

WAP to implement singly linked list with following operations :-

- a) Create a linked list
- b) Insertion of a node at first position, at any position and at end of list
- c) Deletion of first element, specified element and last element in the list
- d) Display the contents of the linked list.

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

```
#include <stdlib.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 ("memory full \n");
```

```
        exit (0);
```

```
} return x;
```

```
}
```

Date \_\_\_\_\_

void freenode (NODE x)  
{  
    free(x);  
}

NODE insert-front (NODE first, int item)  
{

    NODE temp;  
    temp = getnode();  
    temp->info = item;  
    temp->link = NULL;  
    if (first == NULL)  
        return temp;  
    temp->link = first;  
    first = temp;  
    return first;  
}

NODE delete-front (NODE first)  
{

    NODE temp;  
    if (first == NULL)

        printf ("list is empty cannot delete \n");  
        return first;  
    }

    temp = first;

    if (first == NULL)

        temp = temp->link;

        printf ("item deleted at front end is = %d\n",  
                first->info);

        free(first);

    } return temp;

5 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;
```

6 NODE delete\_rear(NODE first)

```
NODE cur, prev;  
if (first == NULL)
```

```
printf ("list is empty cannot delete \n");  
return first;
```

```
if (first -> link == NULL)
```

```
printf ("item deleted is %d \n", first -> info);  
free(first);  
return NULL;
```

```
prev = NULL;
```

```
cur = first;
```

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

```
    prev = cur;  
    cur = cur->link;  
}  
printf ("item deleted at rear end is %d", cur->info);  
free (cur);  
prev->link = NULL;  
return first;  
}
```

```
NODE delete_pos (int pos, NODE first)
```

```
{  
    NODE prev, cur;  
    int count;  
    if (first == NULL || pos <= 0)  
        {
```

```
        printf ("Invalid position\n");  
        return NULL;
```

```
}  
if (pos == 1)
```

```
{  
    cur = first;  
    first = first->link;  
    free (node (cur));  
    return first;
```

```
    prev = NULL;  
    cur = first;  
    count = 1;  
    while (cur != NULL)
```

```
{  
    if (count == pos)
```

```

    } break;
}

```

```

prev = cur;
cur = cur -> link;
count++;

```

```

if (count != pos)
{

```

```

    printf ("Invalid position \n");
    return first;
}

```

```

prev -> link = cur -> link;

```

```

freeNode (cur);

```

```

return first;
}

```

```

NODE insert_pos ( int item, int pos, NODE first )
{

```

```

NODE temp, cur, prev;
int count;

```

```

temp = getNode ();

```

```

temp -> info = item;

```

```

temp -> link = NULL;

```

```

if (first == NULL && pos == 1)
{

```

```

    return temp;
}

```

```

if (first == NULL)
{

```

```

    printf ("Invalid position \n");
    return NULL;
}

```



Date \_\_\_\_\_

if ( pos == 1 )

{  
    temp → link = first;  
    return temp;  
}count = 1;  
prev = NULL;

cur = first;

while ( cur != NULL &amp; &amp; count != pos )

{  
    prev = cur;  
    cur = cur → link;  
    count ++;  
}

if ( count == pos )

{  
    prev → link = temp;  
    temp → link = cur;  
    return first;  
}

printf (" Invalid position position \n ");

return first;

void display ( NODE first )

{  
    NODE temp ;

if ( first == NULL )

printf (" list empty cannot display items \n );  
for ( temp = first, temp != NULL, temp = temp → link ){  
    printf ("%d \n ", temp → info );  
}

```
Void main()
{
```

```
int item, choice, pos;
NODE first = NULL;
for(;;)
```

```
printf ("\n 1: Insert-front\n 2: Delete-front\n
3: Insert-rear \n 4: Delete at spec rear \n 5. Delete
at specified position \n 6: Insert at specified position
\n 7: Display");
printf ("Enter the choice \n");
scanf ("%d", &choice);
printf ("-----\n");
switch (choice)
{
```

```
case 1: printf ("Enter the item at front end\n");
scanf ("%d", &item);
first = insert-front (first, item);
break;
```

