

Q1. Write a program to insert and delete an element at the nth and kth position in a linked list where n and k is taken from user.

```
#include <stdio.h>
#include <stdlib.h>
void pop(node*, int, int)
int size = 0;
struct node { int data;
struct node * next;
}
node * getnode(int data)
{
node * newnode = (struct node *) malloc(sizeof(struct node));
newnode->data = data;
newnode->next = NULL;
return newnode;
}
void insert(node * current, int position, int data)
{
if (position < 1 || position > size + 1)
printf("Wrong input");
else
{
while (position--)
{
if (position == 0)
{
node * temp = getnode(data);
temp->next = *current;
*current = temp;
}
else { *current = (*current)->next; }
```

```

Size++;
}
}
void printf(struct node *head)
{
    while (head != NULL)
    {
        printf("%d\t", head->data);
        head = head->next;
    }
    printf("\n");
}

void delete(struct node *head, int pos)
{
    if (head == NULL)
        return;
    temp = head;
    if (pos == 0)
    {
        head = temp->next;
        free(temp);
        return;
    }
    for (int i = 0; temp != NULL && i < pos-1; i++)
        temp = temp->next;
    free(temp->next);
    temp->next = temp->next->next;
}

int main()
{
    struct node *head = NULL;
    push(&head, 7);
    push(&head, 8);
    push(&head, 6);
    insert(&head, 7, 15);
    delete(&head, 4);
    printlist(head);
    return 0;
}

```

2- Construct a new linked list by merging alternate nodes of two lists for example in list 1 we have {1, 2, 3} and in list 2, we have {4, 5, 6} in the new we should have {1, 2, 3, 4, 5, 6}

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

struct node {
    int data;
    struct node *next;
}
```

```
void printList(struct node *head)
```

```
{
    struct node *ptr = head;
    while (ptr)
```

```
{
    printf("%d ", ptr->data);
    ptr = ptr->next;
}
```

```
printf("\n");
}
```

```
void push(struct node *head, int data)
```

```
{
    struct node *new = (struct node *) malloc (sizeof (struct node));
```

```
new->data = data;
new->next = *head;
*head = new;
```

```
{ struct node *merge (struct node *a, struct node *b)
```

```
{ struct node ml;
    struct node *tail = ml;
    ml->next = NULL;
    while (1) {
```

```

if(a == NULL)
{
    fail → next = b;
    break;
}
else
{
    fail → next = a;
    fail = a;
    a → next;
    fail → next = b;
}
return ml.next;
}

void main()
{
    int key[] = {1, 2, 3, 4, 5, 6, 7};
    int n = size of (keys) / size of key[0];
    struct node *a = NULL; *b = NULL;
    for (int i = n-1; i > 0; i--)
        push(a, key[i]);
    for (int i = n-2; i > 0; i--)
        push(b, key[i]);
    struct node *head = merge(a, b);
    print_list(head);
}

```

4. Write a program to print all the elements in a queue. (ii) alternate order

```

// include <stdio.h>
// include <stdlib.h>
struct node
{
    int data;
    struct node *next;
}

void print_rev(struct node *head)
{
    if (head == NULL)
        return;
    printf("%d ", head->data);
    head = head->next;
    print_rev(head);
}

void push(struct node *head, char n)
{
    struct node *node = (struct node *) malloc(sizeof(struct node));
    node->data = n;
    node->next = head;
    head = node;
}

int main()
{
    struct node *head = NULL;
    push(&head, 4);
    push(&head, 3);
    push(&head, 2);
    print_rev(head);
    print_alternate(head);
    return 0;
}

```

3. Find all the elements in the stack whose sum is equal to a (given by user).

```
#include <stdio.h>
void find (int a[], int n, int p)
{
    int sum = 0;
    int l = 0; k = 0;
    for (l = 0; l < n; l++)
    {
        while (sum < p & k < n)
            sum = sum + a[k];
        k++;
    }
    if (sum == p)
    {
        printf("Found");
        return;
    }
    sum = a[l];
}

int main (void)
{
    int a[] = {2, 6, 0, 9, 7, 3}
    int p = 15;
    int n = sizeof(a) / sizeof(a[0]);
    find(a, n, p);
    return 0;
}
```



```

void printLinkedList (struct node *head)
{
    int count = 0;
    while (head != NULL)
    {
        if (count % 2 == 0)
            cout << head->data << " ";
        count++;
        head = head->next;
    }
}

```

5. How is array diff from linked list.

Array

An array is a data structure that contains a collection of similar type data elements.

- a) In array elements belong to specific index so easy to search.
- b) Here you can access to the element very fast.
- c) Operation like insertion & deletion in array is easy.

Linked list

a) A linked list is a non-primitive data structure contains a collection of unordered linked elements known as nodes.

- b) In linked list you have to traverse starting from head till the element given.
- c) Here access to the element is slow.
- d) Operation like insertion & deletion takes time.

```

ii) #include <stdio.h>
#include <stdlib.h>
int len (int a[])
{
    int i = 0, count = 0;
    while (true)
    {
        if (a[i] != '\0')
            count++, i++;
    }
    else
        break;
}
return count;

```

```

void changingList (int a[], int b[])
{
    for (int i = len(a) - 1; i >= 0; i--)
    {
        a[i+1] = a[i];
    }
}

```

```

int main()
{
    int a[10] = {1, 2, 3};
    int b[10] = {4, 5, 6};
    changingList(a, b);
}

```

```

a[0] = b[0];
printf("Elements are: ");
for (int i = 0; i < len(a); i++)
{
    printf("%d ", a[i]);
}
for (int i = 0; i < len(b); i++)
{
    b[i] = b[i+1];
}
printf("Elements are: ");
for (int i = 0; i < len(b); i++)
{
    printf("%d ", b[i]);
}

```