Question1.cpp

```
1 // <----Lab 03 - Singly Linked List---->
 3
   // 1. Implement a singly linked list class with the following functions:
   // a) Insert a node at head
   // b) Insert a node at tail/end/back
   // c) Insert a node at any position
 6
 7
   // d) Delete a node by value
   // e) Delete head
 8
 9
   // f) Delete tail
   // g) Delete a node at any position.
10
11
   #include<iostream>
12
13
    using namespace std;
14
   class node {
15
16
        public:
17
            int data;
            node* next;
18
            node(int value) {
19
20
                data=value;
21
                next=NULL;
22
            node(int value,node* nxt) {
23
24
                data=value;
25
                next=nxt;
26
            }
27
   };
28
29
30
    class SLL { //SLL = Singly Linked List
        node* head=NULL;
31
        public:
32
33
            void insertAttail(int value) {
34
                node* n=new node(value);
35
                if(head==NULL) { //Check if Linked List Empty.
36
                    head=n;
37
                    return;
38
39
                node* temp=head;
                while(temp->next!=NULL) {
40
41
                    temp=temp->next;
42
43
                temp->next=n;
44
            void insertAtPos(int posvalue,int value) {
45
                int count=0;
46
47
                node* temp=head;
48
                while(temp->next!=NULL&&count<posvalue-1) {</pre>
49
                    temp=temp->next;
50
                    count++;
51
                node* n=new node(value,temp->next);
52
                temp->next=n;
53
```

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   54
   55
                void display() {
                    node* temp=head;
   56
   57
                    cout<<"[HEAD] ";</pre>
   58
                    while(temp!=NULL) {
                         cout<<temp->data<<" | "<<temp->next<<" -> ";
   59
   60
                         temp=temp->next;
   61
                    cout<<"NULL [TAIL]"<<endl;</pre>
   62
   63
                }
   64
                void insertAthead(int value) {
                    node* n=new node(value);
   65
                    n->next=head;
   66
   67
                    head=n;
   68
                void deletion(int value) {
   69
   70
                    if(head==NULL) {
   71
                         return;
   72
                    }
   73
                    node* temp=head;
   74
                    if(head==NULL){
   75
                         cout<<"Empty Linked List, returning\n";</pre>
   76
                         return;
   77
                    if(head->data==value){
   78
   79
                         head=head->next;
                         return;
   80
   81
   82
                    while(temp->next->data!=value ) {
   83
                         if(temp->next->next==NULL){
   84
                             cout<<"Value not found... Returning\n";</pre>
   85
                             return;
   86
   87
                         temp=temp->next;
   88
   89
                    node* todelete=temp->next;
   90
                    temp->next=temp->next->next;
   91
   92
                    delete todelete;
   93
   94
                void deleteAthead() {
   95
                    if(head==NULL) {
   96
                         return;
   97
   98
                    node* todelete=head;
   99
                    head=head->next;
  100
                    delete todelete;
  101
  102
                void deleteAtPos(int posvalue) {
                    if(head==NULL) {
  103
  104
                         return;
  105
  106
                    int count=0;
  107
                    node* temp=head;
  108
                    while(temp->next!=NULL && count<posvalue-1) {</pre>
  109
                         temp=temp->next;
```

