

Write a program that creates in the main function two linked lists of characters and fills them with the following values:

- The first list will have 3 nodes with the following characters: A,B, and C.
- The second list will also have 3 nodes with the following characters: D,E, and F.

In your main also:

- Call the function concat and send your first and second lists as arguments.
- Call the function printList and send your concatenated list as argument.
- Call the function addNode and send your concatenated list and the value 'G' as arguments.
- Call the function printList again and send your concatenated list as argument to print the content of the list after adding a node.

Write a function that concatenates two linked lists of string. The function takes pointers to both lists as arguments and concatenates the second list to the first list.

- `void concat (struct node *f, struct node *s)`
- In your function consider the cases where the first or second lists are empty.

Write a function that adds a new node to the end of the list. The function takes a pointer to the concatenated list and the new node value. Your function should print feedback messages upon successful/ unsuccessful addition.

- `void addNode (struct node *head, char val)`

Write a function that prints the content of the concatenated list. The function takes a pointer to the concatenated list.

- `void printList(struct node *head)`

Your output after running your program should be:

```
The Content of the Concatenated List is:
```

```
A
```

```
B
```

```
C
```

```
D
```

```
E
```

```
F
```

```
The node was added successfully
```

```
After adding a node:
```

```
The Content of the Concatenated List is:
```

```
A
```

```
B
```

```
C
```

```
D
```

```
E
```

```
F
```

```
G
```

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CSC215

**Lab10
Linked Lists**

Model Answer:

```
# include <stdio.h>

# include <stdlib.h>

struct node {

char val;

struct node *next;
};

void concat ( struct node *f, struct node *s )

{

struct node *temp ;

/* if the first linked list is empty */

if ( f == NULL )

*f = *s ;

else

{

/* if both linked lists are non-empty */

if ( s != NULL )

{
```

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```
temp = f ; /* points to the starting of the first list*/
/* traverse the entire first linked list */
while ( temp -> next != NULL )
temp = temp -> next ;

/* concatenate the second list after the first */

temp -> next = s ;

}

}

}
//end concat

void addNode(struct node *head, char val){

struct node * current = head;
while (current->next != NULL) {
    current = current->next;
}

/* now we can add a new node */

current->next = malloc(sizeof(struct node));
if(current != NULL)
{

current->next->val = val;

current->next->next = NULL;

printf("The node was added successfully");
}
else
printf("No enough memory to add a node");

}
```

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```
//end addNode

void printList(struct node *head)
{
    struct node *current = head;

    printf("The Content of the Concatenated List is: \n");

    while(current != NULL)
    {
        printf("%c\n", current->val);

        current = current ->next;
    }

} //end printList

int main( )
{
    struct node *first, *second , *head1, *head2;

    int i;

    first = second = head1 = head2 = NULL ; /* empty
linked lists */

    char C = 'C';
    for (i = 0; i<3; i++)

    {

        first = (struct node*)malloc(sizeof(struct node));

        if(first != NULL)

        {
            first -> val =C;

            first -> next = head1;

            head1 = first;
        }
    }
}
```

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```
C--;
}

}

char F = 'F';

for (i = 0; i<3; i++)
{
second = (struct node*)malloc(sizeof(struct node));

if(second != NULL)
{
second -> val =F;

second -> next = head2;

head2 = second;
F--;

}

}
//calling functions
concat(first, second);
printList(head1);
addNode(head1, 'G');
printf("\nAfter adding a node:\n");
printList(head1);
return 0;

} //end main
```