**Write a C program to implement the following operations on Singly Linked List.**

1. **Insert a node in the beginning of a list.**
2. **Insert a node after P**
3. **Insert a node at the end of a list**
4. **Find an element in a list**
5. **FindNext**
6. **FindPrevious**
7. **isLast**
8. **isEmpty**
9. **Delete a node in the beginning of a list.**
10. **Delete a node after P**
11. **Delete a node at the end of a list**
12. **Delete the List**

**Algorithm:**

**Code:**

**#include <stdio.h>**

**#include <stdlib.h>**

**struct node**

**{**

**int Element;**

**struct node \*Next;**

**};**

**typedef struct node Node;**

**int IsEmpty(Node \*List);**

**int IsLast(Node \*Position, Node \*List);**

**Node \*Find(Node \*List, int x);**

**Node \*FindPrevious(Node \*List, int x);**

**Node \*FindNext(Node \*List, int x);**

**void InsertBeg(Node \*List, int e);**

**void InsertLast(Node \*List, int e);**

**void InsertMid(Node \*List, int p, int e);**

**void DeleteBeg(Node \*List);**

**void DeleteEnd(Node \*List);**

**void DeleteMid(Node \*List, int e);**

**void Traverse(Node \*List);**

**int main()**

**{**

**Node \*List = malloc(sizeof(Node));**

**List->Next = List;**

**Node \*Position;**

**int ch, e, p;**

**printf("1.Insert Beg \n2.Insert Middle \n3.Insert End");**

**printf("\n4.Delete Beg \n5.Delete Middle \n6.Delete End");**

**printf("\n7.Find \n8.Traverse \n9.Exit\n");**

**do**

**{**

**printf("Enter your choice : ");**

**scanf("%d", &ch);**

**switch(ch)**

**{**

**case 1:**

**printf("Enter the element : ");**

**scanf("%d", &e);**

**InsertBeg(List, e);**

**break;**

**case 2:**

**printf("Enter the position element : ");**

**scanf("%d", &p);**

**printf("Enter the element : ");**

**scanf("%d", &e);**

**InsertMid(List, p, e);**

**break;**

**case 3:**

**printf("Enter the element : ");**

**scanf("%d", &e);**

**InsertLast(List, e);**

**break;**

**case 4:**

**DeleteBeg(List);**

**break;**

**case 5:**

**printf("Enter the element : ");**

**scanf("%d", &e);**

**DeleteMid(List, e);**

**break;**

**case 6:**

**DeleteEnd(List);**

**break;**

**case 7:**

**printf("Enter the element : ");**

**scanf("%d", &e);**

**Position = Find(List, e);**

**if(Position != List)**

**printf("Element found...!\n");**

**else**

**printf("Element not found...!\n");**

**break;**

**case 8:**

**Traverse(List);**

**break;**

**}**

**} while(ch <= 8);**

**return 0;**

**}**

**int IsEmpty(Node \*List)**

**{**

**if(List->Next == List)**

**return 1;**

**else**

**}**

**return 0;**

**int IsLast(Node \*Position, Node \*List)**

**{**

**if(Position->Next == List)**

**return 1;**

**else**

**}**

**return 0;**

**Node \*Find(Node \*List, int x)**

**{**

**Node \*Position;**

**Position = List->Next;**

**while(Position != List && Position->Element != x)**

**Position = Position->Next;**

**return Position;**

**}**

**Node \*FindPrevious(Node \*List, int x)**

**{**

**Node \*Position;**

**Position = List;**

**while(Position->Next != List && Position->Next->Element != x)**

**Position = Position->Next;**

**return Position;**

**}**

**Node \*FindNext(Node \*List, int x)**

**{**

**Node \*Position;**

**Position = Find(List, x);**

**return Position->Next;**

**}**

**void InsertBeg(Node \*List, int e)**

**{**

**Node \*NewNode = malloc(sizeof(Node));**

**NewNode->Element = e;**

**NewNode->Next = List->Next;**

**List->Next = NewNode;**

**}**

**void InsertLast(Node \*List, int e)**

**{**

**Node \*NewNode = malloc(sizeof(Node));**

**Node \*Position;**

**NewNode->Element = e;**

**if(IsEmpty(List))**

**{**

**}**

**else**

**{**

**}**

**}**

**NewNode->Next = List;**

**List->Next = NewNode;**

**Position = List;**

**while(Position->Next != List)**

**Position = Position->Next;**

**Position->Next = NewNode;**

**NewNode->Next = List;**

**void InsertMid(Node \*List, int p, int e)**

**{**

**Node \*NewNode = malloc(sizeof(Node));**

**Node \*Position;**

**Position = Find(List, p);**

**NewNode->Element = e;**

**NewNode->Next = Position->Next;**

**Position->Next = NewNode;**

**}**

**void DeleteBeg(Node \*List)**

**{**

**if(!IsEmpty(List))**

**{**

**Node \*TempNode;**

**TempNode = List->Next;**

**List->Next = TempNode->Next;**

**printf("The deleted item is %d\n", TempNode->Element);**

**free(TempNode);**

**}**

**else**

**printf("List is empty...!\n");**

**}**

**void DeleteEnd(Node \*List)**

**{**

**if(!IsEmpty(List))**

**{**

**}**

**else**

**}**

**Node \*Position;**

**Node \*TempNode;**

**Position = List;**

**while(Position->Next->Next != List)**

**Position = Position->Next;**

**TempNode = Position->Next;**

**Position->Next = List;**

**printf("The deleted item is %d\n", TempNode->Element);**

**free(TempNode);**

**printf("List is empty...!\n");**

**void DeleteMid(Node \*List, int e)**

**{**

**if(!IsEmpty(List))**

**{**

**Node \*Position;**

**Node \*TempNode;**

**Position = FindPrevious(List, e);**

**if(!IsLast(Position, List))**

**{**

**}**

**}**

**else**

**TempNode = Position->Next;**

**Position->Next = TempNode->Next;**

**printf("The deleted item is %d\n", TempNode->Element);**

**free(TempNode);**

**printf("List is empty...!\n");**

**}**

**void Traverse(Node \*List)**

**{**

**if(!IsEmpty(List))**

**{**

**Node \*Position;**

**Position = List;**

**while(Position->Next != List)**

**{**

**Position = Position->Next;**

**printf("%d\t", Position->Element);**

**}**

**}**

**else**

**}**

**printf("\n");**

**printf("List is empty...!\n");**

**}**

**OUTPUT:**

1.Insert Beg

2.Insert Middle

3.Insert End

4.Delete Beg

5.Delete Middle

6.Delete End

7.Find

8.Traverse

9.Exit

Enter your choice : 1

Enter the element : 40

Enter your choice : 1

Enter the element : 30

Enter your choice : 1

Enter the element : 20

Enter your choice : 1

Enter the element : 10

Enter your choice : 8 10 20 30 40

Enter your choice : 7

Enter the element : 30

Element found...!

Enter your choice : 1

Enter the element : 5

Enter your choice : 8

5 10 20 30 40

Enter your choice : 3

Enter the element : 45

Enter your choice : 8

5 10 20 30 40 45

Enter your choice : 2

Enter the position element : 20

Enter the element : 25

Enter your choice : 8 5 10 20 25 30 40 45

Enter your choice : 4

The deleted item is 5

Enter your choice : 8 10 20 25 30 40 45

Enter your choice : 6

The deleted item is 45

Enter your choice : 8 10 20 25 30 40

Enter your choice : 5

Enter the element : 30

The deleted item is 30

Enter your choice : 8 10 20 25 40

Enter your choice : 9