

Lab Pgmn-5a

- 5a) WAP to implement singly linked List with following operations
- a) Create a linked list.
 - b) Deletion of first element
 - c) 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

Endif

temp = head

```
while (temp -> next != NULL)
```

prev = temp;

temp = temp -> next;

```

int deleteLast()
{
    if(head==NULL)
        return;
    else
    {
        struct node *temp = head;
        struct node *prev = NULL;
        while(temp->next!=NULL)
        {
            prev = temp;
            temp = temp->next;
        }
        if(temp==NULL)
            printf("List is empty");
        else
        {
            prev->next = NULL;
            free(temp);
        }
    }
}

int deleteSpecific(int value)
{
    if(head==NULL)
        return;
    else
    {
        struct node *temp = head;
        struct node *prev = NULL;
        while(temp!=NULL)
        {
            if(temp->data==value)
            {
                if(prev==NULL)
                    head = temp->next;
                else
                    prev->next = temp->next;
                free(temp);
                return;
            }
            prev = temp;
            temp = temp->next;
        }
    }
}

int insertAtHead(int value)
{
    struct node *newnode = (struct node *)malloc(sizeof(struct node));
    if(newnode==NULL)
        printf("Memory allocation failed!");
    else
    {
        newnode->data = value;
        newnode->next = head;
        head = newnode;
    }
}

```

~~codes-~~

```

#include <stdio.h>
#include <stdlib.h>

struct node
{
    int data;
    struct node *next;
};

struct node *head;
int count=0;
void printList();
void createlist(int n);

if(n<0)
    printf("n should be greater than 0");
else
{
    struct node *newnode = (struct node *)malloc(sizeof(struct node));
    if(newnode==NULL)
        printf("Memory allocation failed!");
    else
    {
        newnode->data = n;
        newnode->next = NULL;
        if(head==NULL)
            head = newnode;
        else
        {
            struct node *temp = head;
            while(temp->next!=NULL)
                temp = temp->next;
            temp->next = newnode;
        }
    }
}

```

```

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) {
        return;
    }
    printf ("the list is empty");
    prev->next = NULL;
    free(head);
}

void deletespecific (int value) {
    struct node *temp = head, *prev = NULL;
    if (head == NULL) {
        printf ("The list is empty");
        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:\n");
        while (temp != NULL) {
            printf ("%d", temp->data);
            temp = temp->next;
        }
    }
}

```

(1) deletion
List is empty
if head == NULL
Printf ("The list is empty");
return;
else
temp = head
head = head->next;
printf ("The deleted element is %d", temp->data);
free(temp);
else
temp = head;
if (head == NULL) {
 return;
}
printf ("the list is empty");
prev->next = NULL;
free(head);
else
temp = head;
if (temp == NULL) {
 printf ("Value not found");
 return;
}
prev->next = temp->next;
free(temp);
else
temp = head;
if (temp == NULL) {
 printf ("List is empty");
}
else
printf ("Linked list:\n");
while (temp != NULL) {
 printf ("%d", temp->data);
 temp = temp->next;
}

```

int main()
{
    int ch, value, n;
    do
    {
        printf("1) Create linked list 2) Delete at beginning 3) Delete at
beginning & deleted any position 4) Delete at
position 5) Display list");
        printf("Enter your choice: ");
        scanf("%d", &ch);
        switch(ch)
        {
            case 1:
                printf("Enter no. of nodes: ");
                scanf("%d", &n);
                createList();
                break;
            case 2:
                printf("Delete at position ");
                scanf("%d", &value);
                deleteAtPosition(value);
                break;
            case 3:
                printf("Enter value: ");
                scanf("%d", &value);
                deleteSpecificValue(value);
                break;
            case 4:
                printf("Delete at beginning & deleted element: ");
                deleteFirst();
                break;
            case 5:
                printf("Enter your choice: ");
                scanf("%d", &ch);
                if(ch == 1)
                    display();
                else if(ch == 2)
                    display();
                else if(ch == 3)
                    display();
                else if(ch == 4)
                    display();
                else if(ch == 5)
                    display();
                else
                    break;
            default:
                printf("Invalid input");
        }
    } while(ch != 0);
}

```

Q:-
 a) Create linked list
 b) Delete at beginning
 c) Delete at last
 d) Delete at position
 e) 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
 Enter your choice: 5
 Enter value: 3
 Enter value: 3
 1) Create linked list 2) Delete at beginning 3) Delete
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