

LINKED LIST

```
void insert ()
```

```
{ int val;
```

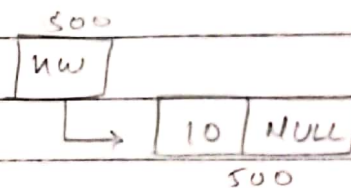
```
    nw = (node*) malloc (sizeof(node));
```

```
    pf ("Enter Value : ");
```

```
    sf ("%d", &val); // val = 10
```

```
    nw → info = val;
```

```
    nw → link = NULL;
```



```
while ( ptr → link != NULL )  
{  
    ptr = ptr → link;  
}  
ptr → link = nw;
```

```
if ( start == NULL )
```

```
{  
    start = nw;
```

```
else
```

```
{ ptr = start;
```

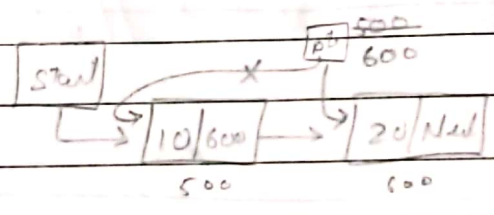
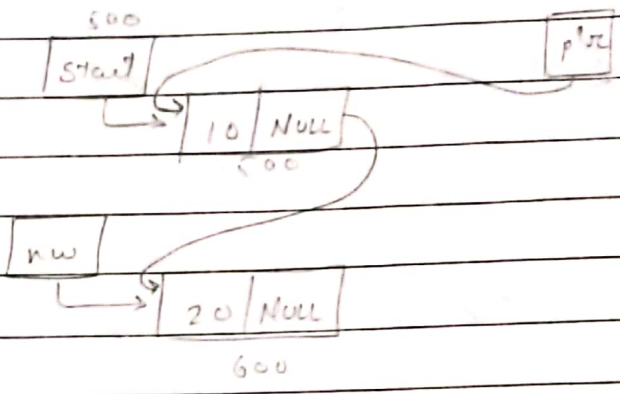
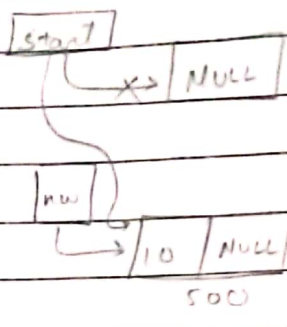
```
    while ( ptr → link != NULL )
```

```
{ ptr = ptr → link;
```

```
    ptr → link = nw;
```

```
}
```

Teacher's Signature.....



```

void display()
{
    ptr = start;
    printf("START --> ");
    while (ptr != NULL)
    {

```

START --> 10 --> 20 --> NULL

```

        printf("%d --> ", ptr->info);
        ptr = ptr->link;
    }

```

```

    printf("NULL");
}

```



```
void delete_at_first()
{
```

```
    ptr = start;
    start = ptr -> link;
    ptr -> link = NULL;
```

```
    printf("Deleted Value: ");
    printf("Deleted Value: ", ptr -> info);
}
```

```
void delete_at_last()
```

```
{ node * ptr2 = NULL, * ptr1 = NULL;
```

```
    ptr1 = start;
```

```
    while (ptr1 -> link != NULL) // while (ptr1 -> link != NULL)
```

```
{ ptr2 = ptr1;
```

```
    ptr1 = ptr1 -> link;
```

```
} ptr2 -> link = NULL;
```

```
ptr2 -> link = NULL;
```

```
    printf("Deleted Value: ");
```



```
void delete_at_value ()
```

```
{ node *ptr2, *ptr1;
```

```
int flag = 0;
```

```
ptr2 = NULL;
```

```
ptr1 = Start;
```

```
while ( ptr1 != NULL )
```

```
{ if ( ptr1->info == val )
```

```
{ flag = 1; break;
```

```
else
```

```
{
```

```
ptr2 = ptr1;
```

```
ptr1 = ptr1->link;
```

```
}
```

```
if ( flag == 1 )
```

```
{
```

```
ptr2->link = ptr1->link;
```

```
ptr1->link = NULL;
```

```
printf(" Deleted Value : ", ptr1->info );
```

```
}
```

```
else
```

```
{
```

```
printf(" Not found, Deleted not possible ");
```

```
}
```

```
}
```

Teacher's Signature.....

```
void insert_at_begin()
```

```
{ int val;
```

```
ptr = (node *) malloc (sizeof (node));
```

```
printf ("Enter Value: ");
```

```
scanf ("%d", &val);
```

```
ptr->info = val;
```

