

PROGRAM 6

Write a program to Implement Singly Linked List with following operations a) a) Create a linked list. b) Deletion of first element, specified element and last element in the list. c) Display the contents of the linked list -

```
#include <stdlib.h>
#include <stdio.h>
void create();
void display();
void delete_begin();
void delete_end();
void delete_pos();
struct node
{
    int info;
    struct node *next;
};
struct node *start = NULL;
int main()
{
    int choice;
    while (1)
    {

        printf("\n MENU           \n");
        printf("\n 1.Create           \n");
        printf("\n 2.Display          \n");
```

```

printf("\n 3.Delete from beginning      \n");
printf("\n 4.Delete from the end        \n");
printf("\n 5.Delete from specified position
\n");

printf("\n 6.Exit          \n");
printf("\n-----
\n");

printf("Enter your choice:");
scanf("%d", &choice);
switch (choice)
{
case 1:
    create();
    break;
case 2:
    display();
    break;
case 3:
    delete_begin();
    break;
case 4:
    delete_end();
    break;
case 5:
    delete_pos();
    break;
case 6:
    exit(0);
    break;
}

```

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        default:
            printf("\n Wrong Choice:\n");
            break;
    }
}
return 0;
}

void create()
{
    struct node *temp, *ptr;
    temp = (struct node *)malloc(sizeof(struct node));
    if (temp == NULL)
    {
        printf("\nOut of Memory Space:\n");
        exit(0);
    }
    printf("\nEnter the data value for the node:");
    scanf("%d", &temp->info);
    temp->next = NULL;
    if (start == NULL)
    {
        start = temp;
    }
    else
    {
        ptr = start;
        while (ptr->next != NULL)
        {
            ptr = ptr->next;

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        }
        ptr->next = temp;
    }
}

void display()
{
    struct node *ptr;
    if (start == NULL)
    {
        printf("\nList is empty:\n");
        return;
    }
    else
    {
        ptr = start;
        printf("\nThe List elements are:\n");
        while (ptr != NULL)
        {
            printf("%d", ptr->info);
            ptr = ptr->next;
        }
    }
}

void delete_begin()
{
    struct node *ptr;
    if (ptr == NULL)
    {
        printf("\nList is Empty:\n");
    }
}

```

```

        return;
    }
    else
    {
        ptr = start;
        start = start->next;
        printf("\nThe deleted element is :%d", ptr-
>info);
        free(ptr);
    }
}

void delete_end()
{
    struct node *temp, *ptr;
    if (start == NULL)
    {
        printf("\nList is Empty:");
        exit(0);
    }
    else if (start->next == NULL)
    {
        ptr = start;
        start = NULL;
        printf("\nThe deleted element is:%d", ptr->info);
        free(ptr);
    }
    else
    {
        ptr = start;

```

```

        while (ptr->next != NULL)
        {
            temp = ptr;
            ptr = ptr->next;
        }
        temp->next = NULL;
        printf("\nThe deleted element is:%d", ptr->info);
        free(ptr);
    }
}

void delete_pos()
{
    int i, pos;
    struct node *temp, *ptr;
    if (start == NULL)
    {
        printf("\nThe List is Empty:\n");
        exit(0);
    }
    else
    {
        printf("\nEnter the position of the node to be
deleted:");
        scanf("%d", &pos);
        if (pos == 0)
        {
            ptr = start;
            start = start->next;

```

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        printf("\nThe deleted element is:%d", ptr-
>info);
        free(ptr);
    }
    else
    {
        ptr = start;
        for (i = 0; i < pos; i++)
        {
            temp = ptr;
            ptr = ptr->next;
            if (ptr == NULL)
            {
                printf("\nPosition not Found:\n");
                return;
            }
        }
        temp->next = ptr->next;
        printf("\nThe deleted element is:%d", ptr-
>info);
        free(ptr);
    }
}
}
}

```

Output -

```

                MENU

1.Create
2.Display
3.Delete from beginning
4.Delete from the end
5.Delete from specified position
6.Exit

-----
Enter your choice:1
Enter the data value for the node:00

                MENU

1.Create
2.Display
3.Delete from beginning
4.Delete from the end
5.Delete from specified position
6.Exit

-----
Enter your choice:1
Enter the data value for the node:22

```

```

                MENU

1.Create
2.Display
3.Delete from beginning
4.Delete from the end
5.Delete from specified position
6.Exit

-----
Enter your choice:3
The deleted element is :0

                MENU

1.Create
2.Display
3.Delete from beginning
4.Delete from the end
5.Delete from specified position
6.Exit

-----
Enter your choice:2
The List elements are:
2277

```



```

                MENU

1.Create
2.Display
3.Delete from beginning
4.Delete from the end
5.Delete from specified position
6.Exit

-----
Enter your choice:1
Enter the data value for the node:33

                MENU

1.Create
2.Display
3.Delete from beginning
4.Delete from the end
5.Delete from specified position
6.Exit

-----
Enter your choice:4
The deleted element is:33

```

```

1.Create
2.Display
3.Delete from beginning
4.Delete from the end
5.Delete from specified position
6.Exit

-----
Enter your choice:1
Enter the data value for the node:77

                MENU

1.Create
2.Display
3.Delete from beginning
4.Delete from the end
5.Delete from specified position
6.Exit

-----
Enter your choice:2
The List elements are:
02277

```

```
-----  
Enter your choice:5  
  
Enter the position of the node to be deleted:3  
  
The deleted element is:88
```

```
                MENU  
  
1.Create  
2.Display  
3.Delete from beginning  
4.Delete from the end  
5.Delete from specified position  
6.Exit  
  
-----  
Enter your choice:1  
  
Enter the data value for the node:88  
  
                MENU  
  
1.Create  
2.Display  
3.Delete from beginning  
4.Delete from the end  
5.Delete from specified position  
6.Exit  
  
-----  
Enter your choice:5  
  
Enter the position of the node to be deleted:3
```

```
                MENU  
  
1.Create  
2.Display  
3.Delete from beginning  
4.Delete from the end  
5.Delete from specified position  
6.Exit  
  
-----  
Enter your choice:6  
  
...Program finished with exit code 0  
Press ENTER to exit console.
```

