



**INSTITUTE OF ENGINEERING, JIWAJI  
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DATASTRUCTURE (LAB)**

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**Subject:- (CS-305)**

**Semester:- B.E. Third Semester**

## REFERENCE

- Object oriented programming with C++, E. Balaguruswamy, McGraw Hill Education; Seventh edition, 20 September 2017 .
- Let Us C++, Yashavant Kanetkar's ,3rd Revised , BPB Publication , Sep 26, 2019.
- Object oriented programming in c++, Robert Lafore, sep. 28,2019.
- The complete reference c++,Herbert Schildt,Second edition,22sep 2016.
- A tour of c++,Second Edition, Bjarne Stroustrup.
- Data structure through c++, Yashavant Kanetkar's,3<sup>rd</sup> Editin,Nov 12 ,2019

## //Program for Linked list

```
#include<iostream.h>
```

```
#include<conio.h>
```

```
struct node
```

```
{
```

```
int data;
```

```
node *next;
```

```
}*save;
```

```
class linked_list
```

```
{
```

```
private:
```

```
node *head,*tail;
```

```
public:
```

```
linked_list()
```

```
{
```

```
head=NULL;
```

```
tail=NULL;
```

```
}
```

```
void add_node(int i)
```

```
{
```

```
node *tmp=new node;
```

```
tmp->data=i;
```

```
tmp->next=NULL;
```

```
if(head==NULL)
```

```
{
```

```
head=tmp;
```

```
tail=tmp;
```

```
}
```

```
else
```

```
{
```

```
save=head;
```

```
head=tmp;
```

```
tmp->next=save;
```

```
}
```

```
}
```

```
void display()
```

```
{
```

```
node *tmp;
```

```
tmp=head;
```

```
while(tmp!=NULL)
```

```
{
```

```
cout<<tmp->data<<"->";
```

```
tmp=tmp->next;
```

```
}

}

};

int main()

{

int i;

linked_list a;

char ch='y';

while(ch=='y'||ch=='Y')

{

cout<<"Enter the number to insert in linked list:"<<endl;

cin>>i;

a.add_node(i);

cout<<"want to enter more nodes(y/Y)"<<endl;

cin>>ch;

}

a.display();

getch();

return 0;

}
```

```
Enter the number to insert in linked list:  
3  
want to enter more nodes(y/Y)  
y  
Enter the number to insert in linked list:  
6  
want to enter more nodes(y/Y)  
y  
Enter the number to insert in linked list:  
9  
want to enter more nodes(y/Y)  
n  
9->6->3->_
```

//program for queue using linked list

```
#include<iostream.h>
```

```
#include<stdlib.h>
```

```
#include<conio.h>
```

```
struct node
```

```
{
```

```
int data;
```

```
node *next;
```

```
};
```

```
class queue
```

```
{
```

```
public:
```

```
node *front,*rear;
```

```
queue()
```

```
{
```

```
front=rear=NULL;
```

```
}
```

```
void insert(int x)
```

```
{
```

```
node *temp=new node;
```

```
if(temp==NULL)
```

```
{
```

```
cout<<"overflow"<<endl;
```

```
return;
```

```
}
```

```
temp->data=x;
```

```
temp->next=NULL;
```

```
if(front==NULL)
```

```
{
```

```
front=rear=temp;
```

```
}
```

```
else
```

```
{
```

```
rear->next=temp;
```

```
rear=temp;
```

```
}
```

```
}

void del()

{

if(front==NULL)

{

cout<<"underflow"<<endl;

return;

}

if(front==rear)

front=rear=NULL;

else

front=front->next;

}

void display()

{

if(front==NULL)

{

cout<<"underflow"<<endl;

return;

}

node *temp=front;

while(temp)
```

```
{  
    cout<<temp->data<<endl;  
    temp=temp->next;  
}  
};  
  
int main()  
{  
    int ch;  
    int item;  
    queue  
    q;  
    while(1)  
    {  
        cout<<"\n 1.insert 2 delete 3 display 4 exit \n Enter your choice";  
        cin>>ch;  
        switch(ch)  
        {  
            case 1:  
                cout<<"enter the element:"<<endl;  
                cin>>item;  
                q.insert(item);  
                break;  
        }  
    }  
}
```

```
case 2: q.del();
break;

case 3:
q.display();
break;

case 4:
exit(0);
}

}

getch();

return 0;
}
```

Output for insert element and display

```
1.insert 2 delete 3 display 4 exit
Enter your choice1
enter the element:
3

1.insert 2 delete 3 display 4 exit
Enter your choice1
enter the element:
8

1.insert 2 delete 3 display 4 exit
Enter your choice1
enter the element:
9

1.insert 2 delete 3 display 4 exit
Enter your choice3
3
8
9

1.insert 2 delete 3 display 4 exit
Enter your choice
```

Output for delete element and display

```
Enter your choice1
enter the element:
8

1.insert 2 delete 3 display 4 exit
Enter your choice1
enter the element:
9

1.insert 2 delete 3 display 4 exit
Enter your choice3
3
8
9

1.insert 2 delete 3 display 4 exit
Enter your choice2

1.insert 2 delete 3 display 4 exit
Enter your choice3
8
9

1.insert 2 delete 3 display 4 exit
Enter your choice_
```

# Thanks