```
Case 2: first = delete-front (first);
break;
```

```
case 3: printf ("Enter the item at rear end \n");
scanf ("%d", &item);
first = insert-rear (first, item);
break;
```

```
Case 4: first = delete-rear (first);
break;
```

```
Case 5: printf ("Enter the position:\n");
scanf ("%d", &pos);
```

```
Case 6: printf ("Enter the item and the position
          : \n");
scanf ("%d", &item, &pos);
```



```
first = insert_pos(item, pos, first);  
break;  
case 7: display(first);  
break;  
default: exit(0);  
break;  
}
```

Q WAP Implement Single link list with following operations

- S sort the linked list
- Reverse the linked list
- Concatenation of two linked lists.

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

```
struct node
```

```
{ int info;
```

```
 struct node * link;
```

```
}
```

```
typedef struct node * NODE;
```

```
NODE getnode()
```

```
{ NODE getnode & x;
```

```
x = (NODE) malloc (size of (struct node));
```

```
if (x == NULL)
```

```
{
```

```
printf ("memory full \n");
```

```
exit(0);
```

```
}
```

```
return x;
```

```
void freenode (NODE x)
```

```
{
```

```
free (x);
```

```
}
```

Scanned with CamScanner

NODE insert-front (NODE first, int item)

```

{ NODE temp;
  temp = getnode();
  temp->info = item;
  temp->link = NULL;
  if (first == NULL)
    return temp;
  temp->link = first;
  first = temp;
  return first;
}
  
```

NODE delete-front (NODE first)

```

{ NODE temp;
  if (first == NULL)
    
```

```

    printf ("list is empty cannot delete \n");
    return first;
}
  
```

temp = first;

temp = temp->link;

printf ("item deleted at front end is = %d \n",  
 first->info);

free(first);

return temp;

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;  
{ }
```

NODE delete\_rear (NODE first)

```
{  
    NODE cur, prev;  
    if (first == NULL)
```

```
{  
    printf ("list is empty cannot delete\n");  
    return first;  
}
```

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

```
{  
    printf ("item deleted is %d\n", first → info);  
    free (first);  
    return NULL;  
}
```

prev = NULL;

cur = first;

while (~~cur != NULL~~ ~~item > cur → info~~)  
{  
 cur → link != NULL)

prev = cur;

cur = cur → link;

{  
 printf ("item deleted at rear end is %d", cur → info);  
 free (cur);

~~temp → link = cur;~~    prev → link = NULL;  
 return first;

{  
 NODE ~~node~~ insertFirstOrderList(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 = NULL;  
 cur = first;  
 while (cur != NULL && item > cur → info)

{  
 prev = cur;  
 cur = cur → link;

{  
 prev → link = temp;  
 temp → link = cur;  
 return first;

{  
 NODE reverse (NODE first)

NODE cur, temp;  
 cur = NULL;  
 while (first != NULL)

~~printf ("item deleted - at rear, end")~~

temp = first;

first = first->link;

temp->link = cur;

cur = temp;

}

} return cur;

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;

}

void display (NODE first)

{ NODE temp;

if (first == NULL)

printf ("list empty, cannot display items \n");

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

}

printf ("%d\n", temp->info);

}  
{  
void main()  
{

int item, choice, n; i;  
NODE first = NULL, a, b;  
for (j; j; )

printf ("\n 1: Insert front \n 2: Delete front \n\n 3: Insert rear \n 4: Delete rear \n 5: Order-  
list \n 6: reverse-list \n 7: Concat-list \n  
8: Display-list \n 9: Exit \n");  
printf (" enter the choice \n");  
scanf ("%d", &choice);  
printf (" - - - \n");  
switch (choice)  
{

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

case 2: first = delete\_front (first);  
break;

case 3: printf (" enter the item at rear end \n");  
scanf ("%d", &item);  
first = insert\_rear (first, item);  
break;

case 4: first = delete\_rear (first);  
break;

case 5: printf (" enter the item to be inserted  
in ordered-list \n");

```

scanf ("%d", &item);
first = order.list (item, first);
break;
case 6: first = reverse (first);
display (first);
break;
Case 7: printf ("Enter the no. of nodes in 1 \n");
scanf ("%d", &n);
q = 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 8: display (first);
break;
default: init();
break;
}

```