

Explorer

SingleLL6.c DelAtEnd...

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Debugger

```
1  struct node {
2      int data;
3      struct node *next;
4  };
5  typedef struct node *NODE;
6
7  NODE createNode() {
8      NODE temp;
9      temp = (NODE) malloc(sizeof(struct node));
10     temp->next = NULL;
11     return temp;
12 }
13
14 NODE insertAtEnd(NODE first, int x) {
15     NODE temp, lastNode = first;
16     temp = createNode();
17     temp->data = x;
18     if (first == NULL) {
19         first = temp;
20     } else {
21         while (lastNode->next != NULL) {
22             lastNode = lastNode->next;
23         }
24         lastNode->next = temp;
25     }
26     return first;
27 }
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```

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Reset

Submit

Next &gt;

```
42
43
44     NODE·deleteAtEnd(NODE·first)·{
45         NODE·temp·==·first;
46         int·d;
47         if(temp->next·==·NULL)
48         {
49             d·==·temp->data;
50             first·==·NULL;
51         }
52         else
53         {
54             while(·temp->next->next·!=·NULL·)
55             {
56                 temp·==·temp->next;
57             }
58             d·==·temp->next->data;
59             temp->next·==·NULL;
60         }
61         printf("The·deleted·item·from·SLL·:·%d\n",·d·);
62         return·first;
63     }
64
65     void·traverseList(NODE·first)·{
66         NODE·temp·==·first;
67         while(·temp·!=·NULL)·{
68             printf("%d·-->·",temp->·data);
69             temp·==·temp->·next;
70         }
71         printf("NULL\n");
72     }
73
74
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76
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81
```



Terminal



Test cases