```
110
                     count++;
111
112
                 node* todelete=temp->next;
113
                 temp->next=temp->next->next;
114
                 delete todelete;
115
             void deleteAttail() {
116
117
                 if(head==NULL) { //If linked list empty.
118
                     return;
119
                 }
120
                 node* temp=head;
121
                 if(head->next==NULL) { //If linked list has 1 item only.
122
                     head=NULL;
123
                     delete temp;
124
                     return;
125
                 while(temp->next->next!=NULL) {
126
127
                     temp=temp->next;
128
                 delete temp->next;
129
130
                 temp->next=NULL;
131
             }
132
133
    };
134
135
136
    int main() {
         SLL list;
137
138
         float input=0;
139
         int value;
140
         while(input!=0.5) {
             cout<<"-----
141
142
             cout<<"CURRENT LINKED LIST:\n";</pre>
143
             list.display();
             cout<<"-----\n":
144
145
             cout<<"What would you like to do with the linked list?\n";</pre>
146
             cout<<"1. Insert\t2. Delete\nEnter 0.5 to Exit\n[Anything else will default to Delete]\n";</pre>
             cin>>input;
147
148
             if(input==1) {
                 cout<<"Enter Value to insert: ";</pre>
149
150
                 cin>>value;
151
                 cout<<"Where to Insert in Linked List?\n";</pre>
                 cout<<"1. At head\t2. At tail\t3. At specified Position\n[Any other value will default
152
     to Insertion at Head]\n";
153
                 cin>>input;
                 if(input == 2){
154
155
                     list.insertAttail(value);
156
157
                 else if(input == 3){
158
                     int pos:
                     cout<<"Enter the Position to insert into: ";</pre>
159
160
                     cin>>pos;
161
                     list.insertAtPos(pos,value);
162
                 }
                 else{
163
164
                     list.insertAthead(value);
```

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```
165
166
167
             else if(input==0.5){
168
169
                  break;
170
171
             else{
                  cout<<"Where to Delete from Linked List?\n";</pre>
172
                  cout<<"1. At head\t2. At tail\t3. At specified Position\t 4. Delete a specific
173
     Value\n[Any other value will default to Deletion from Head]\n";
                  cin>>input;
174
                  if(input == 2){
175
176
                      list.deleteAttail();
177
178
                  else if(input == 3){
179
                      int pos;
180
                      cout<<"Enter the Position to Delete from: ";</pre>
181
                      cin>>pos;
182
                      list.deleteAtPos(pos);
183
184
                  else if(input == 4){
185
                      int pos;
                      cout<<"Enter the Value to Delete: ";</pre>
186
187
                      cin>>value;
188
                      list.deletion(value);
189
                  }
190
                  else{
191
                      list.deleteAthead();
192
193
             }
194
195
         }
196
```

