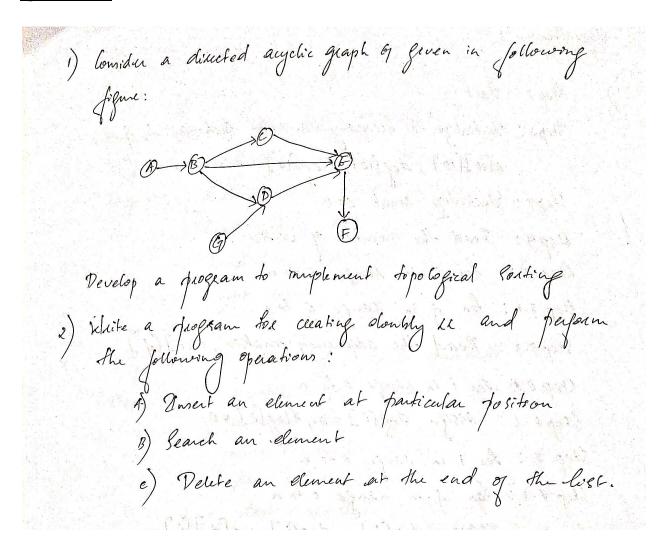
20MCA135 - DATA STRUCTURES LAB FIRST SEMESTER MCA

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QUESTION



ALGORITHM:

Algorithm: Step 1: Start Step 2: Britia

Steps: Buitialize the necessary variables such as i, j, k, a [10] (10), deg (10), flag (10)

Step3: Onitalize count c=0

Step 4: Read the number of vertoces, A

Step 5: for i in range o ton

Step 5.1: how in lange o ton

Step 5.3: Read the adjacency maker, a [i] [j]

Step 6: for i in range o to n

Step 6.1: Assign deg (i] = 0, flag [i] = 0

Step 7: how i in large o to n

Step 4.1: for j in large o to a

Step 7.2: Assign deg [i] = deg [i] + a[j][i]

Step 8: whole can

Step 8.1: For k in range o for

Step 8.1.1: if deg[k] == 0 and flag[k] == 0

Step 8.1.2: print vertices, k+1 and Assign flag [k]=1

Step 8.2: For i in large o to n

Step 8.2.1: if a[i][k] == 1 then deg[k] --

Step 8.3: Unceinent e

Step 9: Stop.

2) CREATE LIST

Step 1: 1/ 1>=1

Step 1:1: print "Enter data of node 1

Btepo 1:2: Read data

Step 1:3: head -> data = data

head -> prev = NULL

head -) next : NULL

last = head

Step 1.4: You i in sange & to a

Step 1.4.1: Read the data to be insurted

Step 1.4.2: NewNode -> data = data

rewriade -> prev = last

New Mode -> next : NULL

last - snext = new Mode

last = new Node.

Step 2: point "Doubly Linksel List cuated succenfully"

QNSERT AT ANY POSITION

Step 1: if head = = NULL

St-cp 1.1: print " List is Earpty"

Biep 2: else

Step d. 1: Assign temp = head

i=1

Step 2.2: whole ic position -1 If temp! ENUXL

Step 2.3: temp=temp=xert

Step 2.4: if temp! = NULL

Step 2.4.1: reversede -) data = data

new Node -> next = temp -> next

new Node -> per = temp.

Step 2-4.2: if temp ->next! = NULL then
temp -> next -> prev = newNode.

Step 2.4.3: temp -> next = new Mode.

point " Mode inserted successfully"

Step 2.4.4: else print "Invalid"

SEARCH ()

Step 1: Assign ptx = head

Step 2: if pte = = NURL then pront Empty List"

Step 3: else

point the value of node to be inserted.

Step 3.1: while & ptx ! = NUIL

Step 3.1.1: if pt -> data = = ifem

print " Node found" and arign flag = 0

Step 3.1.2: else axign flag=1

Step 3.2: Incliment i

phi = phi -> next.

