

Lab-5 program.

```
#include <stdio.h>
#include <stdlib.h>
void create();
void display();
void insert_pos(1);
void insert_bef();
void insert_aft();
void insert_last();
void insert_pos();
struct node
{
    int id;
    char name[50];
    int sem;
    struct node *next;
};
struct node *head = NULL;
int main (int argc, char **argv)
{
    int choice, ch;
    do
    {
        printf("1. Create\n2. Display\n3. Insert at position\n4. Insert before an element\n5. Insert after an element\n6. Insert at the end of the list\n7. Insert at any position mentioned\n");
        printf("\nEnter your choice: ");
        scanf("%d", &choice);
        switch(choice)
        {
```

```

case 1: create(); break;
case 2: display(); break;
case 3: insert_posll(); break;
case 4: insert_bef(); break;
case 5: insert_aft(); break;
case 6: insert_last(); break;
case 7: insert_pos(); break;
default: printf("Wrong choice");

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printf("\n Press 1 if you want to continue else any  
other number\n");
scanf("%d", &ch);
} while (ch != 1);
return 0;

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void create()
{
    struct node *newnode, *temp;
    int ID, s, j;
    char n[50];
    newnode = (struct node *) malloc (sizeof (struct node));
    printf("Enter student id, name and sem: ");
    scanf ("%d", &ID);
    scanf ("%s", n);
    scanf ("%d", &s);
    newnode->id = ID;
    for (j=0; j++)
    {
        newnode->name[j] = n[j];
        if (n[j] == '\0') break;
    }
    newnode->sem = s;
    if (head == NULL)
    {
        newnode->next = NULL;
        head = newnode;
    }
}

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    printf("Node is created\n");
} else {
    temp = head;
    while( temp->next != NULL)
    {
        temp = temp->next;
    }
    temp->next = newnode;
    newnode->next = NULL;
    printf("Node is created\n");
}
}

```

void display()

```

{
    struct node *ptr = NULL;
    ptr = head;
    if (ptr == NULL)
    {
        printf("Nothing to print\n");
    }
    else {
        while (ptr != NULL) {
            printf("ID: %d Name: %s Sem: %d\n", ptr->id,
                ptr->name, ptr->sem);
            ptr = ptr->next;
        }
    }
}
}

```

void insertpos()

```

{
    struct node *newnode;
    int ID, s, j; char n[50];
    printf("Enter student id, name and sem\n");
    scanf("%d", &ID);
    scanf("%s", n);
    scanf("%d", &s);
    newnode = (struct node *) malloc(sizeof(struct node));
    newnode->id = ID;
    for (j = 0; j++)
    {
        newnode->name[j] = n[j];
        if (n[j] == '\0') break;
    }
}
}

```

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newnode → sem = s;
newnode → next = head;
head = newnode;

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void insert_bef()
{
    struct node *newnode, *temp1, *temp2 = NULL;
    temp1 = head;
    int ID, s, ele_bef, j; char n[50];
    printf("Enter the student ID before which the element  
has to be inserted: ");
    scanf("%d", &ID);
    scanf("%s", n);
    scanf("%d", &s);
    newnode = (struct node *) malloc(sizeof(struct node));
    newnode → id = ID;
    for(j=0; j<strlen(n); j++)
    {
        newnode → name[j] = n[j];
        if(n[j] == '\0') break;
    }
    newnode → sem = s;
    if(head → id == ele_bef)
    {
        newnode → next = head;
        head = newnode; return;
    }
    while(temp1 → next != NULL)
    {
        if(temp1 → next → id == ele_bef)
        {
            temp2 = temp1 → next;
            temp1 → next = newnode;
            newnode → next = temp2; return;
        }
        else temp1 = temp1 → next;
    }
    if(temp2 == NULL)
        printf("Element is not found in the list\n");
    return;
}

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void insert-aft()

```
{ struct node node *newnode, *temp1, *temp2 = NULL;
```

```
temp1 = head;
```

```
int ID, ele-aft, s, j;
```

```
char n[50];
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```
printf("Enter student ID after which element has to  
be inserted: ");
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```
scanf("%d", &ele-aft);
```

```
printf("Enter the student id, name, and sem:");
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```
scanf("%d", &ID);
```

```
scanf("%s", n);
```

```
scanf("%d", &s);
```

```
newnode = (struct node*) malloc(sizeof(struct node));
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newnode->id = ID;
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for(j=0; j<j+1)
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{ newnode->name[j] = n[j];
```

```
if (n[j] == '\0') break; }
```

```
newnode->sem = s;
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while (temp1->next != NULL)
```

```
{ if (temp1->id == ele-aft)
```

```
{ temp2 = temp1->next;
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```
temp1->next = newnode;
```

```
newnode->next = temp2; return;
```

```
} else temp1 = temp1->next; }
```

```
if (temp1->id == ele-aft)
```

```
{ if temp->id == ele-aft)
```

```
{ temp1->next next = newnode;
```

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newnode->next = NULL;
```

```
} return;
```

```
if (temp2 == NULL)
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{ printf("Element is not found in the list\n");
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return; }
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void insert-last()
{ struct node *newnode, *ptr;
  ptr = head; int ID, s, j; char n[50];
  printf("Enter student id, name and sem:");
  scanf("%d", &ID);
  scanf("%s", n);
  scanf("%d", &s);
  newnode = (struct node *) malloc (sizeof (struct node));
  newnode->id = ID;
  for (j=0; j++)
  { newnode->name[j] = n[j];
    if (n[j] == '\0') break; }
  newnode->sem = s;
  do { if (ptr->next == NULL)
        ptr->next = newnode;
        newnode->next = NULL; return; }
    ptr = ptr->next;
  } while (1); }

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void insert-pos()
{ int pos, c=1, j, ID, s; char n[50]; struct node *temp;
  temp = head;
  if (temp != NULL && temp->next != NULL)
  { do {
        if (temp->next != NULL)
        { temp = temp->next; c++; }
        if (temp->next == NULL)
        break;
      } while (1);
  }
  printf("Enter the position at which the element has
  to be inserted in");
  scanf("%d", &pos);

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if (pos < 1 || pos > c+1)
{ printf("Element cannot be inserted\n");
  return;
}
struct node * newnode;
newnode = (struct node *) malloc(sizeof(struct node));
printf("Enter the student id, name, sem:");
scanf("%d", &ID);
scanf("%s", n);
scanf("%d", &s);
newnode->id = ID;
for (j = 0; j++)
{ newnode->name[j] = n[j];
  if (n[j] == '\0') break;
}
newnode->sem = s;
if (pos == 1)
{ newnode->next = head;
  head = newnode; }
else if (pos == c+1)
{ temp = head;
  do { if (temp->next == NULL)
    { temp->next = newnode;
      newnode->next = NULL; return;
    }
    temp = temp->next;
  } while (1);
} else { struct node * temp2; temp = head;
  for (int i = 1; i < pos-1; i++)
  { temp = temp->next; }
  temp2 = temp->next;
  temp->next = newnode; newnode->next = temp2;
}
}

```