***LinkedList insertion After a Node***

#include<iostream>

using namespace std;

int main()

{

int info[10] = {30,50,80,20,40,70,10};

int null =1000;

int link[] = {4,5,1000,0,1,2,3,8,9,1000};

int start = 6;

int avail = 7;

int ptr = start;

int newNode;

int item = 60;

int loc = 1;

cout<<"\nlist befor insertion: ";

while(ptr != null)

{

cout<<info[ptr]<<" ";

ptr = link[ptr];

}

//insertion operation

if(avail == null)

{

cout<<"Overflow!";

exit(0);

}

newNode = avail;

avail = link[avail];

info[newNode] = item;

if(loc == null)

{

link[newNode] = start;

start = newNode;

}

else

{

link[newNode] = link[loc];

link[loc] = newNode;

}

ptr = start;

cout<<"\n\nlist after insertion: ";

while(ptr != null)

{

cout<<info[ptr]<<" ";

ptr = link[ptr];

}

return 0;

}