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Subject: Data structure

Final term

Exam

Q1

Explain the following operation in single link a list:

1. Insert an element
2. Delete an element.

Ans

Single link List :-

Simply a list is a sequence of data, and the linked list is a sequence of data linked with each other.

The formal definition of a single linked list is as follows.--

Single linked list is a sequence of elements in which every element has link to its next element in the sequence.

Insertion:-

In a single linked list, the insertion operation can be performed in three ways.

They are follows --

1. Inserting At Beginning of the list
2. Inserting At end of the list

3.

Inserting At specific location
in the list

(2)

Inserting At Beginning of
The list

Step 1 - Create a newNode with
given value.

Step 2 -

check whether list
is empty ($head == Null$)

Step 3 -

If it is empty then,
set $newNode \rightarrow next =$
Null and $head = newNode$.

Step 4 -

If it is Not Empty
then, set $newNode \rightarrow next =$
 $head$ and $head = newNode$.

Inserting At END
of the list

Step 1 -

create a newNode
with given value and
 $newNode \rightarrow next = Null$.

Step 2 -

check whether list
is empty ($head == Null$)

Step 3 -

If it is empty then,
set $head = newNode$.

Step 4 -

If it is Not Empty.
then, define a Node pointer
temp and initialized with
head.

Step 5 -

Keep moving the temp
to ~~its~~ next node
until it reaches to the last
node in the list (until
temp \rightarrow next is equal to
Null)

Step 6 -

Set temp \rightarrow next = newNode.

**Inserting At Specific location
in the List (After a
Node)**

Step 1 -

Create a newNode with
given value.

Step 2 -

check whether list is
empty (head == Null)

Step 3 -

If it is empty then,
Set newNode \rightarrow next = Null
and head = newNode.

Step 4 -

If it is Not Empty then,
define a node pointer temp and
initialized with head.

Step 5-

Keep moving the temp to its next node until it reaches to the node after which we want to insert the newNode (until temp) \rightarrow data is equal to location, here location is the node value after which we want to insert the newNode.

Step 6-

Every time check whether temp is list!!! Insertion not possible!!! and terminate the function. Otherwise move the temp to next node.

Step 7-

Finally, set 'newNode \rightarrow next = temp \rightarrow next' and 'temp \rightarrow next = newNode'

Deletion:

1. Deleting from Beginning of the list
2. Deleting from End of the list
3. Deleting a specific Node.

Deleting From Beginning of the List

Step 1 -

check whether list is empty ($\text{head} == \text{NULL}$)

Step 2 -

If it is empty then, display "list is Empty!!! Deletion is not possible" and terminate the function.

Step 3 -

If it is not empty then, define a Node pointer 'temp' and initialized with head.

Step 4 -

check whether list is having only one node ($\text{temp} \rightarrow \text{next} == \text{NULL}$)

Step 5 -

If it is True then set $\text{head} = \text{NULL}$ and delete temp (Setting Empty list conditions)

~~delete~~ ~~temp~~

Step 6 -

If it is false then set $\text{head} = \text{temp} \rightarrow \text{next}$, and delete temp

Deleting from End of The List

Step 1 -

Check whether list is empty
(head == Null)

Step 2 -

If it is empty then, display
'List is Empty!!!. Deletion is not possible' and terminate the function.

Step 3 -

If it is Not Empty then,
define two Node pointer 'temp1'
and 'temp2' and initialized
'temp1' with head.

Step 4 -

Check whether list has
only one Node (temp1 -> next == Null)

Step 5 -

If it is TRUE. Then set head =
Null and delete temp1. And terminate
the function. (Setting Empty
List Condition)

Step 6 -

If it is false. Then, set 'temp2
= temp1' and move temp2
to its next node. Repeat the same
until it reaches to the node in the
~~list~~ list. (until temp2 -> next == Null)

Step 7 -

Finally, set temp2 -> next =
Null and delete temp1.

Q2

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Ans:

coding

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

```
void main()
```

```
{
```

```
int arr[100], i, k, p, x;
```

```
printf("\n Insert New Value  
in the unsorted array:\n");
```

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

```
printf("input the size of  
array: ");
```

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

```
/* unsorted values into array */  
printf("input %d element in  
the array in ascending  
order:\n", k);
```

```
for (i = 0; i < k; i++)
```

```
{
```

```
printf("element - %d; ", i);
```

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

```
}
```



```
printf("Input the value to be  
inserted:");
```

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

```
printf("Input the position,  
where the value to be  
inserted:");
```

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

```
printf("The current list of  
the array:\n");
```

```
for (i=0; i<k; i++)
```

```
printf("%5d", arr[i]);
```

```
/* Move all data at right  
side of the array */
```

```
for (i=k; i>=pos; i--)
```

```
arr[i] = arr[i-1];
```

```
/* Insert value at given  
position */
```

```
arr[pos] = val;
```

```
printf("\n After insert the  
element the new list  
is:\n");
```

```
for (i=0; i<=k; i++)
```

```
printf("%5d", arr[i]);
```

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

```
}
```

Q3 Explain Quick sort with the help of suitable example

Write an algorithm for insertion in sorted linked list?

Answer:

Quick sort:

Like Merge Sort, Quick Sort is a divide and conquer algorithm. It picks an element as pivot and partitions the given array around the pick pivot. There are many different versions of quick sort that pick pivot in different ways.

- ① Always pick first element as ~~the~~ pivot.
- ② Always pick last element as pivot.
- ③ Pick a random element as pivot.
- ④ Pick median as ~~the~~ pivot.

Fox example:

In the array
{ 52, 37, 63, 14, 17, 8, 6, 25 }
we take 25 as
Pivot. So after the
first Pass the
list will be changed
like this.

{ 6 8 17 14 25 63 37 -
- 52 }

Hence after Pass, Pivot
will be changed set
at its position, with
all the elements
smaller to it on
its left and all
the elements larger
than to its right.

Algorithm:

Step 1: - If it is the
first element, it is
already sorted, return 1;

Step 2: Pick next
element.

Step 3 = Compare with all elements in the sorted sub-list.

Step 4 = Shift all the element in the sorted sub-list that is greater than the value to be sorted.

~~Step~~ Steps - Insert the value.

Step = Repeat until list is sorted.

Insert in a sorted list

```
#include <bits/stdc++.h>
using namespace std;
```

```
/* Link list node */
```

```
class Node {
```

```
public:
```

```
int data;
```

```
Node* next;
```

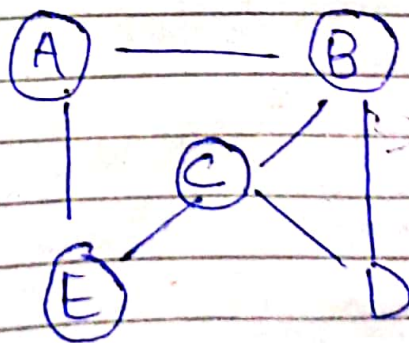
```
};
```

Q 4:-

Adjacent Matrix

	A	B	C	D	E
A	0	1	0	0	1
B	1	0	1	1	0
C	0	1	0	1	1
D	0	0	1	0	0
E	1	0	1	0	0

Graph



This is the graphic representation.