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## Experiment no. 2

Aim. Dehastment of Artificial Intelligence has student's club named.

Students of Second, third and final year of dehastment can be granted membership on request. Similarly one may cancel the membership of club. First node is reserved for heroident of club & last node is reserved for secretary of club. Write horogram to maintain club members's information rusing singly linked list. Store student MIS Registration No. and Name. Write functions to a Add & delete the members as well as president or even secretary. So Compute total number of members of club c) Display list in severse order rusing secursion d) Display members e).

Two linked lists exists for two divisions. Concatenate two list.

> Theory-

A linked list is a sequence of data stouctuses, which are connected together via links. Linked list is a sequence of links which contains items. Each link contains a connected to another link. Linked list is the second most used data stoucture after array.

Important terms of Linked list

Link - Each link of a linked list can store a data colled an element.

Next - Each link of a linked list contains a link to the next link called Next linked list contain the connection text link to the first link called first.

Sinked List Representation.

Head

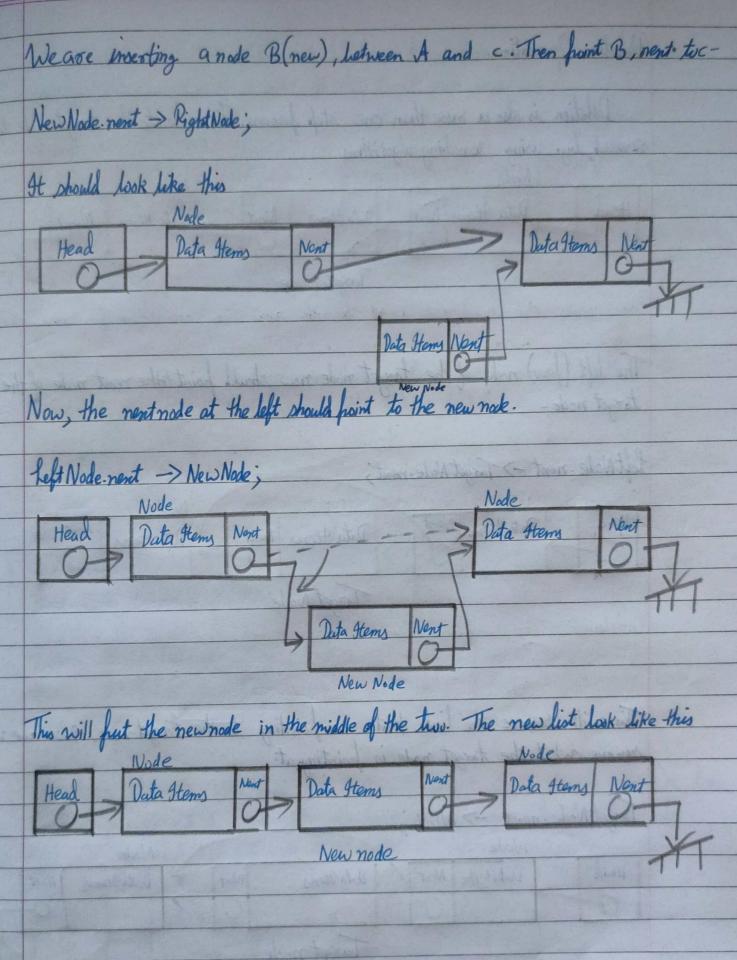
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28 NULL

Node

Head node is the starting node of the linked list (first node) and it contain the reference to the next node in the list. The head node will have a null reference when the list is empty
Te levence to the next node in the list. The head mode will start any even
when the list is empty
· Types of linked lists
The state of the s
Singly linked list - Items can be navigated forward a backwood.  Doubly linked list - Items can be navigated forward a backwood.  Crowlar linked list - Last items contains link of the first element a the first element as previous element has a link to the last element as previous
Double linked lest - I tems can be navigated forward & backword-
Cocales linked list - Last items contains link of the first element & the first
element has a link to the last element as previous
Basic Operations
Who governors
Insertion - Adds an element
Deletion - Deldes an element
Display - Displays the complete list
Dearch - Searches an element
Delete - Deletes on element
· Insertion Operation
That I say his find his contains a link to the most his all hard
Adding a new node in linked list is a move than one step activity. We shall
learn this with diagram here.
First create a node using the same structure of find the location where it has
to be inserted.
Node
Head Data Hems Nent Data Hems Nent
0
X
Data Stemy Nont

