```
clang-7 -pthread -lm -o main main.c
        clang ./main
  if(del==NULL)
{ printf("Element not found in the list\n"); }
                                                                                                   1.Create & Insert
                                                                                                   2.Display
3.Delete
                                                                                                  4. Exit
Enter your choice: 1
Enter the data: 1
      struct node *temp, *newnode;
                                                                                                   1.Create & Insert
     int item;
newnode =(struct node *) malloc (sizeof(struct node));
printf("Enter the data : ");
scanf("%d",&item);
                                                                                                   2.Display
3.Delete
                                                                                                  4. Exit
Enter your choice: 1
Enter the data: 2
Node created
     newnode->data=item;
     if(head==NULL)
{ head=newnode;}
                                                                                                   2.Display
3.Delete
4. Exit
      { temp=head;
         while(temp->next!=NULL)
        { temp=temp->next; } temp->next=newnode;
                                                                                                  Enter your choice : 1
Enter the data : 3
        newnode->next=NULL;
printf("Node created\n");
                                                                                                   Node created
                                                                                                   1.Create & Insert
3
                                                                                                   2.Display
3.Delete
                                                                                                   4. Exit
         2.Display
                                                                                                    3.Delete
4. Exit
    { printf("Element not found in the list\n"); }
                                                                                                   Enter your choice: 1
Enter the data: 4
                                                                                                    Node created
  void insert()
                                                                                                    1.Create & Insert
       struct node *temp, *newnode;
                                                                                                    2.Display
3.Delete
      struct node *temp, *newnode;
int item;
newnode =(struct node *) malloc (sizeof(struct node));
printf("Enter the data : ");
scanf("%d", %item);
newnode -> data=item;
if(head==NULL)
{ head=newnode;}
                                                                                                   4. Exit
Enter your choice: 1
Enter the data: 5
Node created
                                                                                                    2.Display
                                                                                                    3.Delete
       { temp=head;
 while(temp->next!=NULL)
                                                                                                    Enter your choice: 2
1 2 3 4 5
1.Create & Insert
          { temp=temp->next; } temp->next=newnode;
         newnode->next=NULL;
printf("Node created\n");
                                                                                                    2.Display
3.Delete
                                                                                                    4. Exit
                                                                                                    Enter your choice : 3
Delete at
                                                                                                    lete at
                                                                                                                                                                                             Q e
       1 2 3 4 5
1.Create & Insert
                                                                                                    2.Display
                                                                                                   3.Delete
 if(del==NULL)
{ printf("Element not found in the list\n"); }
                                                                                                   Enter your choice : 3
Delete at
1.Front
void insert()
                                                                                                   2.Back
3.Desired Element
     struct node *temp, *newnode;
                                                                                                   Enter choice :2
Node Deleted
    newnode =(struct node *) malloc (sizeof(struct node));
printf("Enter the data : ");
scanf("%d",%item);
newnode->data=item;
if(head==NULL)
                                                                                                   2.Display
                                                                                                   4. Exit
                                                                                                   Enter your choice: 2 1 2 3 4
     { head=newnode;}
                                                                                                   1.Create & Insert
2.Display
        while(temp->next!=NULL)
{ temp=temp->next; }
                                                                                                   3.Delete
       temp->next=newnode;
newnode->next=NULL;
printf("Node created\n");
                                                                                                   Enter your choice : 3
Delete at
                                                                                                   1.Front
                                                                                                    3.Desired Element
```

Enter choice :3
Enter the element to delete

```
1.Front
2.Back
3.Desired Element
Enter choice :3
Enter the element to delete
                                                                                                                                                                                                                                                                                               0
                             if(del==NULL)
{ printf("Element not found in the list\n"); }
                                                                                                                                                               1.Create & Insert
                                                                                                                                                               1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice: 2
1 2 4
1.Create & Insert
2.Display
3.Delete
                        struct node *temp, *newnode;
int item;
newnode =(struct node *) malloc (sizeof(struct node));
printf("Enter the data : ");
scanf("%d",%item);
newnode >data_item;
if(head==NULL)
{ head=newnode;}
                                                                                                                                                                3.Delete
                                                                                                                                                                4. Exit
                                                                                                                                                               Enter your choice: 3
Delete at
1.Front
                         { temp=head;
                           temp=nead;
while(temp->next!=NULL)
{ temp=temp->next; }
temp->next=newnode;
newnode->next=NULL;
printf("Node created\n");
                                                                                                                                                                2.Back
                                                                                                                                                               3.Desired Element
Enter choice :1
Node Deleted
                                                                                                                                                              1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 2
                                                                                                                                                                                                                                                                                             Q
                             2.Display
3.Delete
                    }
if(del==NULL)
{ printf("Element not found in the list\n"); }
                                                                                                                                                              4. Exit
Enter your choice : 2
2 4
1.Create & Insert
                                                                                                                                                             1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 3
Delete at
1.Front
2.Back
3.Desired Element
Enter choice :1
Node Deleted
                        struct node *temp, *newnode;
int item;
newnode =(struct node *) malloc (sizeof(struct node));
printf("Enter the data : ");
scanf("%d",%item);
newnode->data=item;
if(head==NULL)
{ head=newnode;}
else
                                                                                                                                                              1.Create & Insert
2.Display
3.Delete
                         else
{ temp=head;
  while(temp->next!=NULL)
{ temp-temp->next; }
  temp->next=newnode;
  newnode->next=MULL;
  printf("Node created\n");
                                                                                                                                                               4. Exit
                                                                                                                                                              Enter your choice : 2
                                                                                                                                                               1.Create & Insert
                                                                                                                                                              2.Display
3.Delete
                                                                                                                                                              4. Exit
Enter your choice : 3
                                                                                                                                                                                                                                                                                                   Q 📵
                       1.Create & Insert
                                                                                                                                                              2.Display
3.Delete
                                                                                                                                                              4. Exit
Enter your choice : 3
Delete at
1.Front
             if(del==NULL)
{ printf("Element not found in the list\n"); }
                                                                                                                                                              2.Back
                                                                                                                                                             3.Desired Element
Enter choice :1
Node Deleted
                  struct node *temp, *newnode;
                 struct node *temp, *newnode;
int item;
newnode =(struct node *) malloc (sizeof(struct node));
printf("Enter the data : ");
scanf("%d",%item);
newnode>-data=item;
if(head==NULL)
{ head=newnode;}
                                                                                                                                                             2.Display
3.Delete
4. Exit
Enter your choice: 3
Empty List. Can't delete
                                                                                                                                                              1.Create & Insert
                  telse
{ temp=head;
while(temp->next!=NULL)
{ temp=temp->next; }
temp->next=nwonde;
newnode->next=NULL;
printf("Node created\n");
                                                                                                                                                              2.Display
3.Delete
4. Exit
                                                                                                                                                              Enter your choice : 1
Enter the data : 1
                                                                                                                                                              1.Create & Insert
100
                                                                                                                                                              2.Display
3.Delete
4. Exit
```