



1. Insert at the beg
2. Insert at the end
3. Insert after a given node
4. Delete
5. Display
6. Exit

Enter your choice

1

Enter the item

10

1. Insert at the beg
2. Insert at the end
3. Insert after a given node
4. Delete
5. Display
6. Exit

Enter your choice

1

Enter the item

20

1. Insert at the beg
2. Insert at the end
3. Insert after a given node
4. Delete



5. Display

6. Exit

Enter your choice

1

Enter the item

30

1. Insert at the beg

2. Insert at the end

3. Insert after a given node

4. Delete

5. Display

6. Exit

Enter your choice

5

30            20            10

1. Insert at the beg

2. Insert at the end

3. Insert after a given node

4. Delete

5. Display

6. Exit

Enter your choice

2

Enter the item



struct node



2

Enter the item

90

1. Insert at the beg
2. Insert at the end
3. Insert after a given node
4. Delete
5. Display
6. Exit

Enter your choice

2

Enter the item

80

1. Insert at the beg
2. Insert at the end
3. Insert after a given node
4. Delete
5. Display
6. Exit

Enter your choice


2

Enter the item

70

1. Insert at the beg




- 
1. Insert at the beg
  2. Insert at the end
  3. Insert after a given node
  4. Delete
  5. Display
  6. Exit

Enter your choice

5

30            20            10            90            80            70

- 
1. Insert at the beg
  2. Insert at the end
  3. Insert after a given node
  4. Delete
  5. Display
  6. Exit

Enter your choice


3

Enter the element in the list

10

Enter the new node data

60

- 
1. Insert at the beg
  2. Insert at the end
  3. Insert after a given node





- 4. Delete
- 5. Display
- 6. Exit

Enter your choice

5

30            20            10            60            90            80            70

- 1. Insert at the beg
- 2. Insert at the end
- 3. Insert after a given node
- 4. Delete
- 5. Display
- 6. Exit

Enter your choice

4

Enter the element to be deleted

90

- 1. Insert at the beg
- 2. Insert at the end
- 3. Insert after a given node
- 4. Delete
- 5. Display
- 6. Exit

Enter your choice

5



4

Enter the element to be deleted

90

1. Insert at the beg
2. Insert at the end
3. Insert after a given node
4. Delete
5. Display
6. Exit

Enter your choice

5

30            20            10            60            80            70

1. Insert at the beg
2. Insert at the end
3. Insert after a given node
4. Delete
5. Display
6. Exit

Enter your choice

6

...Program finished with exit code 0  
Press ENTER to exit console.