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Assignment no :- 2						
	Department	CE [SUMMER 202	22 (Online)]			
	Term / Section	<u>III/B</u>	Date Of submission 12-10-20		<u>12-10-2021</u>	
	Subject Name /Code	Data Structures and Algorithms/ UCSL201/UCSP201				
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Assignment No 2



Aim: Department of Computer Engineering 1705
Student club named 'ComET' Students of Second, third and final year of Department con be granted membership on request similarly one may concer the membership of club. Fixst node is reserved For president of club and last node is reserved for secretary of club. write program to maintain (106. member's information using singly linked list. Store Student. MIS Registration No. and Name, write Functions to (a) Add and dekte the members as well as president or even secontary (b) compute total no of members of club. c) Display members (d) Display List in Reverse order using recursion e) Two linked lists exist for 2 division Concate nate two lists. # Theory: A link list is a sequence of data Stoucture which is connected through links. It is a sequence of links which corrains items. Each link contains connection to another link. Linklist is the second most used data Stoucture after goray. Important terms to understand linklist:

· Link > Each link of a linklist con store data

called an element.

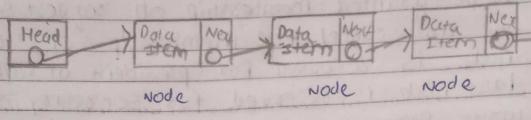
Next & Each link contains a link to the next

elinked list > A linked List contains the connection link to the first link called first/Head



Linked List Representation

Linked List can be visualized as a chain of nodes where every node points to the next wode.



Where

- · Linked List contains a Link element called fixst.
- · Each link carries a data field (s) and a linked field called Next.
- · Foch link is linked with its next link using its next link
- end of the list.

Types of Linked List

- · simple Linked list > Item nevigation in forward only
- · Doubly Linked List -> I terms can be nevigated Foowood & backward:
- · Cixculas linked List > Last item contains link of the Fixst element as next and the Fixst element has a link to the last element as poevious

Basic operation

Following are the basic operations supported by

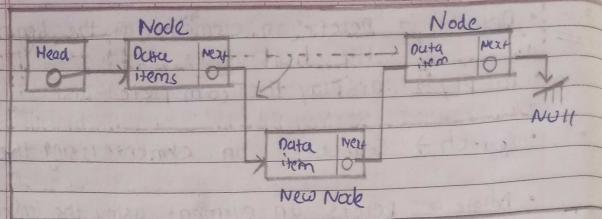
• Insertion: Adds an element at the beginning of the lists

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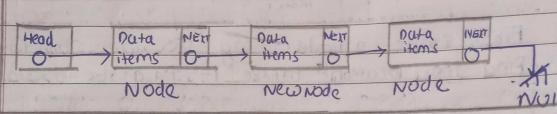


	· Deletion :> Delets on element lat the beginning of the list.
	· Disply > Pisplay the complete List.
	· Searches an element using the given
	· Doloto > Delets an element using the given key
1	Insertion operation
	First, coeate a node using the same Stoucture and Find the location where it has to be inserted. NODE NODE
12	Head Duta NEYT Duta No items o items
6	New Mode
	Transpir that we are inserting a node B (New Node), between A (Left Node) 4 ((Right Node) Then point B. next to (-
	New Node. next -> Right Node;
*	Node Node
	NEW Nale
	Now the next node at the Left Should point to the New nate
	Left Node. next -> New Node;





This will put new mode in middle of two mode



Similar Steps Strould be taken if the node is being inserted at the beginning of the The list. While inserting it at the end, the second last node of the list Should point to the new Node and the new Node will point to NUII.

