## DSA LAB

Assignment 8

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## **Doubly Linked List**

<u>AIM:</u> To study doubly linked linear list and implement various operations on it – Insert, Delete, Reverse, Sorting, Locate.

Create a self-referential structure, node to represent a node of a doubly linked linear list. Implement the routines to

- (1) Find length of the list
- (2) Create a list
- (3) Insert an element
  - at the beginning
  - at the end
  - at a specified position in the list
- (4) Delete an element
  - the beginning
  - end
  - a specified position at the list.
- (5) Reverse the list.
- (6) Search the list.
- (7) Sort the list.

Create a menu-driven program to test these routines.

## Code:

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

struct LinkedNode {
    int val;
    struct LinkedNode* next;
    struct LinkedNode* prev;
};

struct LinkedNode* head = NULL;

struct LinkedNode* tail = NULL;

int searchElem(struct LinkedNode** head, int n) {
    struct LinkedNode* temp;
    temp = *head;
    while (temp != NULL) {
        if (temp->val == n) {
    }
}
```

```
return 1;
        temp = temp->next;
    }
    return 0;
void add(struct LinkedNode** head, struct LinkedNode** tail, int num)
    struct LinkedNode* node;
    node = (struct LinkedNode*)malloc(sizeof(struct LinkedNode));
    node->val = num;
    node->next = *head;
    node->prev = NULL;
    if (*head == NULL) {
        *tail = node;
    }
    else {
        (*head)->prev = node;
    *head = node;
void addToEnd(struct LinkedNode** head, struct LinkedNode** tail, int
num) {
    if (*head == NULL || *tail == NULL) {
        add(head, tail, num);
        return;
    }
    struct LinkedNode* node;
    node = (struct LinkedNode*)malloc(sizeof(struct LinkedNode));
    node->val = num;
    node->next = NULL;
    node->prev = *tail;
    (*tail)->next = node;
    *tail = node;
```

```
void searchAdd(struct LinkedNode** head, struct LinkedNode** tail, int
s, int n, int order) {
    struct LinkedNode* temp;
    temp = *head;
          order = 1 (after) 0 (before)
    //
    if (temp != NULL && temp->val == s) {
        struct LinkedNode* node;
        node = (struct LinkedNode*)malloc(sizeof(struct LinkedNode));
        node->val = n;
        if (order == 1) {
            node->next = temp->next;
            node->prev = temp;
            temp->next = node;
        }
        else {
            node->next = *head;
            node->prev = NULL;
            temp->prev = node;
            *head = node;
        }
        return;
    }
    while (temp != NULL) {
        if (temp->next->val == s) {
            struct LinkedNode* node;
            node = (struct LinkedNode*)malloc(sizeof(struct
LinkedNode));
            node->val = n;
            if (order == 1) {
                temp = temp->next;
            }
            node->next = temp->next;
            node->prev = temp;
            temp->next = node;
            temp->next->prev = node;
            if (node->next == NULL) {
```

```
*tail = node;
            }
            return;
        }
        temp = temp->next;
    }
void printLinkedList(struct LinkedNode** head) {
    struct LinkedNode* temp;
    temp = *head;
    printf("\n[ ");
    while (temp != NULL) {
        printf("%d ", temp->val);
        temp = temp->next;
    }
    printf("]");
void deleteElem(struct LinkedNode** head, struct LinkedNode** tail,
int n) {
    if (searchElem(head, n) == 1) {
        struct LinkedNode* temp;
        temp = *head;
        if (temp->val == n) {
            *head = (*head)->next;
            return;
        }
        while (temp != NULL) {
            if (temp->next->val == n) {
                if (temp->next == *tail) {
                    *tail = temp;
                temp->next = temp->next->next;
                if (temp->next != NULL) {
                    temp->next->prev = temp;
```

