#include<stdio.h>

#include<stdlib.h>

struct Node

{

int data;

struct Node \*link;

} \*first=NULL,\*temp,\*new,\*ptr;

int item,n,ch,s,flag=0,se;

typedef struct Node Node;

int insertNode();

int displayNode();

int searchKey();

int main()

{

printf("Enter the number of nodes: ");

scanf("%d",&n);

while(1)

{

printf("\n1.Insert\n2.Display\n3.Seach\n4.Exit");

printf("Enter your choice: ");

scanf("%d",&ch);

switch(ch)

{

case 1:

{

printf("Enter the item which you want to enter: ");

scanf("%d",&item);

insertNode(&first,item);

break;

}

case 2:

{

displayNode(first);

break;

}

case 3:

{

searchKey(first);

break;

}

case 4:

{

exit(0);

break;

}

default:

{

printf("Enter a valid choice.");

break;

}}}

}

insertNode(Node \*\*first,int it)

{

temp=(Node\*)malloc(sizeof(Node));

if(temp==NULL)

{

printf("Unable to create a node.");

}

else

{

temp->data=it;

temp->link=\*first;

\*first=temp;

}

}

displayNode(Node \*first)

{

new=(Node\*)malloc(sizeof(Node));

new=first;

while(new!=NULL)

{

printf("%d -> ",new->data);

new=new->link;

}

}

searchKey(Node \*first)

{int i=0;

ptr=first;

if(ptr==NULL)

{

printf("COULDN'T BE FOUND.");

}

else

{

printf("Enter the key which you want to search: ");

scanf("%d",&se);

while(ptr!=NULL)

{

if(ptr->data==se)

{

printf("Item found at location: %d",i+1);

flag=1;

}

i++;

ptr=ptr->link;

}

if(flag==0)

{

printf("Item couldn't be found.");

}

}

}

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