

IBM19CS044

Link List

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#include <stdio.h>

#include <stdlib.h>

Void create();

Void display();

Void delFun(int);

Void insert-before();

Struct node

{

int data;

Struct node *next;

};

Struct node *head = NULL;

int main(int argc, char **argv)

{

int choice, ele;

char ch;

do

{

printf("1. create\n 2. Display\n 3. Delete\n 4. insert-before\n");


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

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

```
switch(choice)
```

```
{
```

```
    case 1: create();
```

```
        break;
```

```
    case 2: display();
```

```
        break;
```

```
    case 3: printf("Enter the element to be  
              deleted\n");
```

```
            scanf("%d", &ele);
```

```
            delfun(ele);
```

```
            break;
```

```
    case 4: insert_before();
```

```
        break;
```

```
}
```

```
printf("Do you want to continue (y/n)");
```

```
flush(stdin)
```

```
scanf("%c", &ch);
```

```
} while(ch == 'y' || ch == 'Y');
```

```
}
```


Void create

{

struct node *newnode, *temp;

int item;

newnode = (struct node*) malloc(sizeof(struct node));

printf("Enter the data");

scanf("%d", &item);

newnode->data = item;

if (head == NULL)

{

newnode->next = NULL;

head = newnode;

printf("Node created\n");

}

else

{

temp = head;

while (temp->next != NULL)

{

temp = temp->next;

}

temp->next = newnode;

newnode->next = NULL;


```
printf("Node created\n");
```

```
}
```

```
}
```

```
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 del fun (int ele)
{
    Struct node *temp, *del = NULL;
    if (head == NULL)
    {
        Printf ("Empty list, Can't delete\n");
        return;
    }
    temp = head;
    if (temp->data == ele)
    {
        head = temp->next;
        return;
    }
    while (temp->next != NULL)
    {
        if (temp->next->data == ele)
        {
            del = temp->next;
            if (del->next == NULL)
            {
                temp->next = NULL;
            }
            else
            {
                temp->next = del->next;
            }
        }
    }
```


else

temp = temp->next;

}

if (del == NULL)

{

printf("Element not found\n");

return;

}

}

void insert-before()

{

struct node* newnode;

int ele;

printf("Enter the element: ");

scanf("%d", &ele);

newnode = (struct node*) malloc (sizeof(struct node));

newnode->data = ele;

newnode->next = head

head = newnode;

}