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

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 )

{

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");  
  
}

//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;

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