Page

1BM19CS143
SANNIDHI KASTURI
Sannidhi

DATE: 23.11.20

// Program to implement singly linked list.

```
#include <stdio.h>
#include <stdlib.h>
struct node {
 int info;
 struct node *link;
};
typedef struct node *NODE;
NODE getnode() {
 NODE x;
 x = (NODE) malloc (sizeof (struct node));
 if (x == NULL) {
  printf ("Memory Full\n");
  exit (0);
 }
 return x;
}
void freenode (NODE x) {
 free(x);
}
NODE insert_front (NODE first, int item) {
 NODE temp;
 temp = getnode();
 temp -> info = item;
 temp -> link = NULL;
 if (first == NULL)
  return temp;
 return first;
}
```

```
NODE delete_front (NODE first) {
 NODE temp;
if (first == NULL) {
printf( " List is empty, cannot delete! \n");
return first;
}
temp = first;
temp = temp -> link;
printf( " Item deleted at front end is %d\n"
, first -> info);
free (first);
return temp;
}
NODE insert_rear( NODE first , int item) {
 NODE temp, cur;
temp = getnode();
temp -> info = item;
temp -> link = NULL;
if( first == NULL)
return temp;
cur = first;
while ( cur -> link != NULL)
cur -> link = temp;
return first;
}
NODE delete_rear (NODE first) {
 NODE cur , prev;
if( first == NULL) {
printf( " List is empty , cannot delete\n");
return first;
}
if (first -> link == NULL) {
printf( " Item deleted is %d \n" , first -> info);
free (first);
```

```
return NULL;
}
prev = NULL;
cur = first;
while (cur -> link != NULL) {
prev = cur;
cur = cur -> link;
}
printf("Item deleted at rear end is %d",
cur -> info);
free(cur);
prev -> link = NULL;
return first;
}
NODE insert_pos(int item, int pos, NODE first){
NODE temp, cur, prev;
int count;
temp = getnode();
temp -> info = item;
temp -> link = NULL;
if(first == NULL && pos == 1){
return temp;
}
if(first == NULL){
printf("Invalid position!\n");
return first;
}
if(pos == 1){
temp -> link = first;
first = temp;
return temp;
}
count = 1;
prev = NULL;
```

```
cur = first;
while (cur != NULL && count != pos) {
 prev = cur;
 cur = cur -> link;
 count++;
}
 if (count == pos) {
 prev -> link = temp;
 temp -> link = cur;
 return first;
 }
 printf("Invalid position\n");
 return first;
}
NODE delete_pos (int pos, NODE first) {
 NODE cur;
 NODE prev;
 int count, flag = 0;
 if (first == NULL || pos <= 0) {
 printf("Invalid position\n");
 return NULL;
 }
 if (pos == 1) {
  cur = first;
  first = first -> link;
  freenode (cur);
  return first;
 }
 prev = NULL;
 cur = first;
 count = 1;
 while (cur != NULL) {
 if (count == pos) {
 flag = 1;
```

```
break;
}
icount++;
prev = cur;
cur = cur -> link;
}
if (flag == 0) {
printf("Invalid position\n");
return first;
}
printf("Item deleted at given position is
%d\n", cur -> info);
prev -> link = cur -> link;
free node (cur);
return first;
}
void display(NODE first) {
NODE temp;
if (first == NULL) {
printf("List empty, cannot display items!\n");
for (temp = first; temp != NULL; temp = temp ->
link) {
printf("%d\n", temp -> info);
}
}
int main() {
int item, choice, key, pos;
int count = 0;
NODE first = NULL;
for(;;) {
printf("\n1.Insert rear\n2. Delete rear\n3. Insert
front\n4. Delete front\n5. Insert info position
\n6. Delete info position\n7. Display\n8. Exit\n");
printf("Enter the choice:");
```

```
scanf("%d", &choice);
switch(choice){
case 1: printf("Enter item at rear end\n");
scanf("%d", &item);
first = insert_rear(first, item);
break;
case 2: first = delete_rear(first);
break;
case 3: printf("Enter item at front end\n");
scanf("%d", &item);
first = insert_front(first, item);
break;
case 4: first = delete_front(first);
break;
case 5: printf("Enter item to be inserted at
given position:\n");
scanf("%d", &item);
printf("Enter the position\n");
scanf("%d", &pos);
first = insert_pos(item, pos, first);
break;
case 6: printf("Enter the position:\n");
scanf("%d", &pos);
first = delete_pos(pos, first);
break;
case 7: display(first);
break;
default: exit(0);
break;
return 0;
}
}
}
```