Step 3.3: if flag == 1 , paint " Node not found"

DELETE AT END

Step 1: 1 head = = NUKL prent "Cannol-delete"

Step 2: else if head - next == NULL

Step 2.1: head = NULL

free (head)

part " Mode delited"

Step 3: else

Step 3.1: pt = had

Step 3.2: if Epts - next! NULL then,

pfe = pts -> next

Step 3.3: ptx -> prex => next = NUXX

fru (ptx)

prent "Node deleted"

PISPLAY

Step 1: if head = = NURL then front "List empty"

Btep 2: else

Step 2.1: part " Assign ptd = head

Step 2.2: while pte ! = NULL

Step 2.2.1: print the data and arrigh ptd: ptd -> next

PROGRAM CODE:

1) TOPOLOGICAL SORTING

```
#include<stdio.h>
int main()
      int n,i,j,k,a[10][10],deg[10],flag[10];
       int c=0;
       printf("Enter the number of vertices in the given graph: ");
       scanf("%d",&n);
       printf("Enter the adjacency matrix of the graph: ");
       for(i=0;i<n;i++)
       {
              for(j=0;j< n;j++)
                     scanf("%d",&a[i][j]);
       }
       for(i=0;i<n;i++)
              deg[i]=0;
              flag[i]=0;
       for(i=0;i<n;i++)
              for(j=0;j< n;j++)
                     deg[i]=deg[i]+a[j][i];
       }
```

```
 printf("\n The topological order of vertices in the given graph is : \n"); \\ while(c < n) \\ \{ \\ for(k = 0; k < n; k + +) \\ \{ \\ if((deg[k] = 0) \&\& (flag[k] = 0)) \\ \{ \\ printf(" \%d \t", (k + 1)); \\ flag[k] = 1; \\ \} \\ for(i = 0; i < n; i + +) \\ \{ \\ if(a[i][k] = 1) \\ deg[k] - :; \\ \} \\ c + +; \\ \} \\ return 0; \\ \}
```

2) DOUBLY LINKED LIST

```
#include<stdio.h>
#include<stdlib.h>
struct node
{
      struct node *prev;
       struct node *next;
      int data;
};
struct node *head,*last;
void createList(int n);
void insert at anyposition(int data,int position);
void search();
void delete_at_end();
void display();
void main ()
      int choice=0,n,data;
      while(choice!=6)
       {
             printf("----DOUBLY LINKED LIST----");
             printf("\n1.Create the list \n2.Insert at particular position \n3.Search an
element \n4.Delete an element at end \n5.Display \n6.Exit\n");
             printf("Enter your choice : ");
             scanf("\n%d",&choice);
             switch(choice)
                    case 1:printf("Enter number of nodes to be inserted: ");
                           scanf("%d",&n);
                           createList(n);
```

```
break;
                     case 2:printf("Enter the position where you want to insert new node:
");
                  scanf("%d", &n);
                    printf("Enter data of %d node : ", n);
                    scanf("%d", &data);
                           insert at anyposition(data,n);
                           break;
                    case 3:search();
                           break;
                    case 4:delete at end();
                           break;
                    case 5:display();
                           break;
                    case 6:exit(0);
                           break;
                    default: printf("Enter a valid choice");
              }
       }
}
void createList(int n)
  int i, data;
  struct node *newNode;
  if(n >= 1)
    head = (struct node *)malloc(sizeof(struct node));
    printf("Enter data of node 1: ");
    scanf("%d", &data);
     head->data = data;
    head->prev = NULL;
    head->next = NULL;
```

```
last = head;
    for(i=2; i<=n; i++)
       newNode = (struct node *)malloc(sizeof(struct node));
       printf("Enter data of node %d: ", i);
       scanf("%d", &data);
      newNode->data = data;
       newNode->prev = last;
       newNode->next = NULL;
       last->next = newNode;
       last = newNode;
    printf("\nDOUBLY LINKED LIST CREATED SUCCESSFULLY\n");
void insert at anyposition(int data,int position)
{
      int i;
  struct node * newNode, *temp;
  if(head == NULL)
    printf(" List is empty!\n");
  else
    temp = head;
    i=1;
    while(i<position-1 && temp!=NULL)
       temp = temp->next;
       i++;
```

```
}
    if(temp!=NULL)
      newNode = (struct node *)malloc(sizeof(struct node));
      newNode->data = data;
       newNode->next = temp->next;
       newNode->prev = temp;
       if(temp->next != NULL)
        temp->next->prev = newNode;
       temp->next = newNode;
      printf("NODE INSERTED SUCCESSFULLY AT %d POSITION\n", position);
    else
      printf(" Invalid position\n");
void search()
{
      struct node *ptr;
      int item,i=0,flag;
      ptr = head;
      if(ptr == NULL)
      {
             printf("\nEmpty list\n");
      else
             printf("\nEnter the value of node you want to search:\n");
```

```
scanf("%d",&item);
             while (ptr!=NULL)
                    if(ptr->data == item)
                    {
                           printf("\nNode found at %d position\n ",i+1);
                           flag=0;
                           break;
                    }
                    else
                           flag=1;
             i++;
             ptr = ptr -> next;
             if(flag==1)
                    printf("\nNode not found\n");
      }
}
void delete_at_end()
      struct node *ptr;
      if(head == NULL)
             printf("\nCannot delete");
      else if(head->next == NULL)
             head = NULL;
             free(head);
             printf("\nNode deleted\n");
      else
```

```
{
             ptr = head;
             if(ptr->next != NULL)
             ptr = ptr -> next;
             ptr -> prev -> next = NULL;
             free(ptr);
             printf("\nNode deleted\n");
       }
}
void display()
      struct node *ptr;
      if(head == NULL)
      printf("List is empty");
       else
       printf("\n The nodes in DoublyLL : \n");
      ptr = head;
       while(ptr != NULL)
       {
             printf("%d\n",ptr->data);
             ptr=ptr->next;
}
```