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•	Deletion Operation.
	Deletion is also a more than one step process. First, locate the larget node to be
	removed, by using rearching algorithms.
	Head Data Items News Data Items Nand Data Items News
	Target Node TT
	T 101(1) 1 00 L + 1 1111. + 1 111.
	The left (frew) node of the target node now should point to the next node of the
	Left Node next -> Target Node next;
	Head Data Items Nont Data Items Nont Data Items News
	Target Node
	The feet the first the fir
	Size with
	This will remove the link that was pointing to the target made, Now we will
	remove what the target node is pointing at.
	Target Node nent -> NULL;
	Head Datatyhe Nent Data Items Nent Data Items Nent Data Items Nent
	0 0 0 0
	Target node

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	from Except the mode (First node) pointed by the head node, all nodes should haint to their fred econor, making them their new successor. The first node
	Will point to NULL.  Node  Node  Nend  Data Stems  Nend  Data Stems
	Nice
	We make the head node point to the next new first node by using thestern node.
1	No DE Node  No Data Greens Data Greens Nent Head.
	Nuce
SLIV	The linked list is now reversed.
	Conclusion - This way we implemented, operations on Dingly linked list
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	A72 Pratik Jade

## **Program:**

```
#include <iostream>
#include <string>
using namespace std;
class list;
class node
    int MIS;
    string name;
    node *next;
public:
    node(int x, string nem)
        MIS = x;
        next = NULL;
        name = nem;
    friend class list;
};
class list
    node *start;
public:
    list()
        start = NULL;
    }
    void create();
    void display();
    void InsertPresident();
    void InsertSecretary();
    void InsertMember();
    void DeletePresident();
    void DeleteMember();
    void DeleteSecretary();
    void SortList();
    void concat(list &q1);
    void RevDisplay(node *t);
    int ContTotal();
    bool DisplayReverse()
        if (start == NULL)
            return false;
        node *temp = start;
        RevDisplay(temp);
        return true;
void list::RevDisplay(node *t)
```

```
if (t == NULL)
        return;
    else
        RevDisplay(t->next);
        cout << "\nMIS NO:" << t->MIS << " Name: " << t->name;
void list::create()
    int no;
    string StudName;
    if (start == NULL)
        cout << "Enter MIS number: ";</pre>
        cin >> no;
        cout << "Enter name: ";</pre>
        cin >> StudName;
        cout << StudName;</pre>
        start = new node(no, StudName);
        cout << "\n*Added Successfully*";</pre>
    }
    else
        cout << "\nList is Already Created.";</pre>
void list::display()
    node *t;
    t = start;
    if (start == NULL)
        cout << "\nList is Empty";</pre>
    else
        cout << "\n***** List: *****\n";</pre>
        while (t != NULL)
             cout << t->MIS << " " << t->name << " \n";</pre>
             t = t->next;
void list::InsertPresident()
    int no;
    string StudName;
    node *temp;
    if (start == NULL)
        create();
    else
    {
        cout << "\nEnter MIS number: ";</pre>
        cin >> no;
```

```
cout << "Enter name: ";</pre>
        cin >> StudName;
        temp = new node(no, StudName);
        temp->next = start;
        start = temp;
        //;
        cout << " President " << temp->name << "Inserted Successfully.";</pre>
void list::InsertSecretary()
    int no;
    string StudName;
    node *t;
    if (start == NULL)
        create();
    else
        cout << "\nEnter MIS number: ";</pre>
        cin >> no;
        cout << "Enter name: ";</pre>
        cin >> StudName;
        t = start;
        while (t->next != NULL)
             t = t->next;
        node *p = new node(no, StudName);
        t \rightarrow next = p;
    }
    cout << " Secretary Inserted Successfully.";</pre>
void list::InsertMember()
    int prev_no;
    cout << "\nEnter Member MIS Number after do you want insert:";</pre>
    cin >> prev_no;
    node *t;
    t = start;
    string StudName;
    int flag = 0, no;
    while (t != NULL)
        if (t->MIS == prev_no)
             flag = 1;
             break;
        t = t->next;
    if (flag == 1)
        node *p;
        cout << "\nEnter MIS number: ";</pre>
        cin >> no;
        cout << "Enter name: ";</pre>
        cin >> StudName;
```

