

WEEK 7 LAB 7:

1.Implement a queue using singly linked list without header node.

```
#include<stdio.h>
#include <stdlib.h>
typedef struct node *NODEPTR;
struct node
{
    int info;
    NODEPTR link;
};
NODEPTR getNode()
{
    NODEPTR temp;
    temp = (NODEPTR)malloc(sizeof(struct node));
    if (temp == NULL)
    {
        printf("\n\t\t\t\tNO MEMEORY\n\n");
        exit(0);
    }
    return temp;
}
void enqueue(NODEPTR *front, NODEPTR *rear, int data)
{
    NODEPTR temp = getNode();
    temp->link = NULL;
    temp->info = data;
    if (*front == NULL)
    {
        *front = *rear = temp;
    }
    else
    {
        (*rear)->link = temp;
        (*rear) = temp;
    }
}
int dequeue(NODEPTR *front, NODEPTR *rear)
{
    NODEPTR temp;
    if (*front == NULL)
    {
        printf("\n\t\t\t\tEMPTY\n");
        return -1;
    }
    temp = (*front);
    if (*front == *rear)
    {
        *front = *rear = NULL;
    }
    else
    {
        *front = temp->link;
    }
    int x = temp->info;
    free(temp);
    return x;
}
```

```
void display(NODEPTR *front, NODEPTR *rear)
{
    NODEPTR temp;
    if (*front == NULL)
    {
        printf("\n\t\t\t\tEMPTY\n");
        return;
    }
    temp = (*front);
    printf("\n\t\t\t\tQUEUE CONTAINS ");
    for (; temp != *rear; temp = temp->link)
    {
        printf("%d ", temp->info);
    }
    printf("\n\t\t\t\t%d ", temp->info);
    printf("\n\n");
}

int main()
{
    NODEPTR front = NULL;
    NODEPTR rear = NULL;
    int choice, x;
    while (1)
    {
        printf("\n\t\t\t-----\n\n");
        printf("\n\t\t\tIMPLEMENTATION OF USING LINKED LIST WITHOUT USING A HEADER NODE \n");
        printf("\n\t\t\t-----\n\n");
        printf("\n\t\t\t\t1- INSEET AN ELEMENT");
        printf("\n\t\t\t\t2- DELETE AN ELEMENT");
        printf("\n\t\t\t\t3- DISPLAY ALL QUEUE ELEMENTS");
        printf("\n\t\t\t\t4- QUIT");
        printf("\n\t\t\t\t-----\n\n");
        printf("\n\t\t\t\tENTER CHOICE : ");
        scanf("%d", &choice);
        switch (choice)
        {
            case 1:
                printf("\n\t\t\t\tENTER ELEMENT = ");
                scanf("%d", &x);
                enqueue(&front, &rear, x);
                break;
            case 2:
                x = dequeue(&front, &rear);
                if (x != -1)
                    printf("\n\t\t\t\tDELETED ELEMENT are = %d", x);
                printf("\n\n");
                break;
            case 3:
                display(&front, &rear);
                break;
            case 4:
                printf("\n\t\t\t\tEXITITNG\n\n");
                exit(0);
            default:
                printf("\n\t\t\t\tEXITING\n\n");
                return 0;
        }
    }
    return 0;
}
```

OUTPUT:

```
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IMPLEMENTATION OF USING LINKED LIST WITHOUT USING A HEADER NODE

-----

1- INSEET AN ELEMENT
2- DELETE AN ELEMENT
3- DISPLAY ALL QUEUE ELEMENTS
4- QUIT

-----

ENTER CHOICE : 1

ENTER ELEMENT = 10

-----

IMPLEMENTATION OF USING LINKED LIST WITHOUT USING A HEADER NODE
```

```
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1- INSEET AN ELEMENT
2- DELETE AN ELEMENT
3- DISPLAY ALL QUEUE ELEMENTS
4- QUIT

-----

ENTER CHOICE : 1

ENTER ELEMENT = 12

-----

IMPLEMENTATION OF USING LINKED LIST WITHOUT USING A HEADER NODE

-----

1- INSEET AN ELEMENT
2- DELETE AN ELEMENT
3- DISPLAY ALL QUEUE ELEMENTS
4- QUIT
```

```
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IMPLEMENTATION OF USING LINKED LIST WITHOUT USING A HEADER NODE

-----

1- INSEET AN ELEMENT
2- DELETE AN ELEMENT
3- DISPLAY ALL QUEUE ELEMENTS
4- QUIT
-----

ENTER CHOICE : 4

EXITITNG

Process returned 0 (0x0)   execution time : 50.397 s
Press ENTER to continue.
```

