

Lab prgm-5a

5a) WAP to implement Singly Linked List with following operations

- create a linked list.
- deletion of first element
specified element
last element
- Display the contents of the linked list

Pseudo code:-

b) void deleteFirst():

struct node * temp

if (head == NULL) then

Print "list is empty"

return

ENDIF

temp = head

head = head->next

Print "Deleted element"

free temp

END deleteFirst

void deleteLast():

if (head == NULL) then

Print "Deleted element"

return

ENDIF

if (head->next == NULL):

Print ("Deleted element")

free (head)

head = NULL

End if

temp = head

while (temp->next != NULL)

prev = temp;

temp = temp->next;

```

End deleteLast
void deleteSpecificCntValue()
{
    if (head == NULL) then
        deleteFirst;
    }
    End if
    if (head == NULL)
        Print "List is empty";
    }
    End if
    while (temp != NULL and temp->data != value)
    {
        Prev = temp;
        temp = temp->next;
    }
    if (temp == NULL) then "value not found. return";
    Prev->next = temp->next;
    free(temp);
}
End deleteSpecific();

```

[Faint handwritten notes and diagrams related to linked list operations, including a diagram of a linked list with nodes and pointers.]

```

codes-
#include <stdio.h>
#include <stdlib.h>
struct node {
    int data;
    struct node *next;
};
struct node *head = NULL;
void createList(int n) {
    struct node *newnode, *temp;
    int data;
    if (n <= 0)
        return;
    for (int i = 1; i <= n; i++) {
        newnode = (struct node *) malloc(sizeof(struct node));
        if (newnode == NULL) {
            printf("Memory allocation failed!");
            return;
        }
        printf("Enter data: ");
        scanf("%d", &data);
        newnode->data = data;
        newnode->next = NULL;
        if (head == NULL)
            head = newnode;
        else {
            temp = head;
            while (temp->next != NULL)
                temp = temp->next;
            temp->next = newnode;
        }
    }
    printf("Linked list is created");
}

```

[Faint handwritten notes and diagrams related to linked list operations, including a diagram of a linked list with nodes and pointers.]

```

void deletefirst() {
    struct node *temp;
    if (head == NULL) {
        printf("List is empty (nothing to delete)");
        return;
    }
    temp = head;
    head = head->next;
    printf("The deleted element is %d", temp->data);
    free(temp);
}

void deletelast() {
    struct node *temp, *prev;
    if (head == NULL) {
        printf("The list is empty");
        return;
    }
    if (head->next == NULL) {
        printf("Deleted element: %d", head->data);
        free(head);
        head = NULL;
        return;
    }
    temp = head;
    while (temp->next != NULL) {
        prev = temp;
        temp = temp->next;
    }
    prev->next = NULL;
    printf("Deleted element: %d", temp->data);
    free(temp);
}

```

```

void deletespecific(int value) {
    struct node *temp = head, *prev = NULL;
    if (head == NULL) {
        printf("The list is empty");
        return;
    }
    if (head->data == value) {
        deletefirst();
        return;
    }
    while (temp != NULL && temp->data != value) {
        prev = temp;
        temp = temp->next;
    }
    if (temp == NULL) {
        printf("Value not found");
        return;
    }
    prev->next = temp->next;
    free(temp);
}

void display() {
    struct node *temp = head;
    if (head == NULL) {
        printf("List is empty");
    }
    else {
        printf("Linked list: ");
        while (temp != NULL) {
            printf("%d", temp->data);
            temp = temp->next;
        }
    }
}

```



```

int main() {
    int ch, value, n;
    do {
        printf("\n 1) Create linked list 2) Delete at
        beginning 3) Delete at any position 4) Display list
        5) Display first")
        printf("\n Enter your choice: ");
        scanf("%d", &ch);
        switch(ch) {
            case 1:
                printf("Enter no. of nodes: ");
                scanf("%d", &n);
                create(list);
                break;
            case 2:
                deletefirst;
                break;
            case 3:
                printf("Enter value: ");
                scanf("%d", &value);
                deleteSpecificValue;
                break;
            case 4:
                deleteLast;
                break;
            case 5:
                display();
                break;
            default:
                printf("Invalid input");
        }
    } while (ch != -1);
}

```

OP:-

1) Create linked list 2) Delete at beginning 3) Delete at position 4) Delete at last 5) Display list

Enter your choice: 1

Enter no. of nodes: 6

Enter data: 1

Enter data: 2

Enter data: 3

Enter data: 4

Enter data: 5

Enter data: 6

Linked list is created

1) Create linked list 2) Delete at beginning

3) Delete at position 4) Delete at last 5) Display list

Enter your choice: 2

The deleted element is: 1

1) Create linked list 2) Delete at beginning

3) Delete at position 4) Delete at last 5) Display list

Enter your choice: 4

deleted element: 6

1) Create linked list 2) Delete at beginning

3) Delete at position 4) Delete at last 5) Display list

list

Enter your choice: 3

Enter value: 3

1) Create linked list 2) Delete at beginning

3) Delete at position 4) Delete at last 5) Display list

at position 4) Delete at last 5) Display list

Enter your choice: 5

Linked list:

2 4 5

1) Create linked list 2) Delete at beginning 3) Delete at position 4) Delete at last 5) Display list

Enter your choice: 1

Position 4) Delete at last 5) Display list

Enter your choice: 1

1) Create linked list 2) Delete at beginning 3) Delete at position 4) Delete at last 5) Display list

Enter your choice: 1