Deletion Operation

Deletion is also amove than one step process.
Pictorial representation

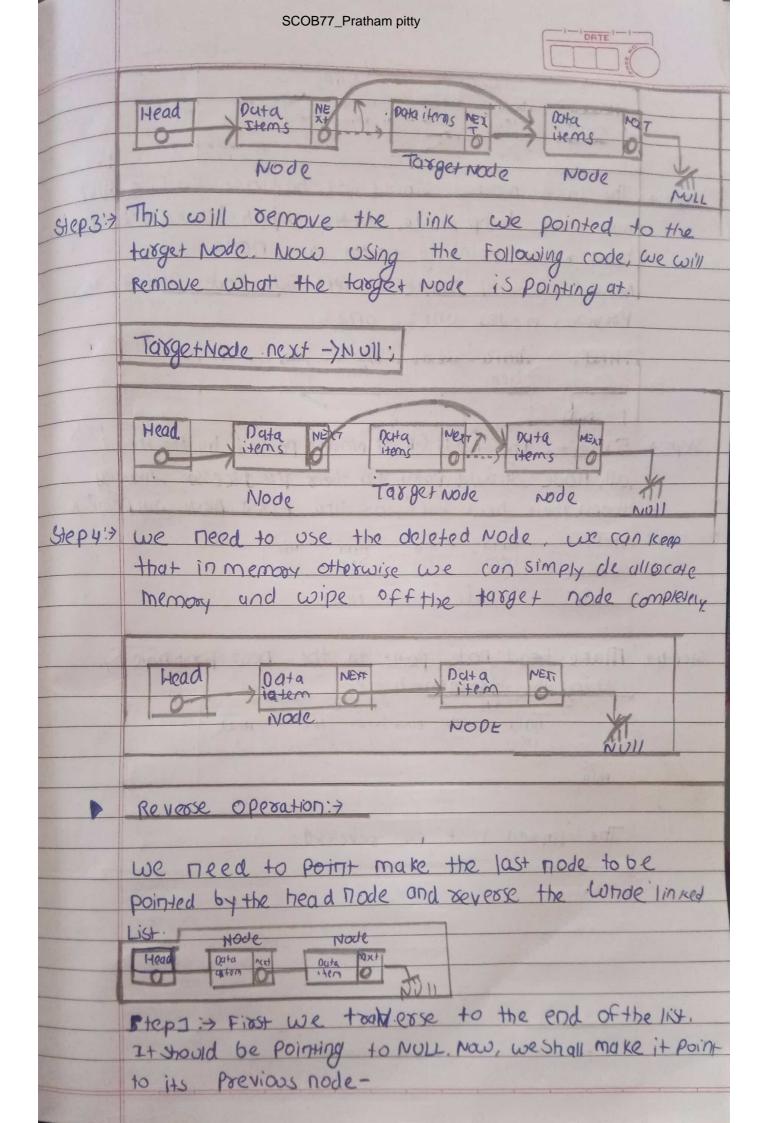
Step 1:> Locate the target Node to be removed by using searching algorithms.

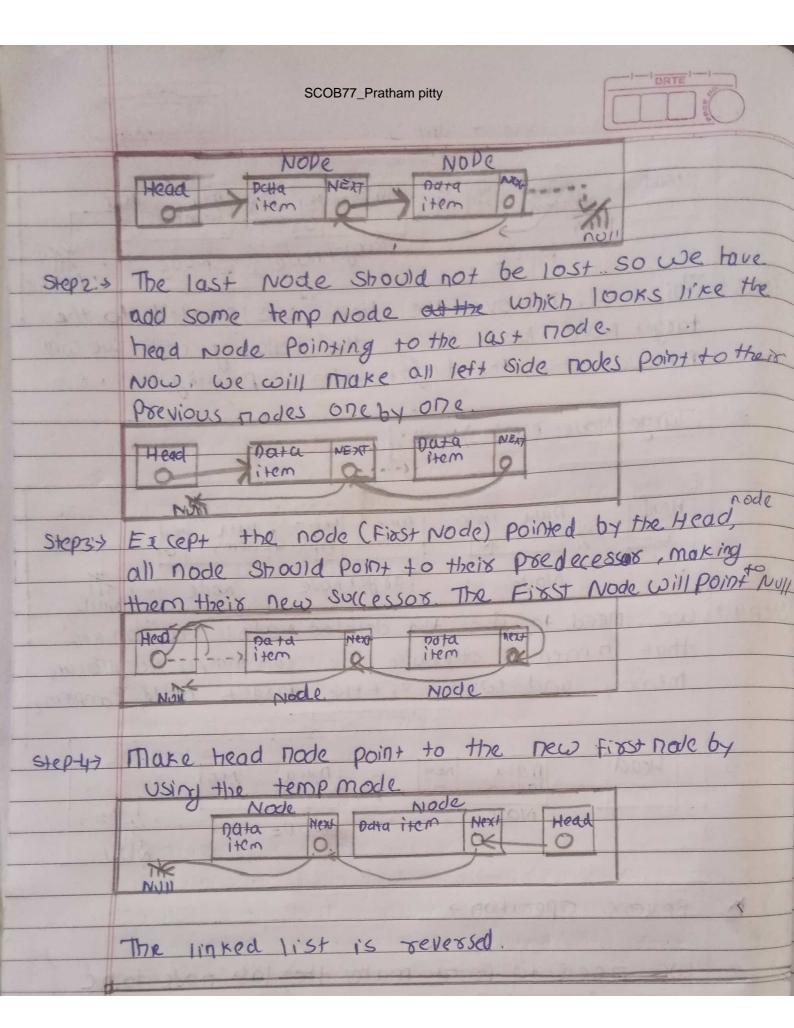
Step 27 The left (Previous) node of the target