OUTPUT:

1)

```
shakthi@shakthi-HP:~$ gcc topo.c -o t
shakthi@shakthi-HP:~$ ./t
Enter the number of vertices in the given graph: 7
Enter the adjacency matrix of the graph:
0 1 0 0 0 0 0
0 0 1 1 1 0 0
0000100
0 0 0 0 1 0 0
0000010
0 0 0 0 0 0
0 0 0 1 0 0 0
 The topological order of vertices in the given graph is :
                                                   shakthi@shakthi-HP:~$
                2
                       3
                               4
                                      5
                                             6
```

2)

```
shakthi@shakthi-HP:~$ gcc doublyLL.c -o d
shakthi@shakthi-HP:~$ ./d
-----DOUBLY LINKED LIST-----
1.Create the list
2. Insert at particular position
3.Search an element
4.Delete an element at end
5.Display
6.Exit
Enter your choice: 1
Enter number of nodes to be inserted: 3
Enter data of node 1: 4
Enter data of node 2: 5
Enter data of node 3: 6
DOUBLY LINKED LIST CREATED SUCCESSFULLY
-----DOUBLY LINKED LIST-----
1.Create the list
2. Insert at particular position
Search an element
4.Delete an element at end
5.Display
6.Exit
Enter your choice : 2
Enter the position where you want to insert new node: 1
Enter data of 1 node: 8
NODE INSERTED SUCCESSFULLY AT 1 POSITION
-----DOUBLY LINKED LIST-----
1.Create the list
2.Insert at particular position
3.Search an element
4.Delete an element at end
5.Display
6.Exit
Enter your choice : 5
The nodes in DoublyLL:
8
5
6
-----DOUBLY LINKED LIST-----
1.Create the list
2. Insert at particular position
3.Search an element
4.Delete an element at end
5.Display
6.Exit
Enter your choice: 3
```

```
Enter the value of node you want to search:
Node found at 2 position
-----DOUBLY LINKED LIST-----
1.Create the list
2.Insert at particular position
3.Search an element
4.Delete an element at end
5.Display
6.Exit
Enter your choice : 4
Node deleted
-----DOUBLY LINKED LIST-----
1.Create the list
2.Insert at particular position
3.Search an element
4.Delete an element at end
5.Display
6.Exit
Enter your choice: 6
shakthi@shakthi-HP:~$
```

GIT REPOSITORY LINK:

https://github.com/sakthi-priya-m/DS_LAB