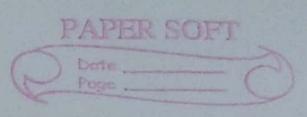


do Pointfl"1. coate In 2. Display 13. Inset-at begining in 4. Insert - at - end in S. Insert - at - willy" Print[" Enter your Choice:"]; Scan / 11/d", & Choice); Switch (Choice) 2 Case 1: Cslate(); bseak; (ase 2: display(); bolak; Case 3: insex-at-Begning 1); bolak; Case 4: insert-at-End; break; Case 5: in sept-at-Middle; break; 3 chile (choice !=6); Joid Create! Stout node \* newnode, \* temp: new node = (struct node \*

Printle (" Enter the data: "); Scan 1 1" 1-d", & item/; newnode -7 data = item; it I head == NULL) newhode -> next = NULL; head = new node; Printy | " Node coeated In" ]: 3 else temp = head; While I temp -> nest ! = NULL) temp = temp -> & next; femp -> near = newhode; newnode -> nest = NULL; Printy (" Node created \ n"); Void display () Struct node \* ptr = NULL; ptr = head - TY (PH == NULL) Pointy (" Nothing to Print); else White (PHI = NULL) Print/("1.d", Ptr -> data); ptr = ptr -> nesur;



Prints [" Enter the element: "); Scan/ ("yd", fele); newnode = (Stouet node\*) mallo ( ( Size of ( Struct node); ir (head = = NULL) Printy ("empty 457"); 3 else 4 newhode ->data = ele; newnode -> next = head; head = newnode; Void insert-at-End() Struct node \* newnode, \* temp; int ele. enter the element: "1; , fele

it ( head = = NULL) pointy (" empty list"); else 9 neumode -> data = ele; newnode -> next = NULL; temp = head; While [ temp! = NULL 4] temp-> neat != NULL femp = temp -> next; femp -> near = newnale; Void insest\_at-middle () Struct node \* newnode, \* temp; mt ele, position;

