

Comsats University Islamabad, Vehari Campus



Assignment NO:02

Submitted By:

Muhammad Usman Azhar

Submitted To:

Mam Yasmeen Jana

Subject:

Data Structure and Algorithm

Registration No:

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Activity 1:

Code

```
#include<iostream>

using namespace std;

class Node{
    private:
        int data;
        Node *next;
    public:
        Node *head;

        Node(){
            head==NULL;
        }

        void insert_beg(int n){
            if(head==NULL){
                head=new Node();
                head->data=n;
                head->next=NULL;
            }
            else{
                Node *ptr;
                ptr=new Node();
                ptr->next=head;
                ptr->data=n;
                head=ptr;
            }
        }
    }
```

```
}
```

```
void insert_specific(int pos, int n){  
    if(head==NULL){  
        head = new Node();  
        head->data=n;  
        head->next=NULL;  
    }  
    else{  
        Node *ptr;  
        ptr=head;  
        while(ptr->data!=pos){  
            ptr=ptr->next;  
        }  
        Node *p;  
        p=new Node();  
        p->data=n;  
        p->next=ptr->next;  
        ptr->next=p;  
    }  
}
```

```
void insert_end(int n){  
    if(head==NULL){  
        head=new Node;  
        head->data=n;  
        head->next=NULL;  
    }  
    else{
```

```

        Node *ptr, *p;
        ptr=head;
        while(ptr->next!=NULL){
            ptr=ptr->next;
        }
        p= new Node();
        p->data=n;
        p->next=NULL;
        ptr->next=p;
    }
}

void display(){
    if(head==NULL){
        cout<<"There is no list "<<endl;
    }
    else{
        Node *ptr;
        ptr=head;
        cout<<"The linked list is: "<<endl;
        while(ptr!=NULL){
            cout<<ptr->data<<" ";
            ptr=ptr->next;
        }
        cout<<endl;
    }
    cout<<"-----"<<endl;
}

```

```

void display1(){
    Node *ptr;
    ptr=head;
    cout << "Address of head: " << head <<endl;
    cout<< "Data of head: " << head->data << endl;
    cout<<"-----"<<endl;
    if(head==NULL){
        cout<<"There is no list"<<endl;
        cout << "Address of head: " << head << ", Data of
head: " << head->data << endl;
    }

    else{
while (ptr != NULL) {

    cout << "ptr->next: " << ptr <<endl;
    cout<<"ptr->data: "<<ptr->data<<endl;
    cout<<"-----"<<endl;
    ptr = ptr->next;
}
    cout << "ptr->next: " << ptr <<endl;
}

    }

};

int main(){
    Node n;
    n.insert_beg(1);

```

```

n.insert_end(2);
n.insert_end(3);
n.insert_end(4);
n.insert_end(5);
n.display();
n.display1();
return 0;
}

```

OutPut

The screenshot shows a C++ IDE with the following components:

- Code Editor:** Contains the following code:


```

1 #include<iostream>
2 using namespace std;
3 class Node{
4     private:
5         int data;
6         Node *next;
7     public:
8         Node *head;
9
10        Node(){
11            head=NULL;
12        }
13
14        void insert_beg(int n){
15            if(head==NULL){
16                head=new Node(n);
17                head->data=n;
18                head->next=NULL;
19            }
20        }

```
- Output Window:** Displays the execution output:


```

The linked list is:
1 2 3 4 5
-----
Address of head: 0x811510
Data of head: 1
ptr->next: 0x811510
ptr->data: 1
-----
ptr->next: 0x811530
ptr->data: 2
-----
ptr->next: 0x811550
ptr->data: 3
-----
ptr->next: 0x811a10
ptr->data: 4
-----
ptr->next: 0x811a30
ptr->data: 5
-----
ptr->next: 0
-----
Process exited after 0.1727 seconds with return value 0
Press any key to continue . . .

```
- Compiler Panel:** Shows compilation results:


```

Compilation results...
-----
- Errors: 0
- Warnings: 0
- Output Filename: F:\LaB DSA\Activity.Qu. 01.exe
- Output Size: 1.83467483520508 MiB
- Compilation Time: 0.83s

```

Activity 2:

Code

```
#include <iostream>
```

```
using namespace std;
```

```
class Node {
```

```
public:
```

```
    int data;
```

```
    Node* next;
```

```
    Node(int val){
```

```
        data=val;
```

```
        next=NULL;
```

```
    }
```

```
};
```

```
class LinkedList {
```

```
private:
```

```
    Node* head;
```

```
public:
```

```
    LinkedList() {
```

```
        head=NULL;
```

```
    }
```

```
// Function to insert a node at the beginning
```

```
void insertAtBeginning(int val) {
```

```
    Node* newNode = new Node(val);
```

```

        newNode->next = head;
        head = newNode;
    }

// Function to insert a node at the end
void insertAtEnd(int val) {
    Node* newNode = new Node(val);
    if (!head) {
        head = newNode;
    } else {
        Node* current = head;
        while (current->next) {
            current = current->next;
        }
        current->next = newNode;
    }
}

// Function to display the linked list
void display() {
    Node* current = head;
    while (current) {
        cout << current->data << " -> ";
        current = current->next;
    }
    cout << "nullptr" << endl;
}
};

