DAYANAND
1BM19CS043
20-11-2020

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#include <stdio.h>
#include <stdlib.h>
  Struct node
  {
    int data;
    Struct node *next;
  };
    struct node *head=NULL;
     void display();
     Void delfun();
     void insert();
      int main()
   { int ch, cle;
     do
     { Printf("\n 1. Create & insert \n2. Display \n3. Delete \n4. Exit");
       Printf("\n Enter your choice :");
       Scanf("%d", &ch);
         Switch (ch)
       { case 1 : insert() : break;
         Case 2 : display() : break;
         Case 3 : delfun () : break;
          default : if(ch!=4)
                Printf(" invalid option");
       } while (ch != 5); }
```

Rathod

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Void display()
{ struct node *ptr=NULL;
  ptr=head;
  if(ptr=NULL)
 { printf("Nothing to print\n"); }
  else
 {
  while(ptr!=NULL)
  { printf("%d", ptr->data);
    ptr=ptr->next; }
  }
  void delfun()
  { struct node *temp; *del=NULL;
    if(head==NULL)
    { printf("Empty List. can't delete\n");
      return; }
      temp=head;
      int ch, ele;
      Printf("Delete at \n1. Front \n2. Back \n3 Desired Element
      \n Enter choice:");
        scanf("%d", &ch);
        switch(ch)
      { case 1 : del=head;
          head=head->next;
          printf("Node deleted\n");
          break;
```

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case 2: while (temp->next->next!=NULL)
        { temp= temp->next; }
          del= temp->next;
          temp->next= NULL;
          printf("Node Deleted\n");
          break;
case 3: printf("Enter the elemint to delete\n");
          scanf("%d", &ele);
          if (head->data==ele)
        { head=head->next; }
          else
          while (temp->next!=NULL)
        { if (temp->next->data==ele)
          { del=temp->next;
            if (del->next==NULL)
              temp->next=NULL;
              else
              temp->next=del->next;
          } }
          if(del==NULL)
        { printf("element not found in the list\n"); }
          return; } }
          void insert()
        { struct node *temp, *newnode;
            int item;
          new node = (structnode *) malloc (sizeof (struct node));
```

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scanf("%d", &item);
new node -> data = item;
if(head == NULL)
{head = newnode; }
else
{temp = head;
while(temp -> next != NULL)
{ temp = temp -> next ; }
temp -> next = newnode;
Printf("Node created\n");
} }
```