You just released the advanced tasks of this project. Have fun!

0x12. C - Singly linked lists

C Algorithm Data structure

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Weight: 1

 $\stackrel{\text{\tiny def}}{\boxplus}$ Project over - took place from Oct 20, 2022 6:00 AM to Oct 21, 2022 6:00 AM

☑ An auto review will be launched at the deadline

In a nutshell...

• Auto QA review: 0.0/43 mandatory & 0.0/12 optional

• Altogether: 0.0%

Mandatory: 0.0%Optional: 0.0%

• Calculation: 0.0% + (0.0% * 0.0%) == 0.0%

Concepts

For this project, we expect you to look at this concept:

• Data Structures (/concepts/120)

Resources

Read or watch:

- Linked Lists (/rltoken/joxg32-tt4lUh8Afgst8tA)
- Google (/rltoken/USaZbNdfculFII-K2YPsKQ)



Learning Objectives

At the end of this project, you are expected to be able to explain to anyone (/rltoken/xtUoOGrH_fQu_r19q1Tivw), without the help of Google:

General

- · When and why using linked lists vs arrays
- · How to build and use linked lists

Copyright - Plagiarism

- You are tasked to come up with solutions for the tasks below yourself to meet with the above learning objectives.
- You will not be able to meet the objectives of this or any following project by copying and pasting someone else's work.
- · You are not allowed to publish any content of this project.
- Any form of plagiarism is strictly forbidden and will result in removal from the program.

Requirements

General

- Allowed editors: vi, vim, emacs
- All your files will be compiled on Ubuntu 20.04 LTS using gcc, using the options -Wall -Werror -Wextra -pedantic -std=gnu89
- All your files should end with a new line
- A README.md file, at the root of the folder of the project is mandatory
- Your code should use the Betty style. It will be checked using betty-style.pl
 (https://github.com/holbertonschool/Betty/blob/master/betty-style.pl) and betty-doc.pl
 (https://github.com/holbertonschool/Betty/blob/master/betty-doc.pl)
- · You are not allowed to use global variables
- No more than 5 functions per file
- The only C standard library functions allowed are malloc, free and exit. Any use of functions like printf, puts, calloc, realloc etc... is forbidden
- You are allowed to use _putchar (https://github.com/holbertonschool/_putchar.c/blob/master/_putchar.c)
- You don't have to push _putchar.c, we will use our file. If you do it won't be taken into account
- In the following examples, the main.c files are shown as examples. You can use them to test your functions, but you don't have to push them to your repo (if you do we won't take them into account). We will use our own main.c files at compilation. Our main.c files might be different from the one shown in the examples
- The prototypes of all your functions and the prototype of the function _putchar should be included in your header file called lists.h
- · Don't forget to push your header file
- · All your header files should be include guarded

More Info

Please use this data structure for this project:

```
/**
 * struct list_s - singly linked list
 * @str: string - (malloc'ed string)
 * @len: length of the string
 * @next: points to the next node
 *
 * Description: singly linked list node structure
 */
typedef struct list_s
{
    char *str;
    unsigned int len;
    struct list_s *next;
} list_t;
```

Quiz questions

Great! You've completed the quiz successfully! Keep going! (Hide quiz)

Question #0

What's a node? (select all possible answers)

- It's a server
- It's a structure with a pointer to the next node and value information
- It's a cell in an array
- It's an integer
- It's a space allocated in memory

Question #1

What's the "head" of a linked list?

- It's the last node
- lt's the node with the highest value
- It's the first node
- It's the node with the lowest value



lt's the node with the pointer to the next equals to NULL (/)	
Question #2	
What's the "tail" of a linked list?	
It's the node with the pointer to the next equals to NULL	
It's the first node	
It's the node with the highest value	
It's the node with the lowest value	
Question #3	
In a singly linked list, what are possible directions to traverse it? (select all possible answers)	
Forward	
Backward	
Question #4	
Arrays Vs Linked Lists: select all true statements	
We can add elements indefinitely to a linked list	
We can add elements indefinitely to an array	
Linked list can contain as value a structure	
Array can contain as value a structure	
We can easily remove an element from an Array	
We can easily removed an element from a Linked list	
Memory is aligned for a Linked list - each elements are back to back in the memory	
Memory is aligned for an Array - each elements are back to back in the memory	

Tasks

0. Print list mandatory

Score: 0.0% (Checks completed: 0.0%)



Write a function that prints all the elements of a $\ \ \ \$ list_t $\ \ \$ list.