Question2.cpp

```
1
    // <---Lab 03 - Singly Linked List--->
 2
    // 2. Solve the following problem using a Singly Linked List. Given a singly linked list of
 3
 4
    // characters, write a function to make word out of given letters in the list. Test Case:
    // Input:C->S->A->R->B->E->L->NULL,
 6
    // Output:S->C->R->A->B->L->E->NULL
 7
 8
 9
    #include<iostream>
10
    using namespace std;
11
    string dictionary[]={"hello","ahmed","aziz","ali","class","university","section","data","
structure","algorithm","sir",
12
                           "madam", "word", "sentence", "biryani", "cold", "drink", "village", "book", "library",
13
    "bookshelf", "campus"
                           "charger", "phone", "cable", "computer", "laptop", "television",
14
    "money","alot","large","amount","small","vocabulary","
pneumonoultramicroscopicsilicovolcaniosis","goodbye","CGPA","GPA"};
15
16
17
18
    string unsorted[38];
19
20
                                //Sorting due to anagram detection logic
    void sortdictionary(){
21
22
         cout<<"DICTIONARY: Word => SortedWord"<<endl;</pre>
23
                                                                "<<endl;
         cout<<"
24
         for(int i=0;i<38;i++){</pre>
25
             unsorted[i]=dictionary[i];
26
27
28
         for(int i=0;i<38;i++){ // for array</pre>
29
             //for bubble sort
30
             int count=0;
31
             while(dictionary[i][count]!='\0'){
32
                  count++:
33
34
35
             for(int j=0;j<count-1;j++){</pre>
                  for(int k=0;k<count-1-j;k++){</pre>
36
37
                      if(dictionary[i][k]>dictionary[i][k+1]){
38
                           char temp = dictionary[i][k];
39
                           dictionary[i][k] = dictionary[i][k+1];
40
                           dictionary[i][k+1] = temp;
41
42
43
             }
44
45
46
         for(int i=0;i<38;i++){</pre>
47
             cout<<unsorted[i]<<" => "<<dictionary[i]<<endl; //printing to check array.</pre>
48
49
         cout<<endl<<endl;
50
51
```

```
52
 53
 54
     class node {
 55
         public:
 56
              char data;
              node* next;
 57
              node(char value) {
 58
 59
                  data=value;
                  next=NULL;
 60
 61
              }
              node(char value,node* nxt) {
 62
                  data=value;
 63
                  next=nxt;
 64
 65
              }
 66
     };
 67
 68
 69
     class SLL { //SLL = Singly Linked List
 70
         node* head=NULL;
 71
         public:
 72
              void insertAttail(char value) {
 73
                  node* n=new node(value);
                  if(head==NULL) { //Check if Linked List Empty.
 74
 75
                      head=n:
                      return;
 76
 77
 78
                  node* temp=head;
 79
                  while(temp->next!=NULL) {
 80
                      temp=temp->next;
 81
 82
                  temp->next=n;
 83
 84
              void insertAtPos(int posvalue,char value) {
                  int count=0;
 85
 86
                  node* temp=head;
 87
                  while(temp->next!=NULL&&count<posvalue-1) {</pre>
 88
                      temp=temp->next;
                      count++;
 89
 90
                  node* n=new node(value,temp->next);
 91
 92
                  temp->next=n;
 93
              void display() {
 94
 95
                  node* temp=head;
                  cout<<"[HEAD] ";</pre>
 96
 97
                  while(temp!=NULL) {
                      cout<<temp->data<<" | "<<temp->next<<" -> ";
 98
 99
                      temp=temp->next;
100
                  }
                  cout<<"NULL [TAIL]"<<endl;</pre>
101
102
              }
103
              void insertAthead(char value) {
                  node* n=new node(value);
104
105
                  n->next=head;
                  head=n;
106
              }
107
```

```
108
             void deletion(char value) {
                  if(head==NULL) {
109
110
                      return;
111
112
                 node* temp=head;
                 while(temp->next->data!=value ) {
113
114
                      temp=temp->next;
115
                 node* todelete=temp->next;
116
117
                  temp->next=temp->next->next;
118
119
                 delete todelete;
120
121
             void deleteAthead() {
                  if(head==NULL) {
122
123
                      return;
124
125
                 node* todelete=head;
126
                 head=head->next;
                 delete todelete;
127
128
129
             void deleteAtPos(int posvalue) {
130
                  if(head==NULL) {
131
                      return;
132
133
                 int count=0;
                 node* temp=head;
134
                 while(temp->next!=NULL && count<posvalue-1) {</pre>
135
136
                      temp=temp->next;
137
138
                 node* todelete=temp->next;
139
                 temp->next=temp->next->next;
140
                 delete todelete;
141
142
143
144
             void deleteAttail() {
                  if(head==NULL) { //If linked list empty.
145
146
                      return;
147
                 node* temp=head;
148
149
                  if(head->next==NULL) { //If linked list has 1 item only.
150
                      head=NULL;
151
                      delete temp;
152
153
                 while(temp->next->next!=NULL) {
154
                      temp=temp->next;
155
                  delete temp->next;
156
157
                  temp->next=NULL;
158
             }
159
160
             string sortlist(){ //Sorting by data not value
                 node* temp=head;
161
162
                 while(temp->next!=NULL){
                      node* temp2=head;
163
```

while (temp != NULL && temp->data != ch) { //finding a character that goes into the

prev = temp;

temp = temp->next;

