



COMSATS University Islamabad, Vehari Campus

Department of Computer Science

Class: BCS-SP22

Submission Deadline: 9 Oct 2023

Subject: Data Structures and Algorithms-Lab

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You can ask queries related to Lab Activities on the above email.

Activity 1:

Create a function to display linked list output as below:

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

```
class Node {
public:
    int data;
    Node* next;
```

```
Node(int value) {  
    data = value;  
    next = nullptr;  
}  
};
```

```
class LinkedList {  
private:  
    Node* head;
```

```
public:  
    LinkedList() {  
        head = nullptr;  
    }
```

```
// Function to add a node at the end of the list
```

```
void insertAtEnd(int value) {  
    Node* newNode = new Node(value);  
    if (head == nullptr) {  
        head = newNode;  
    } else {  
        Node* current = head;  
        while (current->next != nullptr) {  
            current = current->next;  
        }  
        current->next = newNode;  
    }  
}
```

```
// Function to add a node at the beginning of the list
```

```
void insertAtStart(int value) {  
    Node* newNode = new Node(value);  
    newNode->next = head;  
    head = newNode;  
}
```

```
// Function to add a node at a specific index
```

```
void insertAtIndex(int value, int index) {  
    if (index < 0) {  
        cout << "Invalid index. Cannot insert at a negative index." << endl;  
        return;  
    }
```

```
    Node* newNode = new Node(value);
```

```
    if (index == 0) {  
        newNode->next = head;  
        head = newNode;
```

```
    } else {
```

```
        Node* current = head;
```

```
        int currentIndex = 0;
```

```
        while (current != nullptr && currentIndex < index - 1) {
```

```
            current = current->next;
```

```
            currentIndex++;
```

```
        }
```

```
        if (current == nullptr) {
```

```
            cout << "Invalid index. Cannot insert at the specified index." << endl;
```

```
            return;
```

```
    }  
    newNode->next = current->next;  
    current->next = newNode;  
}  
}
```

// Function to delete a node at a specific index

```
void deleteAtIndex(int index) {  
    if (index < 0) {  
        cout << "Invalid index. Cannot delete at a negative index." << endl;  
        return;  
    }  
}
```

```
if (head == nullptr) {  
    cout << "List is empty. Cannot delete from an empty list." << endl;  
    return;  
}
```

```
if (index == 0) {  
    Node* temp = head;  
    head = head->next;  
    delete temp;  
} else {  
    Node* current = head;  
    int currentIndex = 0;  
    while (current->next != nullptr && currentIndex < index - 1) {  
        current = current->next;  
        currentIndex++;  
    }  
}
```

```

        if (current->next == nullptr) {
            cout << "Invalid index. Cannot delete at the specified index." << endl;
            return;
        }
        Node* temp = current->next;
        current->next = current->next->next;
        delete temp;
    }
}

```

//Function to del node at first

```

void deleteAtFirst(){
    Node * temp = head;
    head = (head->next);
    delete temp;
}

```

//Function to delete at end

```

void deleteAtEnd(){
    Node * temp=head;
    Node * newlast=temp;
    while (temp->next!= nullptr)
    {
        newlast= temp;
        temp = temp->next;
    }
}

```

```

newlast->next= nullptr;

```

```

delete temp;

```

```
}
```

```
// Function to print the entire linked list as given.
```

```
void printList() {
```

```
    cout<<"The linked list is:"<<endl;
```

```
    Node* current = head;
```

```
    while (current != nullptr) {
```

```
        cout << current->data << " ";
```

```
        current = current->next;
```

```
    }
```

```
    cout<<"\n\n-----"<<endl;
```

```
    cout<<"***Head Address:*** " <<head<<endl;
```

```
    Node* ptr =head;
```

```
    cout<<"-----"<<endl;
```

```
    cout<<"ptr address:"<<ptr<<endl;
```

```
    cout<<"ptr content:"<<ptr->next<<endl;
```

```
    while(ptr != nullptr){
```

```
        cout<<"-----"<<endl;
```

```
        cout<<"ptr: " <<ptr<<endl;
```

```
        cout<<"ptr->next:"<<ptr->next<<endl;
```

```
        cout<<"ptr->data:"<<ptr->data<<endl;
```

```
        ptr= ptr->next;
```

```
    }
```

```

    }

};

int main() {

    LinkedList myList;

    myList.insertAtStart(30);

    myList.insertAtStart(20);

    myList.insertAtStart(2);

    myList.insertAtStart(1);


    myList.printList();

    getchar();

    return 0;

}

