#include<stdio.h>

#include<stdlib.h>

/\* write a program for linked list\*/

struct link

{

int info;

struct link \*next;

}\*start=NULL;

int main()

{

while(1)

{

int choice;

printf("choose your option\n");

printf("1. add an element from begining\n");

printf("2. add an element from end\n");

printf("3. delete an element from begining\n");

printf("4. delete an element from end\n");

printf("5. wrong choice\n");

switch(choice)

{

case 1:

add\_beg(2);

break;

case 2:

add\_end(5);

break;

case 3:

del\_beg();

break;

case 4:

del\_end();

break;

default:

printf("wrong choice");

break;

}

}

}

add\_beg(int data)

{

struct link \*newlink;

newlink=(struct link\*)malloc(sizeof(struct link));

newlink->info=data;

newlink->next=start;

start=newlink;

printf("added\n");

}

del\_end()

{

struct link \*temp;

temp=start;/\* assigning a temporary pointer to delete from the end\*/

while(temp->next!=NULL)/\* this is to check the last node\*/

{

temp=temp->next;

free(temp);

}

}

add\_end(int data)

{

struct link \*newlink,\*temp;

newlink=(struct link\*)malloc(sizeof(struct link));

newlink->info=data;

newlink->next=start;

while(temp->next!=NULL)

{

temp=start;/\*data has been passed to start and then putting the value in temp\*/

}

temp=temp->next;

}

del\_beg()

{

struct node \*temp;

temp=start;

start=start->next;

free(temp);/\*this will only delete the fist node,no need to write the while loop in this\*/

}