DSA ASSIGNMENT - JUNE 24

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Github Repo Link: https://github.com/vijaysaini2613/jnu-ass

- 1. Design a Singly Linked List and write functions to
- Insert at beginning
- o Insert at end
- o Insert at any index
- o Delete at beginning
- o Delete at end

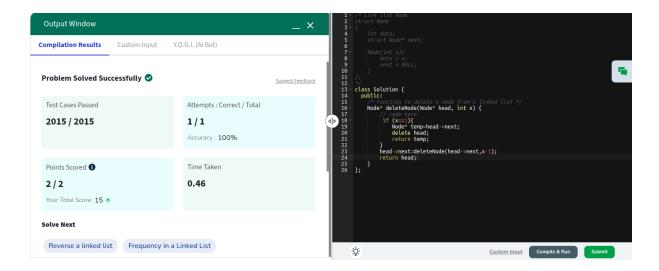
```
    Delete at index
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o Delete first occurrence of node with given value
o Write at least 2 test cases for each operation
#include <iostream>
using namespace std;
// Node class to store data and a pointer to the next node
class Node {
public:
  int data;
  Node* next;
  Node(int val) {
     data = val;
     next = NULL;
  }
};
// Linked List class with basic operations
class SinglyLinkedList {
private:
  Node* head;
public:
  // Constructor: initially the list is empty
  SinglyLinkedList() {
     head = NULL;
  }
  // Insert a node at the beginning
  void insertAtBeginning(int val) {
     Node* newNode = new Node(val);
     newNode->next = head;
     head = newNode;
  }
  // Insert a node at the end
  void insertAtEnd(int val) {
     Node* newNode = new Node(val);
     if (head == NULL) {
       head = newNode;
       return;
     }
     Node* temp = head;
     while (temp->next != NULL) {
       temp = temp->next;
     }
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temp->next = newNode;
}
// Insert a node at a specific index
void insertAtIndex(int index, int val) {
  if (index == 0) {
     insertAtBeginning(val);
     return;
  Node* newNode = new Node(val);
  Node* temp = head;
  for (int i = 0; i < index - 1 && temp != NULL; i++) {
     temp = temp->next;
  if (temp == NULL) {
     cout << "Index out of range\n";
     return;
  }
  newNode->next = temp->next;
  temp->next = newNode;
}
// Delete the first node
void deleteAtBeginning() {
  if (head == NULL) {
     cout << "List is empty\n";
     return;
  Node* temp = head;
  head = head->next;
  delete temp;
}
// Delete the last node
void deleteAtEnd() {
  if (head == NULL) {
     cout << "List is empty\n";
     return;
  }
  if (head->next == NULL) {
     delete head;
     head = NULL;
     return;
  }
  Node* temp = head;
  while (temp->next->next != NULL) {
     temp = temp->next;
  }
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delete temp->next;
  temp->next = NULL;
}
// Delete node at a specific index
void deleteAtIndex(int index) {
  if (head == NULL) {
     cout << "List is empty\n";
     return;
  }
  if (index == 0) {
     deleteAtBeginning();
     return;
  Node* temp = head;
  for (int i = 0; i < index - 1 && temp != NULL; <math>i++) {
     temp = temp->next;
  }
  if (temp == NULL || temp->next == NULL) {
     cout << "Index out of range\n";</pre>
     return;
  }
  Node* toDelete = temp->next;
  temp->next = toDelete->next;
  delete toDelete;
}
// Delete first node with given value
void deleteByValue(int val) {
  if (head == NULL) {
     cout << "List is empty\n";
     return;
  }
  if (head->data == val) {
     deleteAtBeginning();
     return;
  Node* temp = head;
  while (temp->next != NULL && temp->next->data != val) {
     temp = temp->next;
  if (temp->next == NULL) {
     cout << "Value not found\n";
     return;
  }
  Node* toDelete = temp->next;
  temp->next = toDelete->next;
  delete toDelete;
```

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}
  // Display the list
  void display() {
     Node* temp = head;
     while (temp != NULL) {
        cout << temp->data << " ";
        temp = temp->next;
     cout << endl;
  }
};
int main() {
  SinglyLinkedList list;
  list.insertAtBeginning(10);
  list.insertAtBeginning(20);
  list.display(); // 20 10
  list.insertAtEnd(30);
  list.insertAtEnd(40);
  list.display(); // 20 10 30 40
  list.insertAtIndex(2, 25);
  list.display(); // 20 10 25 30 40
  list.deleteAtBeginning();
  list.display(); // 10 25 30 40
  list.deleteAtEnd();
  list.display(); // 10 25 30
  list.deleteAtIndex(1);
  list.display(); // 10 30
  list.deleteByValue(30);
  list.display(); // 10
  return 0;
}
2. Delete a Node in Singly Linked List
o Platform: GeeksforGeeks
o Link:
https://www.geeksforgeeks.org/problems/delete-a-node-in-single-linked-list/1
```



3. Find Middle

o Platform: LeetCode

o Link:https://leetcode.com/problems/middle-of-the-linked-list/description/

