EXPERIMENT 2 Singly Linked List

Program:

```
#include<stdlib.h>
#include<stdio.h>
#include<malloc.h>
//Defining isempty for checking the List
#define ISEMPTY printf("\nEMPTY LIST:");
//Declaring node
struct node
  int value;
struct
node*next;
};
//Declaring the required functions for
performing operations struct node*
create_node(int); void
insert_node_begin(); void
insert_node_end(); void
delete_node_begin(); void
delete_node_end(); void display();
```

```
*newnode,*ptr,*prev,*temp;
struct node *start = NULL, *end
= NULL;
int main()
{
int
ch;
 printf("Singly Linked list Implementation Program by:\nAayush
Joshi\nSE-4\nRoll No-14\n"); while(2)
 {
  printf("\n\t------Operations On Singly Linked List------
----:);
  printf("\n1.Insert node at beginning\t2.Insert node at end\t3.Delete node at
beginning\t4.Delete node at end\t5.Display list from beginning to
end\t6.Exit"); printf("\n\tEnter Your Choice: "); scanf("%d",&ch);
  switch(ch)
  {
   case
1:insert_node_begin();brea
k;
      case
```

struct node

```
2:insert_node_end();break;
case
3:delete_node_begin();bre
ak;
       case
4:delete_node_end();break
     case
5:display();break;
                      case
6:exit(0);
             default:
        printf("\n\tEnter correct choice (1-6)");break;
  }
 return 0;
}
//Creating Node struct
node* create_node(int
val)
  newnode = (struct node
*)malloc(sizeof(struct node));
                                if
(newnode == NULL)
  {
     printf("\nMemory was not allocated");
     return 0;
```

```
}
else
{
    newnode->value =
val;
        newnode->next
= NULL;
              return
newnode;
}
//Inserting node at
beginning void
insert_node_begin()
{
int
val;
  printf("\nEnter the value for
the node:"); scanf("%d",
&val);
         newnode =
create_node(val); if (start
== end && start == NULL)
  {
```

```
start = end =
newnode; start-
>next = NULL;
end->next = NULL;
 }
else
 {
   temp =
start;
       start
= newnode;
start->next =
temp;
 }
 }
//Insering node at
end
           void
insert_node_end()
   int val;
 printf("\nEnter the value for
the Node:"); scanf("%d",
&val); newnode =
```

```
create_node(val);
               if (start
== end && end == NULL)
  {
    start = end =
newnode; start-
>next = NULL;
end->next = NULL;
else
  {
    end->next =
newnode;
            end =
newnode; end-
>next = NULL;
  }
 printf("\n\t-----\n");
//Deleting Node at
beginning void
delete_node_begin()
 struct node*temp = start;
if(temp==NULL)
 {
```

```
printf("\nLinked list is empty:");
 else
  start = start->next;
free(temp);
printf("\n\t-----
-----DELETED-----
----\n");
 }
}
//Deleting Node at
end void
delete_node_end()
{
 struct node *temp = start;
if(temp==NULL)
 {
  printf("\nLinked list is empty:");
 else
```

```
if(temp->next == NULL)
  {
   start = NULL;
free(temp);
else
  {
   while(temp->next->next != NULL)
    temp = temp->next;
   free(temp->next); temp->next =
NULL;
         printf("\n\t-----
DELETED-----\n");
//Displaying the list from
beginning to end void display()
   if (start
== NULL)
  {
```

Output:

