

Assignment no 02

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Activity No 01

Code

```
#include <iostream>

using namespace std;

class Node{
    private:
        int data;
        Node *next;
    public:
        Node * head;

        Node(){
            head==NULL;
        }
        void insert_at_end(int value){
            Node *newnode= new Node();
            if (head==NULL){
                head= newnode;
                head->data= value;
                head->next= NULL;
            }
            else{
                Node *ptr;
                ptr= head;
                while( ptr->next != NULL){
                    ptr= ptr->next;
                }
                ptr->next= newnode;
                newnode->data= value;
                newnode->next= NULL;
            }
        }

        void display(){
            cout<<"The linked list is:"<< endl;
```

```

        if(head== NULL){
            cout<<"Linked list is empty";
        }
        else{
            Node *temp;
            temp = head;
            while( temp->next!=NULL){

                cout<<temp->data<<" ";
                temp= temp->next;
            }
            cout<<temp->data<< endl;
        }
    }

    void display1(){

        Node *temp;
        temp=head;
        cout<<"****head address:**** "<< &head<< endl<<"-----"<<endl<<"head content:
"<< head<< endl;

        cout<<"****ptr address:**** "<< &temp<< endl<<"-----"<<endl<<"ptr content:
"<< temp<< endl;

        if(head==NULL){
            cout<<"Linked list is empty";

        }
        else{
            cout<<"-----"<<endl<<"ptr-> data: "<< temp->data<<endl<<"-----
"<<endl<<endl;

            while(temp->next!= NULL){
                temp= temp->next;

                cout<<"ptr: "<<temp<<endl<<"ptr->next: "<< temp->next<< endl<<"ptr->data: "<<
temp->data<<endl<<"-----"<<endl;

            }

            cout<<"ptr:"<< temp<< endl<< "ptr->next: "<< temp->next<<endl;

        }

    }
}

```

```
};

int main(){

    Node n;

    n.insert_at_end(1);

    n.insert_at_end(2);

    n.insert_at_end(20);

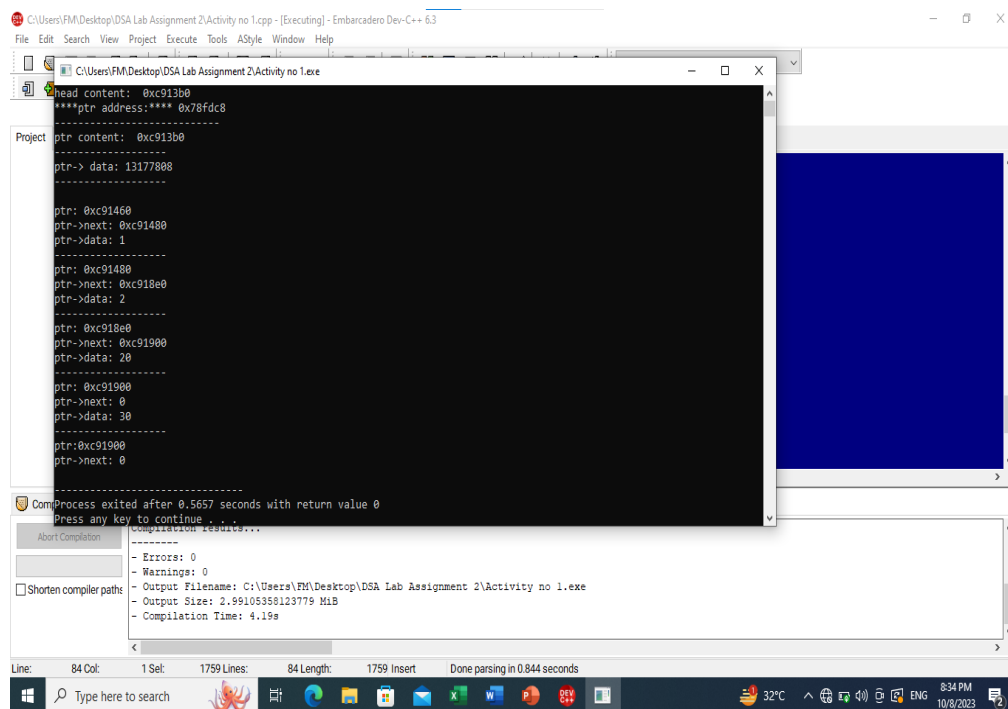
    n.insert_at_end(30);

    n.display();

    n.display1();

    return 0;

}
```



Activity no 02

Code

```
#include <iostream>
```

```
const int MAX_SIZE = 100; // Maximum size of the stack
```

```
using namespace std; // Add this line to use the std namespace
```

```
class Stack {
```

```
private:
```

```
    int top;
```

```
int arr[MAX_SIZE];
```

```
public:
```

```
Stack() {  
    top = -1; // Initialize the top of the stack  
}
```

```
// Function to check if the stack is empty
```

```
bool isEmpty() {  
    return top == -1;  
}
```

```
// Function to check if the stack is full
```

```
bool isFull() {  
    return top == MAX_SIZE - 1;  
}
```

```
// Function to push an element onto the stack
```

```
void push(int data) {  
    if (isFull()) {  
        cout << "Stack is full. Cannot push." << endl;  
        return;  
    }  
    arr[++top] = data;  
}
```

```
// Function to pop an element from the stack
```

```
void pop() {  
    if (isEmpty()) {  
        cout << "Stack is empty. Cannot pop." << endl;  
        return;  
    }  
    --top;  
}
```

```
// Function to get the top element of the stack (peek)
```

```
int peek() {  
    if (isEmpty()) {
```

```
        cout << "Stack is empty. Cannot peek." << endl;

        return -1; // Return a default value
    }

    return arr[top];
}

};
```

```
int main() {

    Stack stack;

    cout << "Stack operations:" << endl;
    cout << "1. Push" << endl;
    cout << "2. Pop" << endl;
    cout << "3. Peek" << endl;
    cout << "4. Is Full" << endl;
    cout << "5. Is Empty" << endl;
    cout << "6. Quit" << endl;

    int choice, data;

    do {

        cout << "Enter your choice: ";
        cin >> choice;

        switch (choice) {
            case 1:
                cout << "Enter data to push: ";
                cin >> data;
                stack.push(data);
                break;
            case 2:
                stack.pop();
                break;
            case 3:
                cout << "Top element: " << stack.peek() << endl;
                break;
            case 4:
                if (stack.isFull()) {
```

```

        cout << "Stack is full." << endl;
    } else {
        cout << "Stack is not full." << endl;
    }
    break;
case 5:
    if (stack.isEmpty()) {
        cout << "Stack is empty." << endl;
    } else {
        cout << "Stack is not empty." << endl;
    }
    break;
case 6:
    cout << "Exiting program." << endl;
    break;
default:
    cout << "Invalid choice. Please try again." << endl;
}
} while (choice != 6);

return 0;
}

```