node now Strould point to the next

node of the target Node-

Left node next -> Target node next;





Program code

```
#include <iostream>
#include <string>
using namespace std;
struct node {
       string name;
       int MISno;
       node *next;
};
class member {
public:
       node *header1, *header2;
       member() {
              header1 = NULL;
              header2 = NULL;
       }
       node* create();
       int count(node *x);
       void add(node *head);
       void del(node *head);
       void display(node *head);
       void rdisplay(node *cn);
       void concatinate();
       // void option();
};
int member::count(node *x) {
```

```
node *cn = x;
       int count = 0;
       while (cn != NULL) {
              count++;
              cn = cn->next;
       }
       return count;
}
node* member::create() {
       char ch;
       node *head;
       node *nn = new node;
       head = nn;
       cout << "Enter Name of president : ";</pre>
       cin >> nn->name;
       cout << "Enter MIS no. of president : ";</pre>
       cin >> nn->MISno;
       cout << endl;
       do {
              nn->next = new node;
              nn = nn->next;
              cout << "Enter Name of Member : ";</pre>
              cin >> nn->name;
              cout << "Enter MIS no. of Member: ";
              cin >> nn->MISno;
              cout << endl;
```

```
cout << "Do you want to enter another member? (Y or y if yes) : ";</pre>
               cin >> ch;
               cout << endl;
       } while (ch == 'Y' || ch == 'y');
       nn->next = new node;
       nn = nn->next;
       cout << "Enter Name of secretary : ";</pre>
       cin >> nn->name;
       cout << "Enter MIS no. of secretary: ";
       cin >> nn->MISno;
       cout << endl;
       nn->next = NULL;
       cout << "List is created! It has " << count(head) << " members!" << endl<< endl;</pre>
       return head;
}
void member::display(node *head) {
       node *nn;
       nn = head;
       cout << "President : " << nn->name << endl;</pre>
       cout << "MIS no. : " << nn->MISno << endl << endl;</pre>
```

```
for (int i = 0; nn -> next != NULL; i++) {
               cout << "Member : " << nn->name << endl;</pre>
               cout << "MIS no.: " << nn->MISno << endl << endl;
               nn = nn->next;
       }
       cout << "Secretary : " << nn->name << endl;</pre>
       cout << "MIS no.: " << nn->MISno << endl << endl;
       cout << "List has " << count(head) << " members!" << endl << endl;</pre>
}
void member::rdisplay(node *cn) {
       if (cn == NULL)
               return;
       rdisplay(cn->next);
       cout << cn->name << endl;
       cout << cn->MISno << endl;</pre>
       cout << endl;
}
void member::add(node *head) {
       int p;
       cout << "Enter the position where you want to add: ";
       cin >> p;
       node *nn, *temp;
```