2. Perform UNION and INTERSECTION set operations on singly linked lists with header node.

```
#include <stdio.h>
#include <stdlib.h>
typedef struct node *NODEPTR;
struct node
{
    int info;
    NODEPTR link;
};
NODEPTR getNode()
{
    NODEPTR temp;
    temp = (NODEPTR)malloc(sizeof(struct node));
    if (temp == NULL)
    {
        printf("\n\t\t\t\tNO MEMEORY");
        exit(0);
    }
    return temp;
}
NODEPTR insertlast(NODEPTR last, int data)
{
    NODEPTR temp = getNode();
    temp->link = NULL;
    temp->info = data;
    last->link = temp;
    last = temp;
    return last;
}
NODEPTR createlist()
{
    NODEPTR first = getNode();
    NODEPTR last = first;
    int x;
    printf("\n\t\t\t\tENTER ELEMENT(-1 TO EXIT) = ");
```

```

scanf("%d", &x);
while (x != -1)
{
last = insertlast(last, x);
printf("\n\t\t\t ENTER ELEMENT(-1 TO EXIT) = ");
scanf("%d", &x);
}
NODEPTR temp = first;
first = temp->link;
free(temp);
return first;
}

void display(NODEPTR front)
{
NODEPTR temp;
temp = (front);
printf("\n\t\t\t CREATING LIST is = ");
for (; temp != NULL; temp = temp->link)
{
printf("\n\t\t\t %d ", temp->info);
}
printf("\n\n");
}

int ismember(NODEPTR a, int x)
{
NODEPTR temp = a;
while (temp != NULL)
{
if (temp->info == x)
{
return 1;
}
temp = temp->link;
}
return 0;
}

NODEPTR dunion(NODEPTR a, NODEPTR b)
{
NODEPTR c = getNode();
NODEPTR x = c;
NODEPTR temp = a;
while (temp != NULL)
{
x = insertlast(x, temp->info);
temp = temp->link;
}
temp = b;
while (temp != NULL)
{
if (ismember(a, temp->info) == 0)
x = insertlast(x, temp->info);
temp = temp->link;
}
temp = c;
c = temp->link;
free(temp);
return c;
}

NODEPTR inter(NODEPTR a, NODEPTR b)
{
NODEPTR c = getNode();
NODEPTR x = c;
NODEPTR temp = b;

```

```
while (temp != NULL)
{
    if (ismember(a, temp->info) == 1)
        x = insertlast(x, temp->info);
    temp = temp->link;
}
temp = c;
c = temp->link;
free(temp);
return c;
}

int main()
{
    printf("\n\t\t\t-----\n\n");
    printf("\n\t\t\tPERFORM UNION AND INTERSECTION USING LINKED LIST\n");
    printf("\n\t\t\t-----\n\n");

    NODEPTR a = createlist();
    display(a);
    NODEPTR b = createlist();
    display(b);
    printf("\n\t\t\tAfter union = ");
    NODEPTR c = dunion(a, b);
    display(c);
    printf("\n\t\t\tAfter intersection = ");
    NODEPTR d = inter(a, b);
    display(d);
    return 0;
}
```

OUTPUT :

```

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PERFORM UNION AND INTERSECTION USING LINKED LIST

-----

ENTER ELEMENT(-1 TO EXIT) = 12
ENTER ELEMENT(-1 TO EXIT) = 13
ENTER ELEMENT(-1 TO EXIT) = 14
ENTER ELEMENT(-1 TO EXIT) = 15
ENTER ELEMENT(-1 TO EXIT) = 16
ENTER ELEMENT(-1 TO EXIT) = 17
ENTER ELEMENT(-1 TO EXIT) = 1
ENTER ELEMENT(-1 TO EXIT) = -1

```

```
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CREATING LIST is =
12
13
14
15
16
17
1
1

ENTER ELEMENT(-1 TO EXIT) = 2

ENTER ELEMENT(-1 TO EXIT) = 3

ENTER ELEMENT(-1 TO EXIT) = 4

ENTER ELEMENT(-1 TO EXIT) = 5

ENTER ELEMENT(-1 TO EXIT) = 6

ENTER ELEMENT(-1 TO EXIT) = 7

ENTER ELEMENT(-1 TO EXIT) = 8
```

```
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CREATING LIST is =
2
3
4
5
6
7
8
9
10
11

After union =
CREATING LIST is =
12
13
14
15
16
17
1
2
3
```