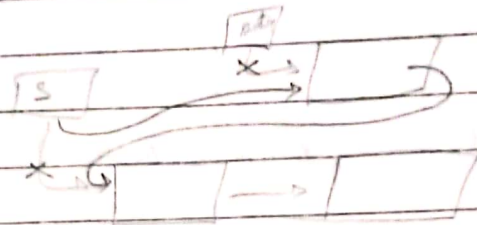
```
ptr->link = NULL;
```

```
ptr->link = start;
```

```
start = ptr;
```

```
free (ptr);
```

```
}
```



```
void insert_at_value()
```

```
{ int val, flag = 0, item;
```

```
ptr = (node *) malloc (sizeof (node));
```

```
printf ("Enter Value: ");
```

```
scanf ("%d", &val);
```

```
new ptr->info = val;
```

```
new ptr->link = NULL;
```

```
printf ("Enter value search after which you want to enter: ");
```

```
scanf ("%d", &item);
```

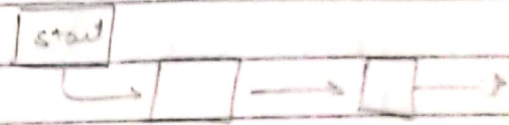
Continue →

Teacher's Signature

```

ptr = start;
while ( ptr != NULL )
{
    if ( ptr -> info == item )
    {
        flag = 1 ; break ;
    }
    else
    {
        ptr = ptr -> link;
    }
}

```



```

if ( flag == 1 )
{

```

```

    new -> link = ptr -> link;
    ptr -> link = new;
    free ( ptr );
    free ( new );
}

```

```

else
{

```

```

    printf ( "Not found, Insertion not possible" );
}

```

```

}

```

Teacher's Signature.....


```
void search()
```

```
{ int flag = 0; val * pos = 0;
```

```
ptr = start;
```

```
while ( ptr != NULL)
```

```
{
```

```
if ( ptr
```

```
    p.f (" Enter Search value: ");
```

```
    s.f (" %d ", &val);
```

```
    while ( ptr != NULL)
```

```
    { pos ++;
```

```
      if ( ptr -> info == val)
```

```
      {
```

```
        flag = 1 ; break;
```

```
      }
```

```
    else
```

```
    {
```

```
      ptr = ptr -> link;
```

```
    }
```

```
if ( flag == 1)
```

```
    p.f (" Value found at position %d ", pos);
```

```
else
```

```
{
```

```
    p.f (" Value not found ");
```

```
}
```

```
}
```

Teacher's Signature.....

void sort()

{ ~~int~~ node *i, *j; int temp;

for (i = start; i != NULL; i = i->link)

{
for (j = i->link; j != NULL; j = j->link)

{ if (i->info > j->info)

{ temp = i->info;

i->info = j->info;

j->info = temp;

}

}

}

void reverse()

{ node *prev = NULL, *next = NULL, *curr;

curr = start;

while (curr != NULL)

{

next = curr->link;

curr->link = prev;

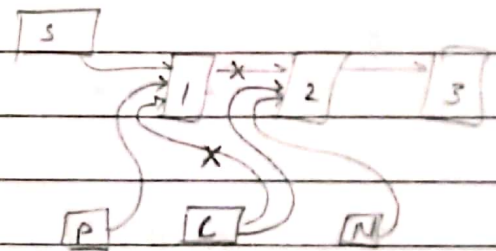
prev = curr;

curr = next;

}

start = prev;

}



Teacher's Signature.....

THEORY

STACK

Expression Types :-
 infix $\rightarrow A + B$
 postfix $\rightarrow AB +$
 prefix $\rightarrow +AB$

Priority :-

High	()
?	^
	* /
low	+ -

Associativity

$$A * (B + D) / E - F * (G + H / K)$$

$$\rightarrow A * (B + D) / E - F * (G + \boxed{H / K})$$

$$\rightarrow A * (B D +) / E - F * (G H K / +)$$

$$\rightarrow A * \boxed{B D +} / E - F * \boxed{G H K / +}$$

$$\rightarrow \boxed{A B D + *} / E - \boxed{F G H K / + *}$$

$$\rightarrow \boxed{A B D + * E /} - \boxed{F G H K / + *}$$

$$\rightarrow A B D + * E / F G H K / + * -$$

Teacher's Signature.....

Step 1 :-

$$(A * (B + D) / E - F * (G + H / I))$$

Symbol	Stack	Postfix
((
A		A
*	(*	A
((* (A
B	(* (AB
+	(* (+	AB +
D	(* (+	ABD
)	(*	ABD +
/	(* /	ABD + *
E	(/	ABD + * E
-	(-	ABD + * E /
F	(-	ABD + * E / F
*	(- *	ABD + * E / F
((- * ("
G	(- * (ABD + * E / F G
+	(- * (+	"
H	(- * (+	ABD + * E / F G H
/	(- * (+ /	ABD + * E / F G H /
)	(- *	ABD + * E / F G H / +
)	-	ABD + * E / F G H / + * -

Teacher's Signature.....

Evaluate : 12, 7, 3, -, 1, 2, 1, 5, +, *, +

Symbol

12, 7, 3, -, 1, 2, 1, 5, +, *, +)

Symbol

Result

12

12

7

12 7

3

12 7 3

-

12 4

1

3

2

3 2

1

3 2 1

5

3 2 1 5

+

3 2 6

*

3 12

+

15

)

Stop

Ans = 15

Teacher's Signature.....