```
return;
            }
            temp = temp->next;
        }
    }
void pop(struct LinkedNode** head) {
    struct LinkedNode* temp;
    temp = *head;
    if (temp != NULL) {
        *head = (*head)->next;
    }
void reverseList(struct LinkedNode** head, struct LinkedNode** tail) {
    if (*head == NULL || *tail == NULL) return;
    struct LinkedNode* prev = NULL, * curr = NULL;
    while (*head != NULL) {
        prev = curr;
        curr = *head;
        *head = (*head)->next;
        curr->next = prev;
    }
    *head = curr;
int getLen(struct LinkedNode** head) {
    int count = 0;
    if (*head == NULL) return count;
    struct LinkedNode* temp = *head;
    while (temp != NULL) {
        ++count;
        temp = temp->next;
```

```
return count;
void sortList(struct LinkedNode** head) {
    struct LinkedNode* a, * b;
    int len = getLen(head);
    for (a = *head;a != NULL;a = a->next) {
        for (b = a;b != NULL;b = b->next) {
            if (b->val < a->val) {
                // swap val;
                int tempVal = a->val;
                a->val = b->val;
                b->val = tempVal;
            }
       }
    }
int main() {
    printf("\n\n::::::: Double Linked List ::::::\n");
    struct LinkedNode** head = (struct
LinkedNode**)malloc(sizeof(struct LinkedNode*));
    struct LinkedNode** tail = (struct
LinkedNode**)malloc(sizeof(struct LinkedNode*));
    *head = NULL;
    *tail = NULL;
    int choice = 0;
    do {
        printf("\n0. Enter 0 to exit!");
        printf("\n1. Add element at the start of the list.");
        printf("\n2. Add element at the end of the list.");
        printf("\n3. Search for element.");
        printf("\n4. Search and add after.");
        printf("\n5. Search and add before.");
        printf("\n6. Display the list.");
        printf("\n7. Pop the head element.");
```

```
printf("\n8. Pop the tail element.");
        printf("\n9. Search and delete.");
        printf("\n10. Reverse the list.");
        printf("\n11. Get length of the list.");
        printf("\n12. Sort the list in Ascending order.");
        printf("\nYour choice: ");
        scanf("%d", &choice);
        int inp, src;
        switch (choice) {
        case 0:
            printf("\n\nExit...!\n\n- by Madhav Jha\n\n");
            break:
        case 1:
            printf("\n\nEnter element to add at start: ");
            scanf("%d", &inp);
            add(head, tail, inp);
            printf("\nElement added!!\n");
            break;
        case 2:
            printf("\n\nEnter element to add at end: ");
            scanf("%d", &inp);
            addToEnd(head, tail, inp);
            printf("\nElement added!!\n");
            break;
        case 3:
            printf("\n\nEnter element to search: ");
            scanf("%d", &inp);
            printf("\nIs element %d present: %d\n", inp,
searchElem(head, inp));
            break;
        case 4:
            printf("\n\nEnter element to search and add after: ");
            scanf("%d", &src);
            printf("\n\nEnter element to add: ");
            scanf("%d", &inp);
            searchAdd(head, tail, src, inp, 1);
            printf("\n");
            break;
```

```
case 5:
    printf("\n\nEnter element to search and add before: ");
    scanf("%d", &src);
    printf("\n\nEnter element to add: ");
    scanf("%d", &inp);
    searchAdd(head, tail, src, inp, 0);
    printf("\n");
    break;
case 6:
    printf("\n");
    printLinkedList(head);
    printf("\n");
    break;
case 7:
    pop(head);
    printf("\n\nElement popped!!\n");
    break;
case 8:
    deleteElem(head, tail, (*tail)->val);
    printf("\n\nElement popped!!\n");
    break;
case 9:
    printf("\n\nEnter element to delete: ");
    scanf("%d", &inp);
    deleteElem(head, tail, inp);
    printf("\n");
    break;
case 10:
    reverseList(head, tail);
    printf("\n");
    break;
case 11:
    printf("\n\nLength of the list: %d", getLen(head));
    printf("\n");
    break;
case 12:
    printf("\n\nSorted list: ");
    sortList(head);
    printLinkedList(head);
    printf("\n");
```

```
break;
    default:
        printf("\nERROR: Invalid choice!!!");
        break;
    }
} while (choice != 0);
return 0;
}
```

## Output:



