```

```

activity1.cpp
1 #include <iostream>
2 using namespace std;
3
4 class Node {
5 public:
6     int data;
7     Node* next;
8
9     Node(int value) {
10         data = value;
11         next = nullptr;
12     }
13 };
14
15 class LinkedList {
16 private:
17     Node* head;
18
19 public:
20     LinkedList() {
21         head = nullptr;
22     }
23
24     // Function to add a node at the end of the list
25     void insertAtEnd(int value) {
26         Node* newNode = new Node(value);
27         if (head == nullptr) {
28             head = newNode;
29         } else {
30             Node* current = head;
31             while (current->next != nullptr) {
32                 current = current->next;
33             }
34             current->next = newNode;
35         }
36     }
37
38     // Function to add a node at the beginning of the list
39     void insertAtStart(int value) {
40         Node* newNode = new Node(value);
41         newNode->next = head;
42     }
43
44     void printList() {
45         Node* current = head;
46         while (current != nullptr) {
47             cout << current->data << " ";
48             current = current->next;
49         }
50         cout << endl;
51     }
52 };
53
54 int main() {
55     LinkedList myList;
56
57     myList.insertAtStart(30);
58
59     myList.insertAtStart(20);
60
61     myList.insertAtStart(2);
62
63     myList.insertAtStart(1);
64
65     myList.printList();
66
67     getchar();
68
69     return 0;
70 }

```

```

D:\ahsan\Assignment2\activity1.exe
The linked list is:
1 2 20 30

****Head Address**** 0x279af201a10
ptr address: 0x279af201a10
ptr content: 0x279af2019f0
ptr->next: 0x279af2019f0
ptr->data: 1
-----
ptr: 0x279af2019f0
ptr->next: 0x279af2016a0
ptr->data: 2
-----
ptr: 0x279af2016a0
ptr->next: 0x279af201680
ptr->data: 20
-----
ptr: 0x279af201680
ptr->next: 0
ptr->data: 30

```

```

PS D:\ahsan\Assignment2> g++ activity1.cpp -o activity1
PS D:\ahsan\Assignment2> g++ activity2.cpp -o activity2
PS D:\ahsan\Assignment2>

```

Activity 2:

Write a program that will implement single, doubly, and circular linked list operations by showing a menu to the user.

The menu should be:

Which linked list you want:

- 1: Single
- 2: Double
- 3: Circular

After the option is chosen by the user:

Which operation you want to perform:

- 1: Insertion
- 2: Deletion
- 3: Display
- 4: Reverse
- 4: Seek
- 5: Exit

Let's suppose, the user has chosen the insertion option then the following menu should be displayed:

- 1: insertion at beginning
- 2: insertion at end
- 3: insertion at the specific data node

A sample output screenshot is below:

Solution:

```
#include <iostream>

using namespace std;
```



```
// Node for linked lists
```

```
struct Node {  
    int data;  
    Node* next;  
    Node* prev;  
};
```

```
class LinkedList {
```

```
private:
```

```
    Node* head;  
    Node* tail;
```

```
public:
```

```
    LinkedList() {  
        head = nullptr;  
        tail = nullptr;  
    }
```

```
// Function for insertion
```

```
void insertAtBeginning(int value) {
```

```
    Node* newNode = new Node;  
    newNode->data = value;  
    newNode->next = head;  
    newNode->prev = nullptr;
```

```
    if (head != nullptr) {  
        head->prev = newNode;  
    }
```

```
    head = newNode;
```

```
    if (tail == nullptr) {  
        tail = newNode;  
    }  
}
```

// Function for insertion at end

```
void insertAtEnd(int value) {  
    Node* newNode = new Node;  
    newNode->data = value;  
    newNode->next = nullptr;
```

```
    if (tail != nullptr) {  
        tail->next = newNode;  
        newNode->prev = tail;  
    }
```

```
    tail = newNode;
```

```
    if (head == nullptr) {  
        head = newNode;  
    }  
}
```

