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//Aim 9: Write a program to insert a node in the beginning and end of singly linked list. Code:
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#include<stdio.h>
#include<conio.h>
typedef struct Linkedlist
int data;
struct Linkedlist *next;
}node;
node *temp,*ttemp,*first;
void AddNode(int i)
{
        if(i==1)
        first=(node*)malloc(sizeof(node));
        printf("Enter value of node %d: ",i);
        scanf("%d",&first->data);
        first->next=NULL;
        }
        else
        temp=first;
        while (temp->next!=NULL)
        temp=temp->next;
        ttemp=(node*)malloc(sizeof(node));
        printf("Enter value of node %d: ",i);
        scanf("%d",&ttemp->data);
        ttemp->next=NULL;
        temp->next=ttemp;
        }
}
void display()
        temp=first;
        printf("\nElements of Linked List are: ");
        while(temp!=NULL)
        {
               printf("%d,",temp->data);
               temp=temp->next;
        }
void Add_Begining(int val)
ttemp=(node*)malloc(sizeof(node));
ttemp->data=val;
temp=first;
ttemp->next=temp;
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first=ttemp;
}
void Add_End(int val)
ttemp=(node*)malloc(sizeof(node));
ttemp->data=val;
temp=first;
while(temp->next!=NULL)
temp=temp->next;
temp->next=ttemp;
ttemp->next=NULL;
void main()
int i,n,beg,e;
clrscr();
printf("Enter total number of nodes in a Linked List: ");
scanf("%d",&n);
for(i=1;i<=n;i++)
AddNode(i);
display();
printf("\nEnter value of node to be added at the begining:");
scanf("%d",&beg);
Add_Begining(beg);
display();
printf("\nEnter value of node to be added at the end:");
scanf("%d",&e);
Add_End(e);
display();
getch();
}
```

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OUTPUT:
  Enter total number of nodes in a Linked List: 5
  Enter value of node 1: 10
Enter value of node 2: 20
Enter value of node 3: 30
Enter value of node 4: 40
Enter value of node 5: 50
  Elements of Linked List are: 10,20,30,40,50,
  Enter value of node to be added at the begining:100
  Elements of Linked List are: 100,10,20,30,40,50,
  Enter value of node to be added at the end:200
  Elements of Linked List are: 100,10,20,30,40,50,200,_
```