

Explorer

SingleLL8.c × SearchPo... ×

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Debugger

```
1  v struct node {
2      int data;
3      struct node *next;
4  };
5  typedef struct node *NODE;
6
7  v NODE createNode() {
8      NODE temp;
9      temp = (NODE) malloc(sizeof(struct node));
10     temp->next = NULL;
11     return temp;
12 }
13
14 NODE insertAtBegin(NODE first, int x) {
15 v {
16     NODE temp = createNode();
17     temp->data = x;
18     temp->next = first;
19     return temp;
20 }
21
22 int searchPosOfEle(NODE first, int key) {
23 v {
24     NODE temp = first;
25     int count = 1;
26     while(temp != NULL)
27 v {
28         if(temp->data == key)
29 v {
30             return count;
31         }
32         temp = temp->next;
33         count++;
34     }
35
36     return 0;
37 }
38
39
40
41
42
43
..
```

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Reset

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Next &gt;

```
45  v void traverseList(NODE first){
46      NODE temp = first;
47  v  while (temp != NULL){
48      printf("%d--> ", temp->data);
49      temp = temp->next;
50  }
51  printf("NULL\n");
52  }
```



Terminal



Test cases