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Q.6) WAP to Implement Singly Link list with following operations.

- Create a linked list
- Deletion of first element and last element in the list.
- Display the contents of the linked list.

```

→ #include <stdio.h>
#include <stdlib.h>

struct node
{
    int id;
    char name[20];
    int sem;
    struct node * next;
};

struct node * head = NULL;

```

```

void linkedList();
void insertNode();
void deleteNode(int);
void deleteNodeAtBegin();
void deleteNodeOfGiven();
void displayList();

```

```

int size = 0;

int main()
{
    linkedList();
    return 0;
}

```

①

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void linkedList()

{ int choice 1, choice 2;

printf("In Enter the Operation");

printf("In Insert Node In 2. Delete node In
3. Display list In 4. Exit. In choice");

scanf("%d", &choice 1);

switch (choice 1)

{ case 1: insertNode();
break;

case 2: printf("In 1. At the First Position
In 2. At end of list In 3. At Given
Element Position In choice: ");

scanf("%d", &choice 2);

switch (choice 2)

{ case 1: deleteNode(1);
break;

case 2: deleteNode(2);
break;

case 3: deleteNode(3);
break;

default: printf("In Input Error, try Again In");
linkedList();

} break;

case 3: displayList();
break;

case 4: exit(0);

default: printf("In Input error, Try again In");
linkedList();

}

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```
void insertNode()
{ struct node * newnode * temp;
  newnode = (struct node*) malloc (sizeof (struct node));
  printf ("In Enter the Details");
  printf ("In ID:"); scanf ("%d", &(newnode->id));
  printf ("Name:"); scanf ("%s", (newnode->name));
  printf ("Sem:"); scanf ("%d", &(newnode->sem));
```

```
if (head == NULL)
{ newnode->next = NULL;
  head = newnode;
  printf ("In Node Created");
  linkedlist();
  size++;
```

```
}
for (temp = head; (temp->next) != NULL; temp = (temp->next));
newnode->next = NULL;
{
  temp->next = newnode;
  size++;
  printf ("In Node Created");
  linkedlist();
}
```

```
}
void deleteNode (int flag)
{ if (head == NULL)
  {
    printf ("In The list is Empty In");
    linkedlist();
  }
```

```
else
  if (head->next == NULL)
```

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```
{ printf("In Node Deleted In New List is empty");  
  free(head);  
  head = NULL;  
  linkedlist();  
}  
else  
{ switch(flag)  
  { case 1: deleteNodeAtBegin();  
    break;  
    case 2: deleteNodeAtEnd();  
    break;  
    case 3: deleteNodeOfGiven();  
    break;  
  }  
  linkedlist();  
}  
}  
  
void deleteNodeAtBegin()  
{ struct node * temp = head;  
  head = head->next;  
  free(temp);  
  printf("In Node Deleted");  
}  
  
void deleteNodeAtEnd()  
{ struct node * temp = head;  
  head = head->next;  
  free(temp->next); temp->next = NULL;  
  printf("In Node Deleted");  
}  
  
void deleteNodeOfGiven()  
{ struct node * temp1 = head, * temp2 = temp1;
```



```
int ele;  
printf("Enter the element");  
scanf("%d", &ele);  
for (temp1; temp1->next != NULL; temp1 = temp1->next)  
{  
    temp2 = temp1->next;  
    if (temp2->id == ele)  
    {  
        temp1->next = temp2->next;  
        free(temp2);  
        printf("Node Deleted");  
        return;  
    }  
    if (temp1->id == ele)  
    {  
        head = temp2;  
        free(temp1);  
        printf("Node Deleted");  
        return;  
    }  
}  
printf("Element Not present in the List");  
linkedlist();  
}  
void displaylist()  
{  
    if (head == NULL)  
    {  
        printf("Empty List\n");  
        linkedlist();  
        printf("The List is:");  
        for (struct node *temp = head; temp != NULL; temp = temp->next)  
        {  
            printf("Student Details");  
            printf("ID: %d", temp->id);  
            printf("Name: %s", temp->name);  
            printf("Sem: %d", temp->sem);  
            printf(" ");  
            linkedlist();  
        }  
    }  
}
```