

```

75     default : if(ch!=4)
76         printf("\nEnter Valid Choice");
77     }
78     if(del==NULL)
79     { printf("Element not found in the list\n"); }
80 }
81
82 void insert()
83 {
84     struct node *temp, *newnode;
85     int item;
86     newnode =(struct node *) malloc (sizeof(struct node));
87     printf("Enter the data : ");
88     scanf("%d",&item);
89     newnode->data=item;
90     if(head==NULL)
91     { head=newnode;}
92     else
93     { temp=head;
94       while(temp->next!=NULL)
95       { temp=temp->next; }
96       temp->next=newnode;
97       newnode->next=NULL;
98       printf("Node created\n");
99     }
100 }

```

```

> clang-7 -pthread -lm -o main main.c
> ./main

```

```

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 1
Enter the data : 1

```

```

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 1
Enter the data : 2
Node created

```

```

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 1
Enter the data : 3
Node created

```

```

1.Create & Insert
2.Display
3.Delete
4. Exit

```

```

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```

```

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 1
Enter the data : 4
Node created

```

```

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 1
Enter the data : 5
Node created

```

```

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 2
1 2 3 4 5
1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 3
Delete at
1.Front

```

```

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96       temp->next=newnode;
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100 }

```

```

1 2 3 4 5
1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 3
Delete at
1.Front
2.Back
3.Desired Element
Enter choice :2
Node Deleted

```

```

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 2
1 2 3 4
1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 3
Delete at
1.Front
2.Back
3.Desired Element
Enter choice :3
Enter the element to delete

```

```

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93     { temp=head;
94       while(temp->next!=NULL)
95       { temp=temp->next; }
96       temp->next=newnode;
97       newnode->next=NULL;
98       printf("Node created\n");
99     }
100 }

```

```

1.Front
2.Back
3.Desired Element
Enter choice :3
Enter the element to delete
3

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 2
1 2 4
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

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 2

```

```

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94       while(temp->next!=NULL)
95       { temp=temp->next; }
96       temp->next=newnode;
97       newnode->next=NULL;
98       printf("Node created\n");
99     }
100 }

```

```

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 2
2 4
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

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 2
4
1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 3

```

```

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97       newnode->next=NULL;
98       printf("Node created\n");
99     }
100 }

```

```

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

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 3
Empty List. Can't delete

1.Create & Insert
2.Display
3.Delete
4. Exit
Enter your choice : 1
Enter the data : 1

1.Create & Insert
2.Display
3.Delete
4. Exit

```