- (/)
 Prototype: size_t print_list(const list_t *h);
 - Return: the number of nodes
 - Format: see example
 - If str is NULL, print [0] (nil)
 - You are allowed to use printf

```
invlien@ubuntu:~/0x12. Singly linked lists$ cat 0-main.c
#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include "lists.h"
/**
 * main - check the code
 * Return: Always 0.
int main(void)
    list_t *head;
    list_t *new;
    list_t hello = {"World", 5, NULL};
    size_t n;
    head = &hello;
    new = malloc(sizeof(list_t));
    if (new == NULL)
        printf("Error\n");
        return (1);
    }
    new->str = strdup("Hello");
    new->len = 5;
    new->next = head;
    head = new;
    n = print_list(head);
    printf("-> %lu elements\n", n);
    printf("\n");
    free(new->str);
    new->str = NULL;
    n = print_list(head);
    printf("-> %lu elements\n", n);
    free(new);
    return (0);
}
julien@ubuntu:~/0x12. Singly linked lists$ gcc -Wall -pedantic -Werror -Wextra -std=
gnu89 0-main.c 0-print_list.c -o a
julien@ubuntu:~/0x12. Singly linked lists$ ./a
[5] Hello
[5] World
-> 2 elements
[0] (nil)
[5] World
-> 2 elements
julien@ubuntu:~/0x12. Singly linked lists$
```

R(n)o: • GitHub repository: alx-low_level_programming • Directory: 0x12-singly_linked_lists • File: 0-print_list.c **☑** Done!

QA Review

1. List length mandatory Score: 0.0% (Checks completed: 0.0%)

Ask for a new correction

• Prototype: size_t list_len(const list_t *h);

Write a function that returns the number of elements in a linked list_t list.

Check your code

Help

```
julien@ubuntu:~/0x12. Singly linked lists$ cat 1-main.c
#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include "lists.h"
/**
 * main - check the code
 * Return: Always 0.
int main(void)
    list_t *head;
    list_t *new;
    list_t hello = {"World", 5, NULL};
    size_t n;
    head = &hello;
    new = malloc(sizeof(list_t));
    if (new == NULL)
        printf("Error\n");
        return (1);
    }
    new->str = strdup("Hello");
    new->len = 5;
    new->next = head;
    head = new;
    n = list_len(head);
    printf("-> %lu elements\n", n);
    free(new->str);
    free(new);
    return (0);
}
julien@ubuntu:~/0x12. Singly linked lists$ gcc -Wall -pedantic -Werror -Wextra -std=
gnu89 1-main.c 1-list_len.c -o b
julien@ubuntu:~/0x12. Singly linked lists$ ./b
-> 2 elements
julien@ubuntu:~/0x12. Singly linked lists$
```

Repo:

- GitHub repository: alx-low_level_programming
- Directory: 0x12-singly_linked_lists
- File: 1-list_len.c

☑ Done! Help Check your code Ask for a new correction QA Review

2(Add node mandatory

Score: 0.0% (Checks completed: 0.0%)

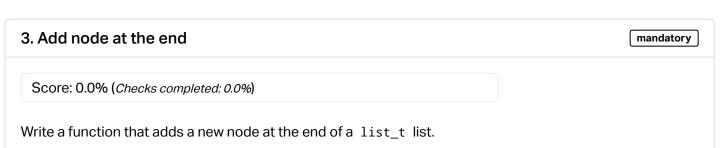
Write a function that adds a new node at the beginning of a list_t list.