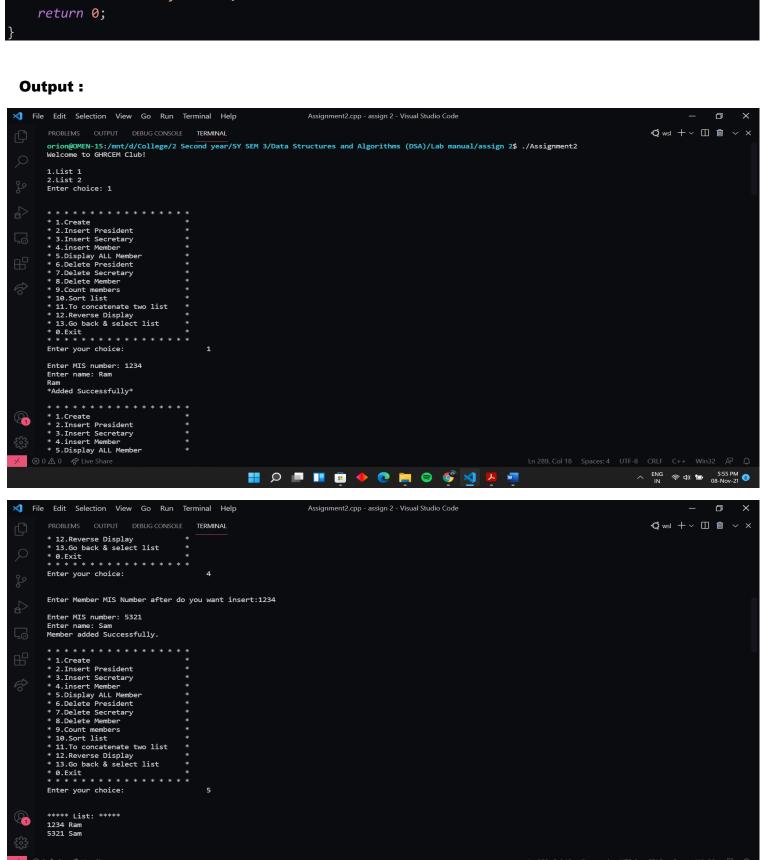
```
p = new node(no, StudName);
        p->next = t->next;
        t->next = p;
    }
    else
        cout << "\n"</pre>
              << prev_no << " Not found.";</pre>
    }
    cout << "Member added Successfully.";</pre>
void list::DeletePresident()
    node *t;
    if (start == NULL)
        cout << "\nClub is Empty";</pre>
    else
        t = start;
        start = start->next;
        t->next = NULL;
        delete t;
        cout << "\nPresident deleted successfully.";</pre>
void list::DeleteMember()
    int no, flag = 0;
    node *t, *prev;
    if (start == NULL)
        cout << "\nList/Club is empty;";</pre>
    else
        cout << "\nEnter member MIS number to be deleted: ";</pre>
        cin >> no;
        t = start->next;
        while (t->next != NULL)
             if (t->MIS == no)
                 flag = 1;
                 break;
            prev = t;
            t = t->next;
        if (flag == 1)
            prev->next = t->next;
            t->next = NULL;
            delete t;
            cout << "\nMember: " << no << " is deleted successfully.";</pre>
        else
            cout << "\nMember not Found.";</pre>
```

```
void list::DeleteSecretary()
    node *t, *prev;
    t = start;
    if (start == NULL)
        cout << "\nEmpty..";</pre>
    else
        while (t->next != NULL)
            prev = t;
            t = t->next;
        prev->next = NULL;
        delete t;
        cout << "\nSecretary Deleted successfully.";</pre>
int list::ContTotal()
    node *t;
    int count = 0;
    t = start;
    if (start == NULL)
        cout << "\nempty.";</pre>
        return 0;
    while (t != NULL)
        count++;
        t = t->next;
    return count;
void list::SortList()
    node *i, *j, *last = NULL;
    int tMIS;
    string tname;
    if (start == NULL)
        cout << "\nempty.";</pre>
        return;
    for (i = start; i->next != NULL; i = i->next)
        for (j = start; j->next != last; j = j->next)
            if ((j->MIS) > (j->next->MIS))
                tMIS = j->MIS;
                tname = j->name;
                 j->MIS = j->next->MIS;
```

```
j->name = j->next->name;
                 j->next->MIS = tMIS;
                 j->next->name = tname;
    cout << "\n List is sorted.";</pre>
    display();
void list::concat(list &q1)
    node *t, *p;
    t = q1.start;
    if (t == NULL)
        cout << "\nList 2 is empty";</pre>
        return;
    p = start;
