

Lab 8:-

```
#include <stdio.h>
#include <stdlib.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");
        exit (0);
    }
    return x;
}
```

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

temp → link = first;
first = 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 → 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 order-list (NODE first)  
{
```

```
    int swapped, i;  
    NODE ptr1, lptr = NULL;  
    if (first == NULL)  
        return first;
```

```
do  
{
```

```
    swapped = 0;  
    ptr1 = first;
```

```
    while (ptr1 → link != NULL)
```

```
    {  
        if (ptr1 → info > ptr1 → link → info)
```

```
        {  
            int temp = ptr1 → info;
```

```
            ptr1 → info = ptr1 → link → info;
```

```
            ptr1 → link → info = temp;
```

```
            swapped = 1;
```

```
        }
```

```
        ptr1 = ptr1 → link
```

```
    }
```

```
    lptr = ptr1;
```

```
}
```

```
while (swapped);
```

```
return first;
```



```

}
void count (NODE first) {
    NODE temp;
    temp = first;
    int c = 0;
    while (temp != NULL) {
        temp = temp->link;
        c++;
    }
    printf("Number of elements: %d\n", c);
}

```

```

void list_search(NODE first, int key) {
    NODE temp;
    temp = first;
    int c = 0, f = 0;
    while (temp != NULL) {
        c++;
        if (temp->info == key) {
            printf("Search successful, element  
position %d\n", c);
            f = 1; break;
        }
        temp = temp->link;
    }
    if (f == 0)
        printf("Search Unsuccessful\n");
}

```

```

void display (NODE first)

```

}

NODE temp;

if (first == NULL)

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

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

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

}

}

int main () {

int item, choice, pos, i, n;

NODE first = NULL;

for (;;) {

printf("1. insert - front\n

2. delete - rear\n

3. display\n

4. count items\n

5. search\n

6. order\n");

printf("Enter choice\n");

scanf("%d", &choice);

switch (choice)

{

case 1: printf("Enter item at front end\n");

scanf("%d", &item);

first = insertfront(first, item);

break;

Case 2: first = delete - rear (first);
break;

Case 3: display (first);
break;

Case 4: ~~do~~ count (first);
break;

Case 5: printf ("Element to be
searched: ");

scanf ("%d", &item);

list_search (first, item);

Case 6:

first = order_list (first);
break;

default: exit (0);

}

}

}