

Trần flattened

TNK99

2011345

Câu 2:

```
#include "stdio.h"
```

```
typedef int ElementType;
```

```
typedef struct node
```

```
{
```



```
    ElementType Data;
```



```
    struct node *Next;
```

```
} Node_Type;
```

```
typedef Node_Type* NodePointer;
```

```
typedef struct {
```

```
    NodePointer Head, Tail;
```

```
} LL;
```

```
NodePointer Tao_Nut(ElementType X)
```

```
{
```

```
    NodePointer np;
```

```
    np = new Node_Type;
```

```
    if (np == NULL)
```

```
        printf("Lỗi: cấp phát bộ nhớ");
```

```
    else
```

```
}
```

```
..... np->Data = x;  
..... np->Next = NULL;  
.....  
..... 16  
..... return np;  
..... }
```

LL TaoDSRong()

```
..... {  
.....     LL L ;  
.....     L.Head = L.Tail = NULL;  
.....     return L;  
..... }
```

bool KiemTraDSLKrong(LL L)

```
..... {  
.....     if (L.Head == NULL)  
.....         return true;  
.....     return false;  
..... }
```

II.a)

Void ChenCuoi(LL& L, Element Type X)

```
..... {  
.....     NodePointer np;  
.....     np = TaoNode(X);  
.....     if (KiemTraDSLKrong(L))  
.....     {
```

L.Head = np;

L.Tail = np;

}

else

L.Tail = -> Next = np;

L.Tail = np;

}

}

LL Tao DSC()

{

LL L;

L = Tao.DS.Rong();

do

{

Element Type x;

printf ("Enter data: ");

scanf ("%d", &x);

if (x == -1)

break;

Chen.Cuoi (L, x);

} while (true);

return L;

}

int XuatDS (LL L)

{

if (KiemTra.DS.L.KRong (L) == true)

return -1;

NodePointer cur = L.Head;

while (cur != NULL)

{

printf ("%d ", cur->Data);

```
    cur = cur->Next;
```

```
}
```

```
return 1;
```

```
}
```

11b)

```
Void findValue(LL L, Element Type X)
```

```
{
```

```
Node Pointer cur = L.Head;
```

```
while (cur != NULL)
```

```
{
```

```
if (cur->Data > X && cur->Data % 2 == 0)
```

```
{
```

```
printf("Tim duoc: %d", cur->Data);
```

```
break;
```

```
}
```

```
cur = cur->Next;
```

```
}
```

```
if (cur == NULL)
```

```
printf("Khong co gia tri can tim trong danh sach");
```

```
}
```

11c)

```
Node Pointer Tim.GiaTri(LL L, Element Type X)
```

```
{
```

```
Node Pointer cur = L.Head;
```

```
while (cur != NULL)
```

```
{
```

```
if (cur->Data > X && cur->Data % 2 == 0)
```

.....return cur;

.....cur = cur->Next;

.....}

.....return NULL;

.....}

Void mixLinkList (LL & L1, NodePointer M, LL L2)

.....{

.....if (M == L1.Tail)

.....{

.....M->Next = L2.Head;

.....L1.Tail = L2.Tail;

.....}

.....else

.....{

.....L2.Tail->Next = M->Next;

.....M->Next = L2.Head;

.....}

.....}

Void ChenDanhSach (LL L1, LL L2, ElementType X)

.....{

.....NodePointer cur = TimGiaTri (L1, X);

.....if (cur == NULL)

.....cur = L1.Tail;

.....mixLinkList (L1, cur, L2);

.....}

//d)

```
Void removeNode (LL & L, NodePointer & pre_node,
NodePointer & cur_node)
{
    NodePointer tmp = cur_node;
    if (cur_node == L.Head)
    {
        L.Head = L.Head->Next;
        cur_node = cur_node->Next;
    }
    else
    {
        cur_node = cur_node->Next;
        pre_node->Next = cur_node;
    }
    tmp->Next = NULL;
    delete tmp;
}
```