    while (p->next != NULL)
        p = p->next;
    p->next = t;
    q1.start = NULL;
    cout << "\nAfter concatenationlist";</pre>
    display();
int main()
    list *1;
    int choice, selectList;
    list 11, 12;
    1 = &11;
X:
    cout << "Welcome to GHRCEM Club!" << endl;</pre>
    cout << "\n1.List 1";</pre>
    cout << "\n2.List 2";</pre>
    cout << "\nEnter choice: ";</pre>
    cin >> selectList;
    if (selectList == 1)
        1 = &11;
    else if (selectList == 2)
        1 = &12;
    }
    else
        cout << "\nWrong list Number.";</pre>
        goto X;
    }
    do
```

```
cout << "\n";</pre>
cout << "\n* 1.Create</pre>
                                            *";
cout << "\n* 2.Insert President</pre>
                                            *";
cout << "\n* 3.Insert Secretary</pre>
                                            *";
cout << "\n* 4.insert Member</pre>
cout << "\n* 5.Display ALL Member</pre>
                                            *";
cout << "\n* 6.Delete President</pre>
                                            *";
cout << "\n* 7.Delete Secretary</pre>
                                            *":
cout << "\n* 8.Delete Member</pre>
cout << "\n* 9.Count members</pre>
                                            *";
cout << "\n* 10.Sort list</pre>
                                            *";
cout << "\n* 11.To concatenate two list</pre>
cout << "\n* 12.Reverse Display</pre>
                                            *";
cout << "\n* 13.Go back & select list</pre>
                                            *";
cout << "\n* 0.Exit</pre>
cout << "\nEnter your choice:\t</pre>
cout << "\n";</pre>
switch (choice)
case 1:
    1->create();
    break;
case 2:
    1->InsertPresident();
    break;
case 3:
    1->InsertSecretary();
    break;
case 4:
    1->InsertMember();
   break;
case 5:
    1->display();
    break;
case 6:
    1->DeletePresident();
    break;
case 7:
    1->DeleteSecretary();
    break:
case 8:
   1->DeleteMember();
    break;
case 9:
    cout << "\nTotal members of Club: " << 1->ContTotal();
    break;
case 10:
    1->SortList();
    break;
case 11:
   11.concat(11);
    break;
case 12:
```

```
l->DisplayReverse();
    break;
    case 13:
        goto X;
        break;
    deafult:
        cout << "Wrong input try again";
    }
} while (choice != 0);
cout << "\nThank you!!\n";
    return 0;
}</pre>
```



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