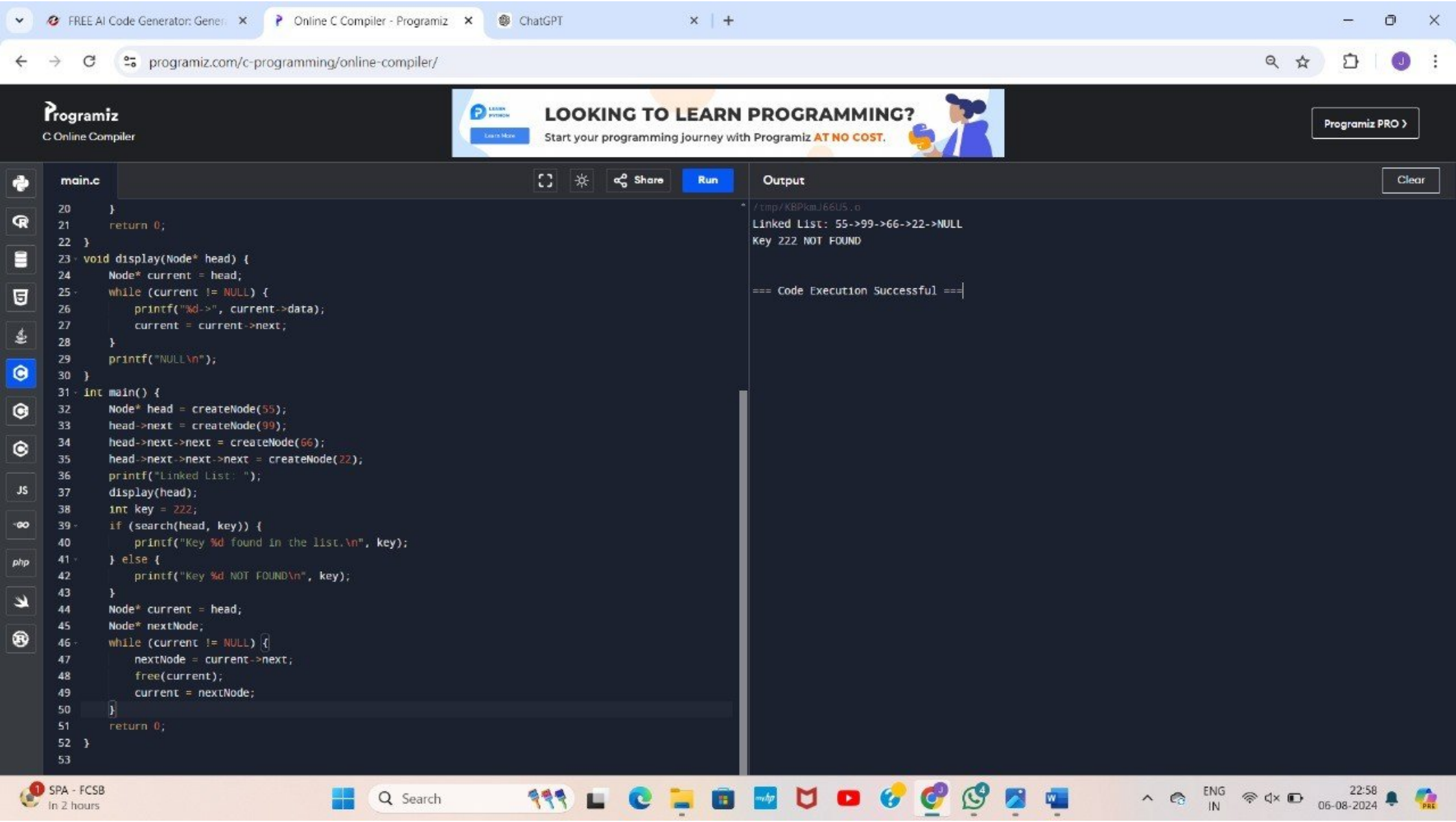
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main.c
Share
Run
Output
Clear
20 }
21 return 0;
22 }
23 void display(Node* head) {
24 Node* current = head;
25 while (current != NULL) {
26 printf("%d->", current->data);
27 current = current->next;
28 }
29 printf("NULL\n");
30 }
31 int main() {
32 Node* head = createNode(55);
33 head->next = createNode(99);
34 head->next->next = createNode(66);
35 head->next->next->next = createNode(22);
36 printf("Linked List: ");
37 display(head);
38 int key = 222;
39 if (search(head, key)) {
40 printf("Key %d found in the list.\n", key);
41 } else {
42 printf("Key %d NOT FOUND\n", key);
43 }
44 Node* current = head;
45 Node* nextNode;
46 while (current != NULL) {
47 nextNode = current->next;
48 free(current);
49 current = nextNode;
50 }
51 return 0;
52 }
53
/tmp/KBPkmJ66U5.o
Linked List: 55->99->66->22->NULL
Key 222 NOT FOUND
=== Code Execution Successful ===
SPA - FCSB
In 2 hours
Search
ENG
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