LL removeTwoNode (LL L, int X)

```
{
```

```
if (Kiem Tra DSLK Rong (L))
    return L;
```

```
NodePointer cur_node = L.Head;
```

```
NodePointer pre_node = NULL;
```

```
int count = 0;
```

```
while (cur_node != NULL && count < 2)
```

```
{
```

```
if (cur_node->Data < X)
```

```

d
removeNode (L, pre_node, cur_node);
Count++;
}
else
{
    pre_node = cur_node;
    cur_node = cur_node->Next;
}
}

return L;
}

(1 e)
int main ()
{
    LL L1 = TaoDLISRonG ();
    LL L2;
    int x, y;
    int choice = -1;
    while (choice != 0)
    {
        printf ("What do you want to do? \n");
        printf ("[0] Exit \n");
        printf ("[1] Chèm Cuối Vào L1 \n");
        printf ("[2] Tìm truy L1 và xuất ra giá trị đầu tiên (lớn hơn x) \n");
        printf ("[3] Chèm L2 vào L1 sau một giá trị đầu tiên (lớn hơn x) trong L1 \n");
        printf ("[4] Xóa hết nút đầu tiên có giá trị lớn hơn x cho trước trong L1 \n");
    }
}

```

```
scanf ("%d", &choice);
```

```
switch (choice)
```

```
{
```

```
case 0:
```

```
    return 0;
```

```
    break;
```

```
case 1:
```

```
    printf ("X = ");
```

```
    scanf ("%d", &x);
```

```
    ChenCuoi (L1, x); break;
```

```
case 2:
```

```
    printf ("X = ");
```

```
    scanf ("%d", &x);
```

```
    findValue (L1, x); break;
```

```
case 3:
```

```
    printf ("Nhập dữ liệu L2");
```

```
L2 = TaoDS();
```

```
    printf ("X = ");
```

```
    scanf ("%d", &x);
```

```
    ChenDanhSach (L1, L2, x);
```

```
    printf ("Before \n");
```

```
XuatDS (L1);
```

```
    printf ("After \n");
```

```
XuatDS (L1);
```

```
    break;
```

```
case 4:
```

```
    printf ("X = ");
```

```
    scanf ("%d", &x);
```

```
    printf ("Before \n");
```

```
XuatDS (L1);
```

```
L1 = removeTwoNode(L1, x);
printf("After\n");
XuatDS(L1);
break;
default:
break;
}
printf("\n\n");
}
```

Cau 1

```
#include <stdio.h>
```

```
typedef int array[100];
```

1/a)

```
Void inputArray(array a, int &n)
```

```
{
```

```
printf("size array a: ");
```

```
scanf("%d", &n);
```

```
for (int i=0; i<n; i++)
{
```

```
    printf("a[%d] = ", i+1);
```

```
    scanf("%d", &a[i]);
```

```
}
```

```
}
```

```
Void outputArray (array a, int n)
{
    printf ("** Output Array **\n");
    for (int i = 0; i < n; i++)
    {
        printf ("%d ", a[i]);
    }
    printf ("\n");
}
```

//b)

```
int findMax (array a, int n)
{
    int res = a[0];
    for (int i = 1; i < n; i++)
    {
        if (a[i] > res)
            res = a[i];
    }
    return res;
}
```

//c)

```
bool check (int n)
{
    int sum = 0;
    for (int i = 1; i <= n/2; i++)
    {
        if (n % i == 0)
```

```
        sum + t == i; }  
    if (sum == n) return true;  
    return false;  
}
```

```
Void Tim So HoanChinh (array a, int n)  
{  
    printf ("So hoan chinh trong mang A: ");  
    for (int i = 0; i < n; i++)  
    {  
        if (check (a[i]) == true)  
        {  
            printf ("%d ", a[i]);  
        }  
    }  
    printf ("\n");  
}
```

```
// d)  
Void swap (int &a, int &b)  
{  
    int t = a; a = b; b = t;  
}
```

```
int minIndex (int a[], int i, int n, int &c0)  
{  
    int min_index = i; c0 = 1;  
    for (int j = i+1; j < n; j++)  
        if (a[j] < a[min_index] && a[j] % 2 == 0)
```

```

min_index = j;
if (a[min_index] % 2 == 0)
    co = -1;
return min_index;
}

Void SelectSort (int arr[], int n)
{
    int i, min_index, co;
    for (i = 0; i < n - 1; i++)
    {
        min_index = minIndex (arr, i + 1, n, co);
        if (co == -1)
            break;
        if (arr[min_index] < arr[i])
        {
            array a;
            int n;
            inputArray (a, n);
            outputArray (a, n);
            printf ("%d", findMax (a, n));
            TimSoTuoanChinh (a, n);
            SelectSort (a, n);
            outputArray (a, n);
        }
    }
}

int main()
{
    array a;
    int n;
    inputArray (a, n);
    outputArray (a, n);
    printf ("%d", findMax (a, n));
    TimSoTuoanChinh (a, n);
    SelectSort (a, n);
    outputArray (a, n);
}

```