

```
1 //Singly Linked List Operations
2 #include<stdio.h>
3 #include<stdlib.h>
4
5 struct node
6 {
7     int data;
8     struct node *link;
9 };
10
11 struct node *head;
12
13 void Display()
14 {
15     struct node *ptr;
16     if(head==NULL)
17         printf("\nLinked list is Empty... ");
```

```
void main()
```

```
{  
    int opt,x,key;  
    do
```

```
{  
    printf("\nEnter the option\n1.Insert at Front\n2.Insert at End\n");  
    scanf("%d",&opt);  
    switch(opt)
```

```
{  
    case 1: printf("Enter the new data: ");  
            scanf("%d",&x);  
            Insert_Front(x);  
            break;
```

```
    case 2: printf("Enter the new data: ");  
            scanf("%d",&x);  
            Insert_End(x);  
            break;
```

```
167         break;
168     case 2: printf("Enter the new data: ");
169             scanf("%d",&x);
170             Insert_End(x);
171             break;
172     case 3: printf("Enter the search key: ");
173             scanf("%d",&key);
174             printf("Enter the new data: ");
175             scanf("%d",&x);
176             Insert_After(key,x);
177             break;
178     case 4: Delete_Front();
179             break;
180     case 5: Delete_End();
181             break;
182     case 6: printf("Enter the node to be deleted: ");
183             scanf("%d",&key);
```

```
scanf("%d",&key);  
printf("Enter the new data: ");  
scanf("%d",&x);  
Insert_After(key,x);  
break;  
case 4: Delete_Front();  
break;  
case 5: Delete_End();  
break;  
case 6: printf("Enter the node to be deleted: ");  
scanf("%d",&key);  
Delete_Any(key);  
break;  
case 7: Display();  
break;  
}  
}while(opt!=8);
```

```
void Display()  
{  
    struct node *ptr;  
    if(head==NULL)  
        printf("\nLinked list is Empty...");  
    else  
    {  
        ptr=head;  
        printf("\nLinked list elements are: ");  
        while(ptr!=NULL)  
        {  
            printf("%d\t",ptr->data);  
            ptr=ptr->link;  
        }  
    }  
}
```

```
27 | }  
28 | }  
29 |  
30 void Insert_Front(int x)  
31 {  
32     struct node *new;  
33     new=(struct node *)malloc(sizeof(struct node ));  
34     new->data=x;  
35     new->link=head;  
36     head=new;  
37     Display();  
38 }  
39 |  
40 void Insert_End(int x)  
41 {  
42     struct node *new,*ptr;  
43     new=(struct node *)malloc(sizeof(struct node ));
```

public void *__cdecl malloc(size_t _Size)

```
40 void Insert_End(int x)
41 {
42     struct node *new, *ptr;
43     new=(struct node *)malloc(sizeof(struct node ));
44     new->data=x;
45     new->link=NULL;
46     if(head==NULL)
47         head=new;
48     else
49     {
50         ptr=head;
51         while(ptr->link!=NULL)
52             ptr=ptr->link;
53         ptr->link=new;
54     }
55     Display();
56 }
```

```
58 void Insert_After(key,x)
59 {
60     struct node *new,*ptr;
61     if(head==NULL)
62         printf("Search key not found. Insertion is not possible.
63     else
64     {
65         ptr=head;
66         while(ptr->data!=key && ptr->link!=NULL)
67             ptr=ptr->link;
68         if(ptr->data!=key)
69             printf("Search data not found. Insertion not possible.
70         else
71         {
72             new=(struct node *)malloc(sizeof(struct node ));
73             new->data=x;
74             new->link=ptr->link;
```



```
62     printf("Search key not found. Insertion is not possible.\n");
63     else
64     {
65         ptr=head;
66         while(ptr->data!=key && ptr->link!=NULL)
67             ptr=ptr->link;
68         if(ptr->data!=key)
69             printf("Search data not found. Insertion not possible.\n");
70         else
71         {
72             new=(struct node *)malloc(sizeof(struct node ));
73             new->data=x;
74             new->link=ptr->link;
75             ptr->link=new;
76         }
77     }
78 }
```

```
80 }  
81  
82 void Delete_Front()  
83 {  
84     struct node *temp;  
85     if(head==NULL)  
86         printf("List is Empty. Deletion not possible..");  
87     else  
88     {  
89         temp=head;  
90         head=head->link;  
91         free(temp);  
92     }  
93  
94     Display();  
95 }  
96
```

```
96
97 void Delete_End()
98 {
99     struct node *prev,*curr,*temp;
100     if(head==NULL)
101         printf("List is Empty. Deletion not possible..");
102     else if(head->link==NULL)
103     {
104         temp=head;
105         head=NULL;
106         free(temp);
107     }
108     else
109     {
110         prev=head;
111         curr=head->link;
112         while(curr->link!=NULL)
```

```
105     head=NULL;
106     free(temp);
107 }
108 else
109 {
110     prev=head;
111     curr=head->link;
112     while(curr->link!=NULL)
113     {
114         prev=curr;
115         curr=curr->link;
116     }
117     prev->link=NULL;
118     free(curr);
119 }
120 Display();
121 }
```

```
123 void Delete_Any(int key)
124 {
125     struct node *prev,*curr,*temp;
126     if(head==NULL)
127         printf("List is Empty. Deletion not possible..");
128     else if(head->data==key)
129     {
130         temp=head;
131         head=head->link;
132         free(temp);
133     }
134     else
135     {
136         prev=head;
137         curr=head;
138         while(curr->data!=key && curr->link!=NULL)
139         {
```

```
134     else
135     {
136         prev=head;
137         curr=head;
138         while(curr->data!=key && curr->link!=NULL)
139         {
140             prev=curr;
141             curr=curr->link;
142         }
143         if(curr->data!=key)
144             printf("Search data not found. Deletion is not possible");
145         else
146         {
147             prev->link=curr->link;
148             free(curr);
149         }
150     }
```

```
137     curr=head;
138     while(curr->data!=key && curr->link!=NULL)
139     {
140         prev=curr;
141         curr=curr->link;
142     }
143     if(curr->data!=key)
144         printf("Search data not found. Deletion is not possible");
145     else
146     {
147         prev->link=curr->link;
148         free(curr);
149     }
150 }
151 Display();
152 }
153
```