

DS LAB PROGRAM 7 WRITE UP

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lab program (7)

```
#include <stdio.h>
#include <conio.h>
struct node
{
    int info;
    struct node *link;
};
typedef struct node *NODE;
NODE getnode()
{
    NODE *x;
    x = (NODE) malloc (sizeof (struct node));
    if (x == NULL)
    {
        printf ("mem full\n");
        exit (0);
    }
    return x;
}

NODE insert_rear (NODE first, int item)
{
    NODE temp, cur;
    temp = getnode();
    temp -> info = item;
    temp -> link = NULL;
    if (first == NULL)
        return temp;
    cur = first;
    while (cur -> link != NULL)
        cur = cur -> link;
    cur -> link = temp;
```

```
return first;
```

```
}
```

```
void display (NODE first).
```

```
{
```

```
    NODE temp;
```

```
    if (first == NULL) {
```

```
        printf ("list empty"),
```

```
        printf ("contents of lists : \n");
```

```
        for (temp = first; temp != NULL; temp = temp->link)
```

```
        {
```

```
            printf ("1.d \n", temp->info);
```

```
        }
```

```
    }
```

```
NODE concat (NODE first, NODE second)
```

```
{
```

```
    NODE cur;
```

```
    if (first == NULL)
```

```
        return second;
```

```
    if (second == NULL)
```

```
        return first;
```

```
    cur = first;
```

```
    while (cur->link != NULL)
```

```
        cur = cur->link;
```

```
    cur->link = second;
```

```
    return first;
```

```
}
```

```
NODE reverse (NODE first)
```

```
{
```

```
    NODE cur, temp;
```

```
    cur = NULL;
```

```
    while (first != NULL)
```

```

    {
        temp = first;
        first = first->link;
        temp->link = cur;
        cur = temp;
    }
    return cur;
}

```

```

NODE *order = list (int item; NODE
    first)

```

```

NODE *temp, *prev, *cur;
temp = getnode ();
temp->info = item;
temp->link = NULL;
if (first == NULL) return temp;
if (item < first->info)
{
    temp->link = first;
    return temp;
}

```

```

prev = cur;
cur = cur->link;
}

```

```

prev->link = temp;
temp->link = cur;
return first;
}

```

```

void main ()
{

```

```

    int item, choice, pos, i, n;
    NODE *first = NULL, *a, *b;
}

```

```

    {
        temp = first;
        first = first->link;
        temp->link = cur;
        cur = temp;
    }
    return cur;
}

```

```

NODE *order = list (int item; NODE
    first)

```

```

NODE *temp, *prev, *cur;
temp = getnode ();
temp->info = item;
temp->link = NULL;
if (first == NULL) return temp;
if (item < first->info)
{
    temp->link = first;
    return temp;
}

```

```

prev = cur;
cur = cur->link;
}

```

```

prev->link = temp;
temp->link = cur;
return first;
}

```

```

void main ()
{

```

```

    int item, choice, pos, i, n;
    NODE *first = NULL, *a, *b;
}

```


for (i)

printf ("1. insert front\n2. concat\n3.
reverse\n4. display\n5. order list
6. exit\n");

printf ("enter your choice\n");
scanf ("%d", &choice);
switch (choice)

{
case 1: printf ("enter the item\n");
scanf ("%d", &item);
first = insert-front (first, item);
break;

case 2: printf ("enter the no of nodes
in 1\n");

scanf ("%d", &n);
a = NULL;
for (i=0; i<n; i++)

{
printf ("enter the item\n");
scanf ("%d", &item);
a = insert-rear (a, item);

}

printf ("enter the no of nodes in 2\n");
scanf ("%d", &n);

b = NULL;
for (i=0; i<n; i++)

{
printf ("enter the item\n");
scanf ("%d", &item);
b = insert-rear (b, item);

}

```

a = concat(a, b);
display(a);
break;
case 3: first = reverse(first);
        display(first);
        break;
case 4: display(first);
        break;
case 5: printf("enter the item-
            be inserted in ordered-list");
        scanf("%d", &item);
        first = order-list(item, first);
        break;
default: exit(0);
}
3
3

```