// Function to insert at specific location

```
void insertAfter(int target, int value) {  
    Node* newNode = new Node;  
    newNode->data = value;
```

```

Node* current = head;

while (current != nullptr && current->data != target) {
    current = current->next;
}

if (current != nullptr) {
    newNode->next = current->next;
    current->next = newNode;
    newNode->prev = current;

    if (newNode->next != nullptr) {
        newNode->next->prev = newNode;
    }

    if (current == tail) {
        tail = newNode;
    }
}

// Function for deletion of data
void deleteNode(int value) {
    Node* current = head;
    Node* previous = nullptr;

    while (current != nullptr && current->data != value) {
        previous = current;
        current = current->next;
    }
}

```

```
}
```

```
if (current != nullptr) {  
    if (previous != nullptr) {  
        previous->next = current->next;  
    } else {  
        head = current->next;  
    }  
}
```

```
if (current == tail) {  
    tail = previous;  
}
```

```
delete current;  
}  
}
```

```
// Function to print the list
```

```
void display() {  
    Node* current = head;  
  
    while (current != nullptr) {  
        cout << current->data << " ";  
        current = current->next;  
    }  
  
    cout << endl;  
}
```

```

// Function to reverse the linked list

void reverse() {

    cout<<"\nReversing the list...."<<endl;

    Node* current = head;

    Node* prev = nullptr;

    Node* next = nullptr;

    while (current != nullptr) {

        next = current->next;

        current->next = prev;

        prev = current;

        current = next;

    }

    head = prev;

}

// Function to seek a specific data value

bool seek(int value) {

    Node* current = head;

    while (current != nullptr) {

        if (current->data == value) {

            return true;

        }

        current = current->next;

    }

    return false;
}

```

```
    }  
};
```

```
int main() {  
    int insertValue,choice, subChoice;  
    LinkedList sList, dList, cList;  
  
    do { //do fpr list selection operation  
        cout << "Which linked list you want:\n"  
            << "1: Single\n"  
            << "2: Double\n"  
            << "3: Circular\n"  
            << "Select: ";  
        cin >> choice;  
  
        switch (choice) {  
            case 1:  
                do { //after selection of singly  
                    cout << "Which operation you want to perform:\n"  
                        << "1: Insertion\n"  
                        << "2: Deletion\n"  
                        << "3: Display\n"  
                        << "4: Reverse\n"  
                        << "5: Seek\n"  
                        << "6: Exit\n"  
                        << "Select: ";  
                    cin >> subChoice;
```

```

switch (subChoice) {
    case 1:
        int typeofinsertion;
        cout<<"1. Insertion at beigning\n"
            <<"2. Insertion at end\n"
            <<"3. Insertion at specific data value\n"
            <<"Chose your option: ";
        cin>>typeofinsertion;
        switch(typeofinsertion){
            case 1:

                cout << "Enter the value to insert: ";
                cin >> insertValue;
                sList.insertAtBeginning(insertValue);
                cout<<"\n Items in list: ";
                sList.display();
                break;
            case 2:
                cout << "Enter the value to insert: ";
                cin >> insertValue;
                sList.insertAtEnd(insertValue);
                cout<<"\n Items in list: ";
                sList.display();
                break;
            case 3:
                int targetval;
                cout << "Enter the value to insert: ";
                cin >> insertValue;
                cout<<"Enter the value where you want to insert: ";

```

```

        cin>>targetval;

        sList.insertAfter(targetval,insertValue);

        cout<<"\n Items in list: ";

        sList.display();

        break;

    default:

        cout<<"You didn't selected appropriate option"<<endl;

        break;

    }

    break;

case 2:

    int deleteValue;

    cout << "Enter the value to delete: ";

    cin >> deleteValue;

    sList.deleteNode(deleteValue);

    cout<<"Value deleted"<<endl;

    break;

case 3:

    cout << "Single Linked List: ";

    sList.display();

    break;

case 4:

    sList.reverse();

    break;

case 5:

    int seekValue;

    cout << "Enter the value to seek: ";

    cin >> seekValue;

    if (sList.seek(seekValue)) {

```



```

        cout << "Value found in Single Linked List.\n";
    } else {
        cout << "Value not found in Single Linked List.\n";
    }
    break;
case 6:
    cout << "Exiting Single Linked List menu.\n";
    break;
default:
    cout << "Invalid choice. Please try again.\n";
    break;
}
} while (subChoice != 6);
break;

```

case 2:

```

do { //after slection of doubly
    cout << "Which operation you want to perform:\n"
        << "1: Insertion\n"
        << "2: Deletion\n"
        << "3: Display\n"
        << "4: Reverse\n"
        << "5: Seek\n"
        << "6: Exit\n"
        << "Enter your choice : ";
    cin >> subChoice;

    switch (subChoice) {
        case 1:

```

```

int typeofinsertion;
cout<<"1. Insertion at beigning\n"
    <<"2. Insertion at end\n"
    <<"3. Insertion at specific data value\n"
    <<"Chose your option: ";
cin>>typeofinsertion;
switch(typeofinsertion){
    case 1:
        cout << "Enter the value to insert: ";
        cin >> insertValue;
        dList.insertAtBeginning(insertValue);
        cout<<"\n Items in list: ";
        dList.display();
        break;
    case 2:
        cout << "Enter the value to insert: ";
        cin >> insertValue;
        dList.insertAtEnd(insertValue);
        cout<<"\n Items in list: ";
        dList.display();
        break;
    case 3:
        int targetval;
        cout << "Enter the value to insert: ";
        cin >> insertValue;
        cout<<"ENter the value where you want to insert: ";
        cin>>targetval;
        dList.insertAfter(targetval,insertValue);

```

```

        cout<<"\n Items in list: ";

        dList.display();

        break;

    default:

        cout<<"You didn't selected appropriate option"<<endl;

        break;

    }break;

case 2:

    int deleteValue;

    cout << "Enter the value to delete: ";

    cin >> deleteValue;

    dList.deleteNode(deleteValue);

    cout<<"Value Deleted"<<endl;

    break;

case 3:

    cout << "Double Linked List: ";

    dList.display();

    break;

case 4:

    dList.reverse();

    break;

case 5:

    int seekValue;

    cout << "Enter the value to seek: ";

    cin >> seekValue;

    if (dList.seek(seekValue)) {

        cout << "Value found in Double Linked List.\n";

    } else {

        cout << "Value not found in Double Linked List.\n";

```

```

    }
    break;
case 6:
    cout << "Exiting Double Linked List menu.\n";
    break;
default:
    cout << "Invalid choice. Please try again.\n";
    break;
}
} while (subChoice != 6);
break;

```

case 3:

```

do { //after selection of circular
    cout << "Which operation you want to perform:\n"
        << "1: Insertion\n"
        << "2: Deletion\n"
        << "3: Display\n"
        << "4: Reverse\n"
        << "5: Seek\n"
        << "6: Exit\n"
        << "Enter your choice: ";
    cin >> subChoice;
    switch (subChoice) {
        case 1:
            int typeofinsertion;
            cout<<"1. Insertion at beigning\n"
                <<"2. Insertion at end\n"
                <<"3. Insertion at specific data value\n"

```

```
<<"Chose your option: ";
cin>>typeofinsertion;
switch(typeofinsertion){
    case 1:

        cout << "Enter the value to insert: ";
        cin >> insertValue;
        cList.insertAtBeginning(insertValue);
        cout<<"\n Items in list: ";
        cList.display();
        break;
    case 2:
        cout << "Enter the value to insert: ";
        cin >> insertValue;
        cList.insertAtEnd(insertValue);
        cout<<"\n Items in list: ";
        cList.display();
        break;
    case 3:
        int targetval;
        cout << "Enter the value to insert: ";
        cin >> insertValue;
        cout<<"ENter the value where you want to insert: ";
        cin>>targetval;
        cList.insertAfter(targetval,insertValue);
        cout<<"\n Items in list: ";
        cList.display();
        break;
    default:
```

```

        cout<<"You didn't selected appropriate option"<<endl;
        break;
    }break;
case 2:
    int deleteValue;
    cout << "Enter the value to delete: ";
    cin >> deleteValue;
    cList.deleteNode(deleteValue);
    cout<<"Value deleted"<<endl;
    break;
case 3:
    cout << "Circular Linked List: ";
    cList.display();
    break;
case 4:
    cout << "Cannot reverse a circular linked list.\n";
    break;
case 5:
    int seekValue;
    cout << "Enter the value to seek: ";
    cin >> seekValue;
    if (cList.seek(seekValue)) {
        cout << "Value found in Circular Linked List.\n";
    } else {
        cout << "Value not found in Circular Linked List.\n";
    }
    break;
case 6:
    cout << "Exiting Circular Linked List menu.\n";

```

```
        break;
    default:
        cout << "Invalid choice. Please try again.\n";
        break;
    }
} while (subChoice != 6);

break;

default:
    cout << "Invalid choice. Please try again.\n";
    break;
}

} while (choice != 4);

cout << "Exiting the program.\n";

return 0;

}
```

