

# Ordered Linked Lists

```
■ NODEPTR insert(NODEPTR list, int x)
{
    NODEPTR prev, curr, q ;
    if (list == NULL){
        list = insrthead (list, x) ;
        return list;
    }
    prev = curr = list ;
    while((curr!=NULL) && (curr->info<=x))
        if (curr->info==x){
            printf(" Data found \n") ;
            exit(1);
        }
    else {
        prev=curr; curr= curr->next ;
    }
}
if (prev==curr)    list = insrthead (list, x);
else               insafter (prev, x);
return (list);
}
```

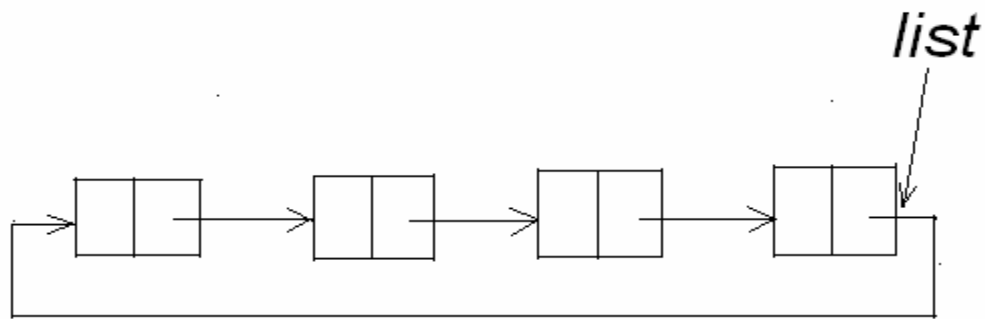
```
■ NODEPTR merge ( NODEPTR p,  
  NODEPTR q )  
{  
  NODEPTR p1,q1,r,r1,r2 ;  
  p1=p; q1=q;  
  if ((p1==NULL)&&(q1==NULL))  
  {   printf(“Null lists to be merged”) ;  
      exit(1);  
  };  
  r = r1 = NULL;
```

```
while ((p1!=NULL)&&(q1!=NULL)){
    r2 = getnode( );
    if (r == NULL) r =r2;
    if (p1->info<=q1->info){
        r2->info = p1->info;
        r2->next = NULL ;
        p1= p1->next;
    }
    else
    {
        r2->info = q1->info;
        r2->next = NULL ;
        q1 = q1->next;
    }
    if (r1!=NULL) r1->next = r2
    r1= r2 ;
}/* end while */
```

```
while(p1 != NULL){  
    r2 = getnode();  
    if (r == NULL) r=r2;  
    r2->info = p1->info ;  
    r2->next = NULL;  
    p1 = p1->next;  
    if(r1!=NULL){  
        r1->next = r2;  
    }  
    r1= r2;  
}
```

```
while(q1 != NULL){  
    r2 = getnode();  
    if (r == NULL) r=r2;  
    r2->info = q1->info ;  
    r2->next = NULL;  
    q1 = q1->next;  
    if(r1!=NULL){  
        r1->next = r2;  
    }  
    r1= r2;  
}
```

## ■ Circular Lists



## Concatenating Two Lists

```
■ void concat (NODEPTR *plist1, NODEPTR *plist2)
{
    NODEPTR p;
    if(*plist2==NULL)
        return ;
    if(*plist1==NULL){
        *plist1=*plist2;
        return;
    }
    p=(*plist1)->next;
    (*plist1)->next=(*plist2)->next;
    (*plist2)->next=p;
    *plist1=*plist2;
    return;
}/*end concat  concat(&list1,&list2)*/
```

- Doubly Linked Lists

- struct node{  
    int info;  
    struct node \*left,\*right ;  
};  
typedef struct node \*NODEPTR ;



```
■ void delete (NODEPTR p, int *px)
{
    NODEPTR q, r;
    if (p == NULL){
        printf("Void deletion \n");
        return ;
    }/*end if*/
    *px=p->info;
    q=p->left;
    r=p->right;
    q->right=r;
    r->left=q;
    freenode(p);
    return;
}/*end delete*/
```

```
■ void insertright (NODEPTR p, int x)
{
    NODEPTR q, r;
    if (p == NULL){
        printf ("Void insertion \n");
        return;
    }/*end if */
    q =getnode();
    q->info=x;
    r=p->right;
    r->left=q;
    q->right=r;
    q->left=p;
    p->right=q;
    return;
}/* end inserion*/
```