

LAB-8

WAP Implement single link list with following operations

- Sort the linked list
- Reverse the linked list
- Concatenation of two linked lists
- Implement stack & queues using linked Representation

```

NODE * sort (NODE * S)
{

```

```

    NODE * t1, * t2

```

```

    int temp;

```

```

    for (t1 = S; t1->link != NULL; t1 = t1->link)
    {

```

```

        for (t2 = t1->link; t2 != NULL; t2 = t2->link)
        {

```

```

            if (t1->info > t2->info)
            {

```

```

                temp = t1->info;

```

```

                t1->info = t2->info;

```

```

                t2->info = temp;
            }
        }
    }
}

```

Reversing

```

NODE * rev (NODE * start)
{

```

```

    NODE * t1, * t2, * S;

```

```

    for (t1 = start; t1->link != NULL; t1 = t1->link)
    {

```

```

        S = t1;

```

```

        while (t1 != start)
        {

```

```

            for (t2 = start; t2->link != t1; t2 = t2->link)
            {

```

```

                t2->link = t1;
            }
        }
    }
}

```

```
t1->link = t2;
t1 = t2;
}
return s;
}
```

Concatenation

NODE * concat (NODE *s1, NODE *s2)

```
{
    NODE *t;
    t = s1;
    while (t->link != NULL)
        t = t->link;
    t->link = s2;
    return s1;
}
```

Display

void disp (NODE *start)

```
{
    NODE *t;
    for (t = start; t != NULL; t = t->link)
    {
        if (t->link != NULL)
            printf("%d ", t->info);
        else
            printf("%d", t->info);
    }
}
```


pushing into stack

```

Void push()
{
    int info;
    NODE *ptr = (NODE*) malloc (sizeof (NODE));
    if (ptr == NULL)
        printf ("Empty\n");
    else
    {
        scanf ("%d", &info);
        if (head == NULL)
        {
            ptr->info = info;
            ptr->link = NULL;
            head = ptr;
        }
        else
        {
            ptr->info = info;
            ptr->link = head;
            head = ptr;
        }
    }
}

```

Popping from stack

```

Void pop()
{
    int item;
    NODE *ptr;
    if (head == NULL)
        printf ("Underflow\n");
    else
    {
        ptr = head;
        head = ptr->link;
        free(ptr);
    }
}

```

```

item = head -> info;
ptr = head;
head = head -> link;
free(ptr);
}
}

```

Enqueue

```

void enqueue ()
{
    NODE * ptr;
    int item;
    ptr = (NODE*) malloc (size of (NODE));
    if (ptr == NULL)
    {
        printf ("Overflow\n");
        return;
    }
    else
    {
        scanf ("%d", & item);
        ptr -> info = item;
        if (front == NULL)
        {
            front = ptr;
            rear = ptr;
            rear -> link = NULL;
            front -> link = NULL;
        }
        else
        {
            rear -> link = ptr;
            rear = ptr;
        }
    }
}

```


rear \rightarrow link = NULL;

{

}

}

dequeue

Void dequeue ()

{

NODE * ptr ;

{ if (front == NULL)

printf (" Underflow \n ");

return ;

}

else

{

ptr = front ;

front = front \rightarrow link ;

free (ptr);

}

}

}