nn = nn->next;

```
nn = head;
node *an = new node;
if (p == 1) {
       cout << "Enter Name of Member : ";</pre>
       cin >> an->name;
       cout << "Enter MIS no. of Member: ";
       cin >> an->MISno;
       cout << endl;
       an->next = head;
       head = an;
       cout << "Member is added! List has " << count(head)</pre>
                      << " members now!\n\n";
} else if (p == count(head) + 1) {
       for (int i = 0; nn->next != NULL; i++) {
              nn = nn->next;
       }
       cout << "Enter Name of Member : ";</pre>
       cin >> an->name;
       cout << "Enter MIS no. of Member: ";
       cin >> an->MISno;
       cout << endl;
       nn->next = an;
       an->next = NULL;
       cout << "Member is added! List has " << count(head)</pre>
                      << " members now!\n\n";
```

```
} else if (1 < p && p <= count(head)) {
               for (int i = 1; i < p; i++) {
                      temp = nn;
                      nn = nn->next;
               }
               cout << "Enter Name of Member : ";</pre>
               cin >> an->name;
               cout << "Enter MIS no. of Member: ";
               cin >> an->MISno;
               cout << endl;
               an->next = nn;
               temp->next = an;
               cout << "Member is added! List has " << count(head)</pre>
                              << " members now!\n\n";
       } else
               cout << "Invalid Position!\n\n";</pre>
}
void member::del(node *head) {
       int key;
       cout << "Enter the MIS no. of the student which is to be deleted:";
       cin >> key;
       cout << endl;
       node *nn, *temp;
       nn = head;
```

```
if (nn->MISno == key) {
              head = nn->next;
              delete (nn);
              cout << "Member deleted! List has " << count(head)</pre>
                             << " members now!\n\n";
       } else {
              while (nn->MISno != key) {
                      temp = nn;
                      nn = nn->next;
              }
              if (nn->MISno == key && nn->next == NULL) {
                      temp->next = NULL;
                      delete (nn);
                      cout << "Member deleted! List has " << count(head)</pre>
                                     << " members now!\n\n";
              } else if (nn->MISno == key) {
                      temp->next = nn->next;
                      delete (nn);
                      cout << "Member deleted! List has " << count(head)</pre>
                                     << " members now!\n\n";
              } else
                      cout << "Member not found!\n\n";</pre>
       }
}
void member::concatinate()
{
       node *cn = header1;
       while(cn -> next != NULL)
```

```
cn = cn -> next;
      cn -> next = header2;
      cout << "Lists of Division A and Division B are concatinated! Club has total " <<
count(header1) << " members now!\n\n";</pre>
}
int main() {
      int choice,g,a;
      member m;
             cout << "\n-----\n";
             cout <<"-----\n";
             cout <<"-----SCOB77_Pratham_Pitty_DSA_Assignment no-----\n";
             cout <<"-----\n\n";
      cout << "Create A division list: " << endl << endl;</pre>
      m.header1 = m.create();
      cout << "Create B division list: " << endl << endl;
      m.header2 = m.create();
      while (true) {
             cout << endl
                          << "Enter 1 to add a member in division A\nEnter 2 to add a
member in division B\nEnter 3 to delete a member from division A\nEnter 4 to delete a
member from division B\nEnter 5 to display division A list\nEnter 6 to display division B
list\nEnter 7 to reverse display division A list\nEnter 8 to reverse display division B
list\nEnter 9 to concatinate Division A and Division B\nEnter 10 to display concatinated
list\nEssnter any other key to exit\nInput: ";
             cin >> choice;
             cout << endl;
```

```
switch (choice) {
case 1:
      m.add(m.header1);
       break;
case 2:
       m.add(m.header2);
      break;
case 3:
       m.del(m.header1);
       break;
case 4:
       m.del(m.header2);
      break;
case 5:
      m.display(m.header1);
       break;
case 6:
       m.display(m.header2);
       break;
case 7:
       m.rdisplay(m.header1);
       break;
case 8:
      m.rdisplay(m.header2);
       break;
case 9:
       m.concatinate();
       break;
```

```
case 10:
    m.display(m.header1);
    break;
    default:
        return 0;
    }
}
```

Output:-

```
| Bit Sall Selection View So Bun Imminal Bello | SCORT/Persham/PHID/SCAARseyment2.COMET.pp-wcodedsta-Vexas Stade Code | C
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