

DSA-ASSIGNMENT-2

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- 1) ~~Write a C program to insert and delete~~
an element at the n th and k th position in
a linked list where n and k are taken
from user.*/

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

struct node {
    int data;
    struct node * next;
};

struct node * head;

void insert (int data, int data)
{
    Node * temp = new node ();
    temp->next = NULL;
    if (n == 1)
    {
        temp->next = head;
        head = temp;
        return;
    }
    void delete
    {
        struct Node * temp = head;
        if (k == 1)
        {
            head = temp->next;
            return;
        }
        Node * temp = head;
```

```
for (int j = 0 ; j < n-2 ; j++)  
temp = temp->next;
```

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

```
void print (l);
```

```
for (int j = 0 ; j < k-2 ; j++)
```

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

```
free(temp);
```

```
int main()
```

```
{  
int n, k;
```

```
head = NULL;
```

```
printf ("Give the position for insertion  
scanf ("%d", &n);
```

```
scanf ("%d", &k);
```

```
insert (k, n);
```

```
printf ("Give the position for deletion  
scanf ("%d", &k);
```

```
delete (k);
```

```
printf ("%d",
```

```
return;
```

```
}
```

2)

/* c program to construct a new linked list by merging alternative nodes and two lists ~~for~~ */

sol:-

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

struct node {
    int data;
    struct node *next;
}

void Print list (struct node *head)
{
    printf ("id -> ", ptr->data);
    ptr = ptr->next;
    printf ("Null\n");
}

void Push (struct node *head, int data)
{
    struct node *new = (struct node)
    malloc (sizeof (struct node));
    new->data = data;
    new->next = *head;
    *head = new;
}
```

```
void main()
```

```
{  
    int keys[] = {1, 2, 3, 4, 5, 6, 7};
```

```
    int n = size of (keys) 12
```

```
    struct node* l = Null; *m = Null;
```

```
    for (int i = n-1; i > 0; i = i-1)
```

```
        Push(&l, keys[i]);
```

```
    for (int i = n-2; i >= 0; i = i-2)
```

```
        Push(&m, keys[i]);
```

```
    struct node* head = merge(l, m);
```

```
    Print list (head);  
}
```

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/*c program to find all the elements in
the stack whose sum is equal to k*/

~~#include <stdio.h>~~

#include <stdio.h>

int top = -1;

int a;

char stack [100];

void push (int a);

char pop ();

int main()

{

int j, n, x, y, z, k, sum = 0, count = 1;

printf ("Give ~~enter~~ the no. of elements");

struct node *merge (struct node *a, struct node *b)

{
 struct node *false;
 struct node *fail = ~~false~~;

false->next = NULL;

while (1)

{ if (a == NULL)

{

fail->next = b;
 break;

}

else if (b == NULL)

{

fail->next = a;
 break;

}

else

{

fail->next = a;
 fail = a->next;

}

a = a->next;

fail->next = b;

}

}

}

}

}

}

}

}

}

}

}

```

scanf ("%d", &n);
for (j=0; j < n; j++) {
    printf ("Give the next element ");
    scanf ("%d", &x);
    push(x);
}
printf ("Provide the sum to verify");
scanf ("%d", &k);
for (j=0; j < n; j++) {
    y = pop();
    sum = sum + y;
    cout = count + 1;
    if (sum == k) {
        for (int i=0; i < count; i++)
            printf ("%d", stack[i]);
        break;
    }
    push(y);
}
if (count == 1)
    printf ("It is not equal to the sum");
}

void push(int a) {
    if (top == 2) {
        printf ("In stack is full");
        return;
    }
}

```

```

top = 1;
stack[top] = a;
}
char pop()
{
    if (stack[top] == -1)
    {
        printf("The stack is fully empty");
        return 0;
    }
    a = stack[top];
    top = top - 1;
    return a;
}

```

4. /* C Program to print two elements in
 queue i. in reverse order
 ii. in alternate order.

```

#include <stdio.h>
#define size 20
void insert(int);
void delete();
int queue[size], x = -1, y = -1;
void main()
{
    int value, choice;
    while (1)
    {
        printf("1. Insertion");
        printf("2. Deletion");
        printf("3. Print reverse");
        printf("4. Print Alternate");
        printf("5. Exit");
        printf("Choose one option");
        scanf("%d", &choice);
        switch

```



```
switch (choice) {
```

```
case 1:
```

```
printf ("Value to insert ");
```

```
scanf ("%d", &value);
```

```
insert (value);
```

```
break;
```

```
case 2:
```

```
printf ("Enter the value to delete ");
```

```
delete ();
```

```
break;
```

```
case 3:
```

```
printf ("The reversed queue is ");
```

```
for (int j = size - 1; j >= 0; j--)
```

```
{
```

```
if (queue[j] == 0)
```

```
continue;
```

```
printf ("%d", queue[j]);
```

```
break;
```

```
case 4:
```

```
printf ("Alternate element is ");
```

```
for (int j = 0; j < size; j += 2)
```

```
{ if (queue[j] == 0)
```

```
continue;
```

```
printf ("%d", queue[j]);
```

```
break;
```

```
case 5:
```

```
exit(0);
```

```
default:
```

```
printf ("Wrong option");
```

```
}
```

```

void insertAtValue() {
    if (x == 0 || x == size - 1 || x == y + 1) {
        printf("The insertion is not at all possible");
        return;
    }
    if (x == -1) {
        x = 0;
        y = (y + 1) % size;
        queue[y].value = value;
        printf("The insertion is done");
    }
}

void delete() {
    if (x == -1) {
        printf("deletion is not at all possible");
        return;
    }
    printf("The deletion is done");
    x = (x + 1) % size;
    if (x == y) {
        x = y = -1;
    }
}

```

- 5)
1. How array is different from the linked list.
- The major differences between array and linked list are:-
- 1) Arrays are index-based data structure where each element is associated with an index. And the linked list relies on references where each node consists of the data and the reference to the

previous and next element;

99) Elements are sorted consecutively in array whereas it is sorted randomly in linked list.

99) /* C Program to add the first element of one list to another list */

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

```
struct node
{
    int data;
    struct node *next;
};
```

```
void push(struct node **head_ref,
          int new_data)
```

```
{
    struct node *new_node = (struct node *)
        malloc(sizeof(struct node));
    new_node->data = new_data;
```

```
new_node->next = (*head_ref);
(*head_ref) = new_node;
}
```

```
void printList(struct node *head)
{
    while(head != NULL)
```

```
{
    printf("%d ", head->data);
    head = head->next;
}
```

```

void merge(struct node* x, struct node* y)
{
    struct node* x_curr = x, *y_curr = y;
    struct node* x_next, *y_next;
    while (x_curr != Null && y_curr != Null)
    {

```

```

        x_next = x_curr->next;
        y_next = y_curr->next;
        y_curr->next = x_next;
        x_curr->next = y_curr;
        x_curr = x_next;
        y_curr = y_next;
    }

```

```

    *y = y_curr;
}

```

```

int main()
{

```

```

    struct node* x = Null, *y = Null;
    push(&x, 1);
    push(&x, 2);
    push(&x, 3);
    printf("The only first linked list is ");
    print_list(x);
    push(&y, 4);
    push(&y, 5);
    push(&y, 6);
    printf("second linked list");
    print_list(y);
}

```

```


```

```


```

```


```

```


```

```


```

```


```

```


```

```


```

```


```

```
merge (x, y);  
Print 1st corrected first linked list;  
Print list = (p);  
Print ("corrected second linked list");  
Print list = (z);  
getchar();  
return (0);  
}
```