	"I b	
2	(create or simulate as linked list using c with (create of display of delete from startend, at	
0	reale or simulate a delete from startena i a	
	(create & display 4 and	_
	any position given).	_
		_
	The state of the s	
	Void create C7 2	_
	char ch ;	
	node + new1, * curr;	
	do {	
	news=(node *) malloc (size of (node));	
	peunt c'in entre vouce	
	if (start = = NULL)	
	Š	
	Start = new1; 1 (2012) and and a filled	
	Curr = new1;	
	3 Phai Leade in Allenia cela-	,
	puint ("dayoward to Add an element (Y/N)?").	4
	Scant (44. C1, 4 ch);	91
	2 La	
	while Lth == Y' / 1 ch == 'Y'')	
	curr -> link = NULL:	
	2	
	3	
		_
<u> </u>		
1		
		1
1		
7		

```
Void display () {
  if (Start == wuce)
  puint ("In linked list is empty (n')
   return;
 node * temp = Start.
 paint Luin element in linkend list: (n').
  while (temp!=NULL) {
  puint ( Ly.d ", temp -> data).
  temp = temp -> link:
  puint (" (n 11):
Void Dolete from start () ?
 il (start == NULL) {
   print L' Linked List is empty 1 n" ) )
    return.
  node + temp = start;
   start = start -> link;
    free (temp);
  puint (" in fixet element deleted successfully is)
```

```
Void delete at position () {
 int pos, i = 1;
 if (start = = NULL) $
 pount L" in Linked List is empty . in ")
  return:
 print (" In Enter the position to delete: ")
 Seanb ("v.d "Apos);
 node * temp=start;
 node + prev = NULL;
if LPOS == 1) &
   Start=temp-> Link;
    free (temp),
   print ("in dement at position i'd deleted
       Successfully in 1, pas );
while (temp ! = NULL & & izpos) &
  prev= temp;
  temp = temp -> link;
  itt:
  4
if Ctemp== NULL ) }
 paint (" in position not bound in ").
  return:
 Prev -> link = temp -> link.
 free (temp)
 puints (" In element at position x.d delete
  successfully in", pas ).
```

	Void Deleteal End () {
	if (start = NUCL) {
	perint ("In kinked list is empty. In");
	return;
	3 months and a state of the sta
	node * temp = Start;
	node * prev = NULL;
	atua (1) auto 1
	if (start > link == NULL) {
	pecint & fu Linkod Listis sympty 12,
	retur;
	3 Start = NULL;
	node > bree (temp);
	perint & ("In hast element deleted successfully In")
	return;
	3
	while (temp-) link != NULL) {
	prev= temp;
	temp = temp -> Link;
	3
	prev -> Unk = NULL;
	free (temp);
	perint ("In Last eternent delibed successfully in").
	5
\downarrow	- I all
4	
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4	
$\downarrow \downarrow$	
- 11	

Outpul. 1) create 2) display 3) delete from beginning 4) delete al position 5) delete at end B) exit. Enter choice: 1 Enter value: 5 Do you want to continuty Ento value: 10 Do you want to continu: Y Entryalue: 15 Do you want to continue! Y Enter value: 20 Do you want to continue; y Entr value: 25. Enter choice ! 2 Eenb use: 5 10 15 20 25 Entr choice: 3 First element deletect/ Enter choice : 2 Edements 10 18 20 28 Entry Choice: 4 Entr position to delete: 2 Element at position 2 deleted Flenter chaire: 2 Flements are 10 2 5 25