```



```
int main() {  
    LinkedList sll;  
    int choice, data;  
  
    do {  
        cout << "Which linked list you want:" << endl;  
        cout << "1: Single" << endl;  
        cout << "2: Double" << endl;  
        cout << "3: Circular" << endl;  
        cout << "4: Exit" << endl;  
        cin >> choice;  
  
        switch (choice) {  
            case 1:  
                int subChoice;  
                do {  
                    cout << "Which operation you want to perform:" << endl;  
                    cout << "1: Insertion at beginning" << endl;  
                    cout << "2: Insertion at end" << endl;  
                    cout << "3: Display" << endl;  
                    cout << "4: Exit" << endl;  
                    cin >> subChoice;  
  
                    switch (subChoice) {  
                        case 1:  
                            cout << "Enter data to insert at the beginning: ";  
                            cin >> data;  
                            sll.insertAtBeginning(data);  
                            break;
```

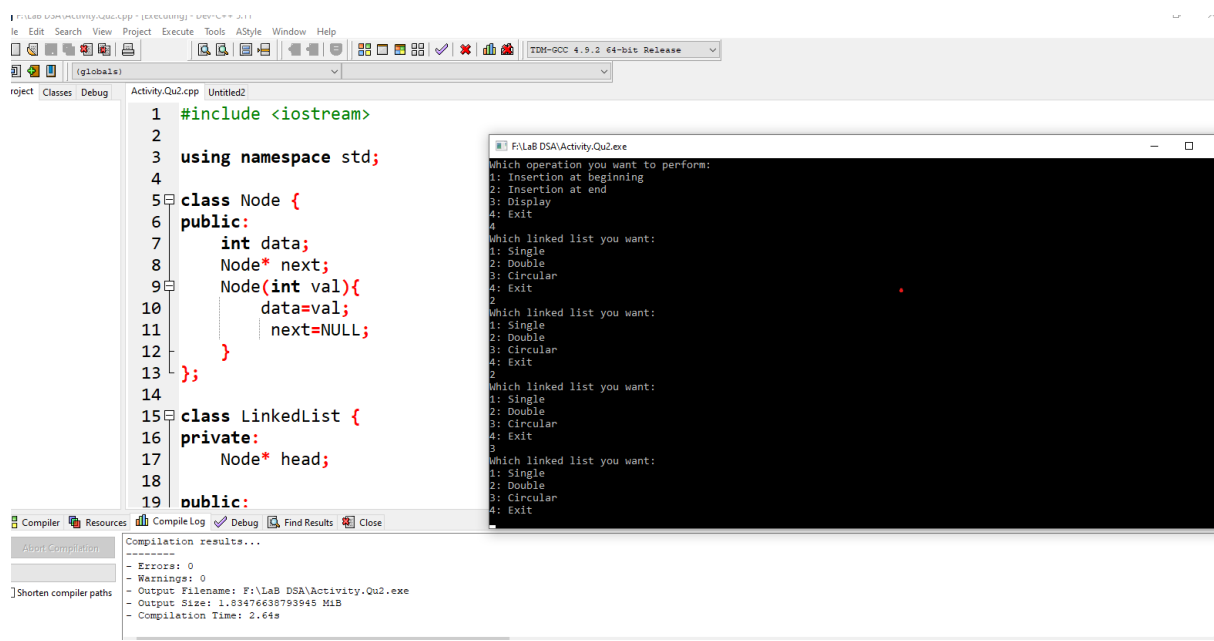
```

        case 2:
            cout << "Enter data to insert at the end: ";
            cin >> data;
            sll.insertAtEnd(data);
            break;
        case 3:
            cout << "Linked List: ";
            sll.display();
            break;
        case 4:
            break;
        default:
            cout << "Invalid option" << endl;
    }
} while (subChoice != 4);
break;
case 2:
    // Implement similar options for doubly linked list
    break;
case 3:
    // Implement similar options for circular linked list
    break;
case 4:
    cout << "Exiting program" << endl;
    break;
default:
    cout << "Invalid option" << endl;
}
} while (choice != 4);

```

```
    return 0;
}
```

Output



The screenshot displays a C++ IDE with the following components:

- Code Editor:** Contains the implementation of a linked list. It includes `<iostream>`, uses the `std` namespace, and defines a `Node` class with an `int data` member and a `Node* next` pointer. The `Node` constructor takes an integer value and initializes `data` and `next` (to `NULL`). A `LinkedList` class is also defined, featuring a `private` `Node* head` member and a `public` section.
- Output Window:** Shows the execution of the program. It prompts the user for an operation (1: Insertion at beginning, 2: Insertion at end, 3: Display, 4: Exit) and for the type of linked list (1: Single, 2: Double, 3: Circular, 4: Exit). The output shows three iterations of these prompts, with the user selecting '1' for insertion and '3' for display.
- Compiler Output:** Located at the bottom, it shows the compilation results. It reports 0 errors and 0 warnings. The output filename is `F:\LaB DSA\Activity.Qu2.exe`, the output size is 1,834,766,387,939,45 MiB, and the compilation time is 2.64s.