216

217

218

position

264

Question3.cpp

```
// <---Lab 03 - Singly Linked List--->
 1
 3
   // 3. Use the class of SLL created by you during the lab task 1. Do the following:
    // a) Reverse the linked list
    // b) Sort the contents of linked list
    // c) Find the duplicates in the linked list
 6
 7
    #include<iostream>
 8
 9
    using namespace std;
10
11
    class node {
12
        public:
13
            int data;
14
            node* next;
            node(int value) {
15
                data=value;
16
                next=NULL;
17
18
            node(int value,node* nxt) {
19
20
                data=value;
21
                next=nxt;
22
            }
23
    };
24
25
    class SLL { //SLL = Singly Linked List made in task 1
26
            node* head=NULL;
27
28
        public:
            void insertAttail(int value) {
29
30
                node* n=new node(value);
                if(head==NULL) { //Check if Linked List Empty.
31
32
                     head=n;
33
                     return;
34
35
                node* temp=head;
36
                while(temp->next!=NULL) {
37
                     temp=temp->next;
38
                }
39
                temp->next=n;
40
41
            void insertAtPos(int posvalue,int value) {
                int count=0;
42
                node* temp=head;
43
                while(temp->next!=NULL&&count<posvalue-1) {</pre>
44
45
                     temp=temp->next;
                     count++;
46
47
48
                node* n=new node(value,temp->next);
49
                temp->next=n;
50
            void display() {
51
52
                node* temp=head;
                cout<<"[HEAD] ";
53
```

```
54
                  while(temp!=NULL) {
                      cout<<temp->data<<" | "<<temp->next<<" -> ";
 55
 56
                      temp=temp->next;
 57
                  cout<<"NULL [TAIL]"<<endl;</pre>
 58
 59
              void insertAthead(int value) {
 60
                  node* n=new node(value);
 61
                  n->next=head;
 62
 63
                  head=n;
 64
             void deletion(int value) {
 65
                  if(head==NULL) {
 66
 67
                      return;
 68
 69
                  node* temp=head;
 70
                  while(temp->next->data!=value ) {
 71
                      temp=temp->next;
 72
                  }
 73
                  node* todelete=temp->next;
 74
                  temp->next=temp->next->next;
 75
 76
                  delete todelete;
 77
             void deleteAthead() {
 78
 79
                  if(head==NULL) {
 80
                      return;
                  }
 81
 82
                  node* todelete=head;
 83
                  head=head->next;
 84
                  delete todelete;
 85
 86
             void deleteAtPos(int posvalue) {
                  if(head==NULL) {
 87
 88
                      return;
 89
 90
                  int count=0;
                  node* temp=head;
 91
 92
                  while(temp->next!=NULL && count<posvalue-1) {</pre>
 93
                      temp=temp->next;
 94
 95
                  node* todelete=temp->next;
 96
                  temp->next=temp->next->next;
 97
                  delete todelete;
 98
 99
100
101
             void deleteAttail() {
102
                  if(head==NULL) { //If linked list empty.
103
                      return;
104
105
                  node* temp=head;
                  if(head->next==NULL) { //If linked list has 1 item only.
106
107
                      head=NULL;
108
                      delete temp;
109
```

```
110
                 while(temp->next->next!=NULL) {
111
                      temp=temp->next;
112
                 delete temp->next;
113
114
                 temp->next=NULL;
115
             }
116
117
             void sortlist() { //sorting by swapping values
                  node* temp=head;
118
119
                 while(temp->next!=NULL) {
120
                      node* temp2=head;
                      while(temp2->next!=NULL) {
121
122
                          if(temp2->data>temp2->next->data) {
123
                              char tempchar = temp2->data;
                              temp2->data = temp2->next->data;
124
125
                              temp2->next->data = tempchar;
126
                          }
127
                          temp2=temp2->next;
128
129
                      temp=temp->next;
130
                  }
131
             }
132
133
             void reverse() {
                 node* prev=NULL;
134
                 node* after=NULL;
135
                 while(head!=NULL) {
136
                      after=head->next;
137
138
                      head->next=prev;
139
                      prev=head;
140
                      head=after;
141
142
                 head=prev;
             }
143
144
145
             void duplicates() {
146
                  int* items = new int[100];
                                                   // Assuming a maximum of 100 unique items
                  int* itemcount = new int[100];
147
                 int size = 0;
148
149
150
                 node* temp = head;
151
                 while(temp != NULL) {
152
153
                      bool duplicate = false;
                      for(int i = 0; i < size; i++) {</pre>
154
                          if(temp->data == items[i]) {
155
156
                              duplicate = true;
157
                              itemcount[i]++;
158
                              break;
159
                          }
160
                      }
161
                      if(!duplicate) {
                          items[size] = temp->data;
162
                          itemcount[size] = 1;
163
164
                          size++;
165
```

list.display();

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