Lab 6

CODE:

#include<stdio.h>

#include<stdlib.h>

struct node {

int data;

struct node \*prev;

struct node \*next;

};

struct node \*s1 = NULL;

struct node \*createNode(int value) {

struct node \*temp = (struct node \*)malloc(sizeof(struct node));

temp->data = value;

temp->next = NULL;

temp->prev = NULL;

return temp;

}

struct node \*insert\_left(struct node \*start) {

int value, key;

struct node \*temp = createNode(0);

printf("Enter the value to be inserted: ");

scanf("%d", &temp->data);

printf("Enter the value to the left of which the node has to be inserted: ");

scanf("%d", &key);

struct node \*ptr = start;

while (ptr != NULL && ptr->data != key) {

ptr = ptr->next;

}

if (ptr == NULL) {

printf("Node with value %d not found\n", key);

free(temp);

} else {

temp->next = ptr;

temp->prev = ptr->prev;

if (ptr->prev != NULL) {

ptr->prev->next = temp;

}

ptr->prev = temp;

if (ptr == start) {

start = temp;

}

}

return start;

}

struct node \*delete\_value(struct node \*start) {

int value;

printf("Enter the value to be deleted: ");

scanf("%d", &value);

struct node \*ptr = start;

while (ptr != NULL && ptr->data != value) {

ptr = ptr->next;

}

if (ptr == NULL) {

printf("Node with value %d not found\n", value);

} else {

if (ptr->prev != NULL) {

ptr->prev->next = ptr->next;

} else {

start = ptr->next;

}

if (ptr->next != NULL) {

ptr->next->prev = ptr->prev;

}

printf("Node with value %d deleted\n", value);

free(ptr);

}

return start;

}

void display(struct node \*start) {

struct node \*ptr = start;

if (start == NULL) {

printf("List is empty\n");

} else {

printf("List contents:\n");

while (ptr != NULL) {

printf("%d\n", ptr->data);

ptr = ptr->next;

}

}

}

int main() {

int choice;

while (1) {

printf("\n1. Create a doubly linked list\n2. Insert to the left of a node\n3. Delete based on a specific value\n4. Display the contents\n5. Exit\n");

scanf("%d", &choice);

switch (choice) {

case 1:

s1 = createNode(0);

printf("Doubly linked list created\n");

break;

case 2:

s1 = insert\_left(s1);

break;

case 3:

s1 = delete\_value(s1);

break;

case 4:

display(s1);

break;

case 5:

printf("Exiting the program\n");

exit(0);

default:

printf("Invalid choice\n");

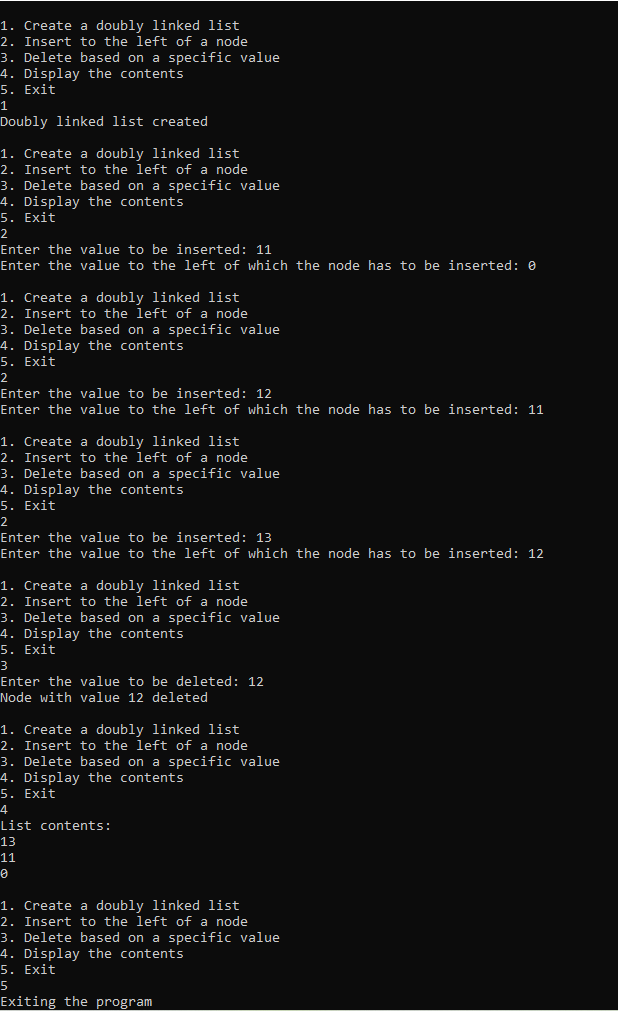
}

}

return 0;

}

OUTPUT:



LEETCODE:

#include <stdlib.h>

struct ListNode\*\* splitListToParts(struct ListNode\* head, int k, int\* returnSize) {

    struct ListNode\* current = head;

    int length = 0;

    while (current) {

        length++;

        current = current->next;

    }

    int part\_size = length / k;

    int extra\_nodes = length % k;

    struct ListNode\*\* result = (struct ListNode\*\*)malloc(k \* sizeof(struct ListNode\*));

    current = head;

    for (int i = 0; i < k; i++) {

        struct ListNode\* part\_head = current;

        int part\_length = part\_size + (i < extra\_nodes ? 1 : 0);

        for (int j = 0; j < part\_length - 1 && current; j++) {

            current = current->next;

        }

        if (current) {

            struct ListNode\* next\_node = current->next;

            current->next = NULL;

            result[i] = part\_head;

            current = next\_node;

        } else {

            result[i] = NULL;

        }

    }

    \*returnSize = k;

    return result;

}

OUTPUT:

