* Link-list insertions

#include <stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

};

void display(struct node \*p)

{

while(p!=NULL)

{

printf("%d\n",p->data);

p=p->next;

}

}

struct node \*insertionsf(struct node \*head,int data)

{

struct node\*ptr=(struct node\*)malloc(sizeof(struct node));

ptr->next=head;

ptr->data=data;

}

struct node \*insertionb(struct node\*head,int data,int index)

{

struct node \*ptr=(struct node \*)malloc(sizeof(struct node));

struct node \*p=head;

int i=0;

while(i!=index-1)

{

p=p->next;

i++;

}

ptr->next=p->next;

p->next=ptr;

ptr->data=data;

}

struct node\*insertoine(struct node \*head,int data)

{

struct node ptr=(struct node)malloc(sizeof(struct node));

int i=0;

struct node \*p=head;

while(p->next!=NULL)

{

p=p->next;

}

p->next=ptr;

ptr->next=NULL;

ptr->data=data;

}

int main()

{

struct node \*head;

struct node \*second;

struct node \*third;

struct node\*new;

head=(struct node\*)malloc(sizeof(struct node));

second=(struct node\*)malloc(sizeof(struct node));

third=(struct node\*)malloc(sizeof(struct node));

new=(struct node\*)malloc(sizeof(struct node));

head->data=8;

head->next=second;

second->data=16;

second->next=third;

third->data=24;

third->next=NULL;

printf("\n\n just traversal\n\n");

display(head);

head=insertionsf(head,78);

printf("\n\n insert a element at first\n\n");

display(head);

insertionb(head,52,2);

printf("\n\n insert a element between link list\n\n");

display(head);

insertoine(head,44);

printf("\n\n insert a element at last\n\n");

display(head);

return 0;

}