Dsa test

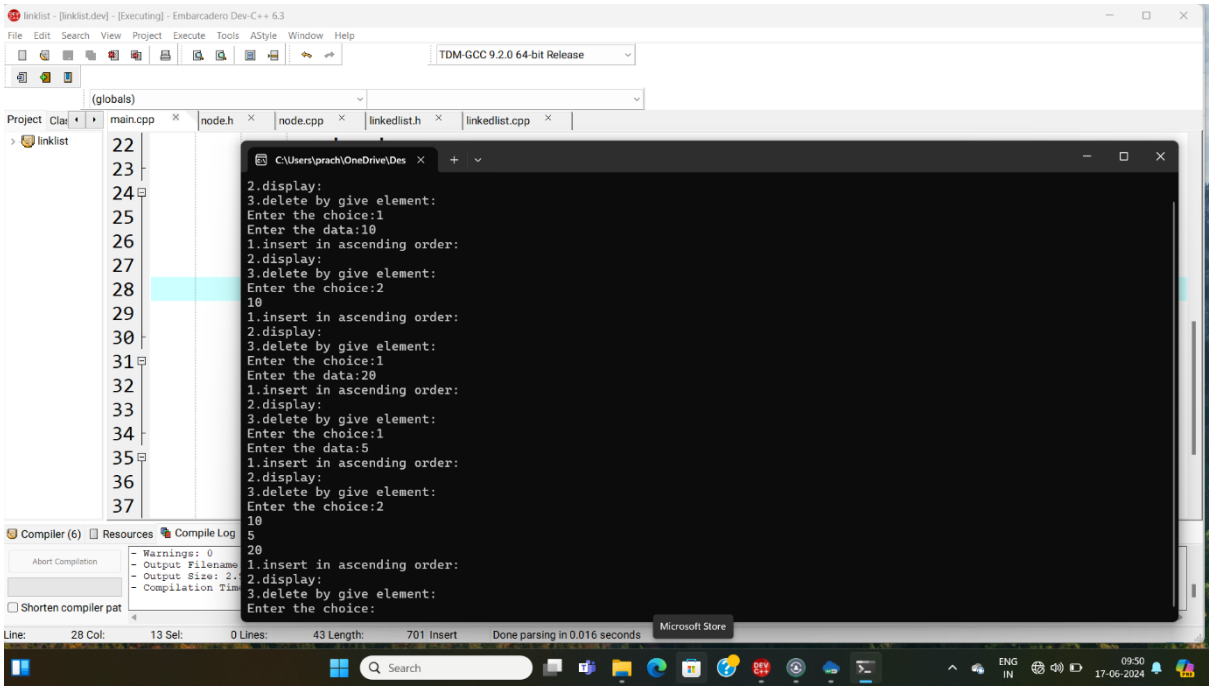
```
1. #include<iostream>
using namespace std;
class Node{
        int data;
        Node* next;

        public:
        Node(int);
        void setData(int);
        void setNext(Node*);
        int getData();
        Node* getNext();
};
#include"node.h"

Node::Node(int data){
        this->data=data;
        this->next=NULL;
}
void Node::setData(int data){
        this->data=data;
}
void Node::setNext(Node* n){
        this->next=n;
}
int Node::getData(){
        return this->data;
}
Node* Node::getNext(){
        return this->next;
```

```
}
#include"node.h"
class linkedList{
	Node* start;
	public:
	linkedList();
	void insertBySort(int);
	void display();
	Node* searchForDelete(int);
	void deleteBYdata(int);
};
#include"linkedlist.h"
linkedList::linkedList(){
	this->start=NULL;
}
void linkedList::insertBySort(int data){
	Node* temp=new Node(data);
	Node* p=start;

	if(start==NULL){
		start=temp;
		return;
	}
	if(p->getNext()==NULL){
		if(temp->getData()<p->getData()){

			temp->setNext(p);
			start=temp;
			return;
		}
		else{
```

```
                p->setNext(temp);
                return;
            }
        }

        while(p->getNext()->getNext()!=NULL){
            if(temp->getData()<p->getNext()->getData()){
                temp->setNext(p->getNext());
                p->setNext(temp);
                return;
            }
            else{
                p=p->getNext();
            }
        }
        //for last element
        if(temp->getData()<p->getNext()->getData()){
                temp->setNext(p->getNext());
                p->setNext(temp);
                return;
            }


}
void linkedList::display(){
        Node* p=start;
        while(p!=NULL){

            p=p->getNext();
        }
}
```

```
Node* linkedList::searchForDelete(int data){
	Node* p=start;
	if(p->getNext()==NULL){

		if(p->getData()==data){
			return p;
		}
	}

	//for 1st element
	if(p->getData()==data){
		cout<<p->getData();
		return p;
	}
	while(p->getNext()->getNext()!=NULL){
		if(p->getNext()->getData()==data){

			return p;
		}
		else{
			p=p->getNext();
		}
	}

	//for last element;
	if(p->getNext()->getData()==data){
		return p;
	}

	return NULL;
```

```
}

void linkedList::deleteBYdata(int data){
	Node* preAdd=searchForDelete(data);
	Node* q=NULL;
	if(preAdd->getNext()==NULL){
		q=preAdd;
		start=q->getNext();
	}
	if(preAdd!=NULL){
		q=preAdd->getNext();
		cout<<q->getData()<<"is delete";
		preAdd->setNext(q);
		delete q;
		return;
	}
	else{
		cout<<"element not found";
		return;
	}


}
```



2.

```
#include<iostream>
using namespace std;
int main(){
	int k=0;
	char ch='A';
	for(int i=1;i<=5;i++){
		char alpha=ch;
		for(int j=1;j<=5-k;j++){
			cout<<alpha;
			alpha++;
		}
		cout<<"\n";
		ch++;
		k++;
	}
	ch='D';
	for(int i=1;i<=4;i++){
```

```
            char beta=ch;
            for(int j=1;j<=i+1;j++){
                cout<<beta;
                beta++;

            }
            cout<<"\n";
            ch--;
        }

        return 0;
}
```