- Prototype: list_t *add_node(list_t **head, const char *str);
- Return: the address of the new element, or NULL if it failed
- str needs to be duplicated
- You are allowed to use strdup



```
julien@ubuntu:~/0x12. Singly linked lists$ cat 2-main.c
#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include "lists.h"
/**
 * main - check the code
 * Return: Always 0.
int main(void)
    list_t *head;
    head = NULL;
    add_node(&head, "Alexandro");
    add_node(&head, "Asaia");
    add_node(&head, "Augustin");
    add_node(&head, "Bennett");
    add_node(&head, "Bilal");
    add_node(&head, "Chandler");
    add_node(&head, "Damian");
    add_node(&head, "Daniel");
    add_node(&head, "Dora");
    add_node(&head, "Electra");
    add_node(&head, "Gloria");
    add_node(&head, "Joe");
    add_node(&head, "John");
    add_node(&head, "John");
    add_node(&head, "Josquin");
    add_node(&head, "Kris");
    add_node(&head, "Marine");
    add_node(&head, "Mason");
    add_node(&head, "Praylin");
    add_node(&head, "Rick");
    add_node(&head, "Rick");
    add_node(&head, "Rona");
    add_node(&head, "Siphan");
    add_node(&head, "Sravanthi");
    add_node(&head, "Steven");
    add_node(&head, "Tasneem");
    add_node(&head, "William");
    add_node(&head, "Zee");
    print_list(head);
    return (0);
}
julien@ubuntu:~/0x12. Singly linked lists$ gcc -Wall -pedantic -Werror -Wextra -std=
gnu89 2-main.c 2-add_node.c 0-print_list.c -o c
julien@ubuntu:~/0x12. Singly linked lists$ ./c
[3] Zee
[7] William
[7] Tasneem
```

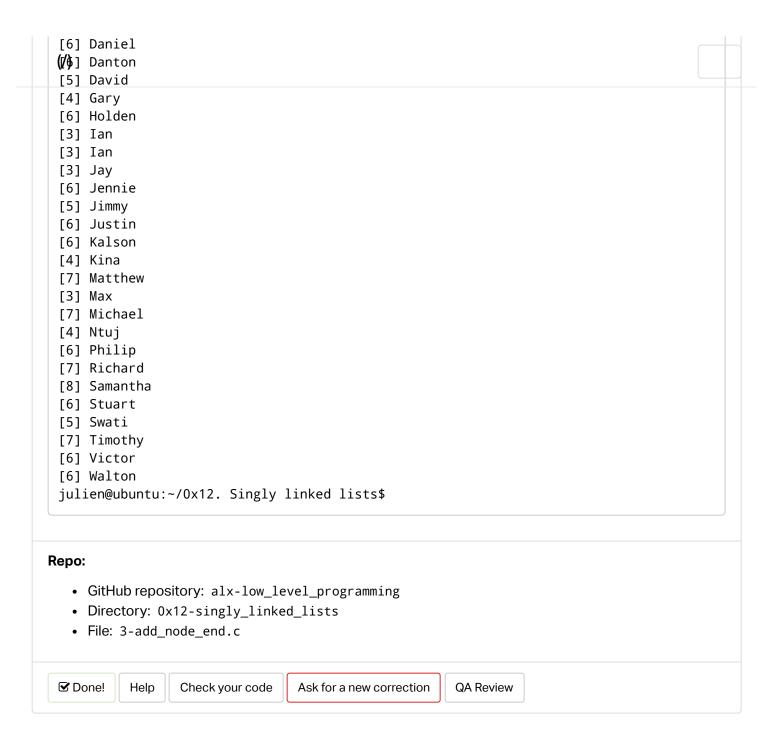




- Prototype: list_t *add_node_end(list_t **head, const char *str);
- · Return: the address of the new element, or NULL if it failed
- · str needs to be duplicated
- You are allowed to use strdup



```
julien@ubuntu:~/0x12. Singly linked lists$ cat 3-main.c
#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include "lists.h"
/**
  main - check the code
 * Return: Always 0.
int main(void)
    list_t *head;
    head = NULL;
    add_node_end(&head, "Anne");
    add_node_end(&head, "Colton");
    add_node_end(&head, "Corbin");
    add_node_end(&head, "Daniel");
    add_node_end(&head, "Danton");
    add_node_end(&head, "David");
    add_node_end(&head, "Gary");
    add_node_end(&head, "Holden");
    add_node_end(&head, "Ian");
    add_node_end(&head, "Ian");
    add_node_end(&head, "Jay");
    add_node_end(&head, "Jennie");
    add_node_end(&head, "Jimmy");
    add_node_end(&head, "Justin");
    add_node_end(&head, "Kalson");
    add_node_end(&head, "Kina");
    add_node_end(&head, "Matthew");
    add_node_end(&head, "Max");
    add_node_end(&head, "Michael");
    add_node_end(&head, "Ntuj");
    add_node_end(&head, "Philip");
    add_node_end(&head, "Richard");
    add_node_end(&head, "Samantha");
    add_node_end(&head, "Stuart");
    add_node_end(&head, "Swati");
    add_node_end(&head, "Timothy");
    add_node_end(&head, "Victor");
    add_node_end(&head, "Walton");
    print_list(head);
    return (0);
}
julien@ubuntu:~/0x12. Singly linked lists$ gcc -Wall -pedantic -Werror -Wextra -std=
gnu89 3-main.c 3-add_node_end.c 0-print_list.c -o d
julien@ubuntu:~/0x12. Singly linked lists$ ./d
[4] Anne
[6] Colton
[6] Corbin
```





```
إنها ien@ubuntu:~/0x12. Singly linked lists$ cat 4-main.c
#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include "lists.h"
/**
 * main - check the code
 * Return: Always 0.
int main(void)
    list_t *head;
    head = NULL;
    add_node_end(&head, "Bob");
    add_node_end(&head, "&");
    add_node_end(&head, "Kris");
    add_node_end(&head, "love");
    add_node_end(&head, "asm");
    print_list(head);
    free_list(head);
    head = NULL;
    return (0);
}
julien@ubuntu:~/0x12. Singly linked lists$ gcc -Wall -pedantic -Werror -Wextra -std=
gnu89 4-main.c 4-free_list.c 3-add_node_end.c 0-print_list.c -o e
julien@ubuntu:~/0x12. Singly linked lists$ valgrind ./e
==3598== Memcheck, a memory error detector
==3598== Copyright (C) 2002-2015, and GNU GPL'd, by Julian Seward et al.
==3598== Using Valgrind-3.11.0 and LibVEX; rerun with -h for copyright info
==3598== Command: ./e
==3598==
[6] Bob
[1] &
[3] Kris
[4] love
[3] asm
==3598==
==3598== HEAP SUMMARY:
             in use at exit: 0 bytes in 0 blocks
==3598==
           total heap usage: 11 allocs, 11 frees, 1,166 bytes allocated
==3598==
==3598==
==3598== All heap blocks were freed -- no leaks are possible
==3598==
==3598== For counts of detected and suppressed errors, rerun with: -v
==3598== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
julien@ubuntu:~/0x12. Singly linked lists$
```

• GitHub repository: alx-low_level_programming

(/). Directory: 0x12-singly_linked_lists

• File: 4-free_list.c

☑ Done!

Help

Check your code

Ask for a new correction

QA Review

5. The Hare and the Tortoise

#advanced

Score: 0.0% (Checks completed: 0.0%)



Write a function that prints You're beat! and yet, you must allow, \n I bore my house upon my back! \n before the main function is executed.

• You are allowed to use the printf function

```
julien@ubuntu:~/0x12. Singly linked lists$ cat 100-main.c
#include <stdio.h>
  * main - check the code
  * Return: Always 0.
 int main(void)
 {
     printf("(A tortoise, having pretty good sense of a hare's nature, challenges one
 to a race.)\n");
     return (0);
 }
 julien@ubuntu:~/$ gcc -Wall -pedantic -Werror -Wextra -std=gnu89 100-main.c 100-firs
 t.c -o first
 julien@ubuntu:~/$ ./first
 You're beat! and yet, you must allow,
 I bore my house upon my back!
 (A tortoise, having pretty good sense of a hare's nature, challenges one to a race.)
 julien@ubuntu:~/$
Repo:

    GitHub repository: alx-low_level_programming

   • Directory: 0x12-singly_linked_lists
   • File: 100-first.c
```

6. Real programmers can write assembly code in any language

#advanced

Score: 0.0% (Checks completed: 0.0%)

Help

☑ Done!

Write a 64-bit program in assembly that prints Hello, Holberton, followed by a new line.

Ask for a new correction

QA Review

• You are only allowed to use the printf function

Check your code

- You are not allowed to use interrupts
- Your program will be compiled using nasm and gcc:

```
julien@ubuntu:~/$ nasm -f elf64 101-hello_holberton.asm && gcc -no-pie -std=gnu89 10
1-hello_holberton.o -o hello
julien@ubuntu:~/$ ./hello
Hello, Holberton
julien@ubuntu:~/$
```

• GitHub repository: alx-low_level_programming • Directory: 0x12-singly_linked_lists • File: 101-hello_holberton.asm | Done! | Help | Check your code | Ask for a new correction | >_ Get a sandbox | QA Review |

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