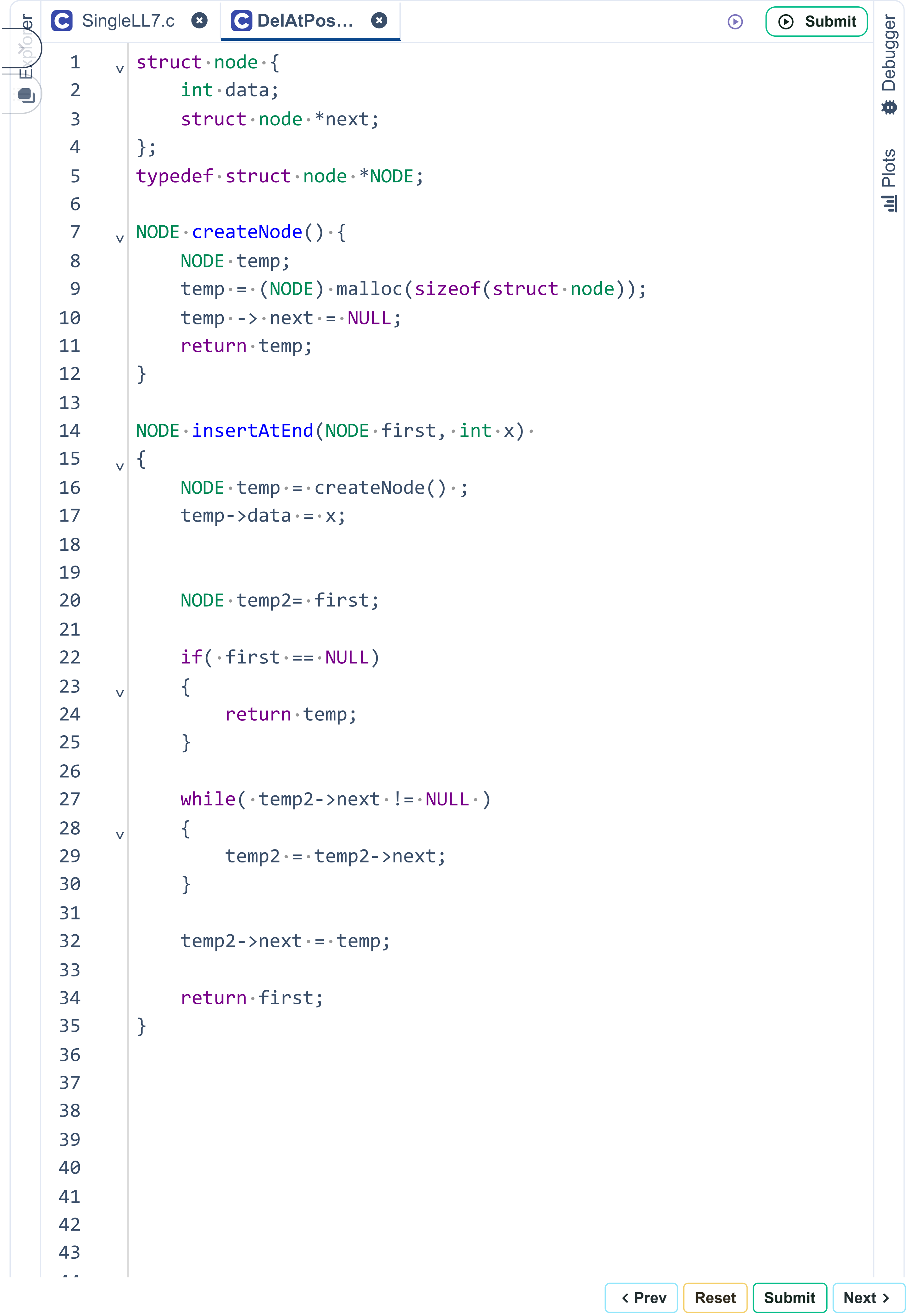
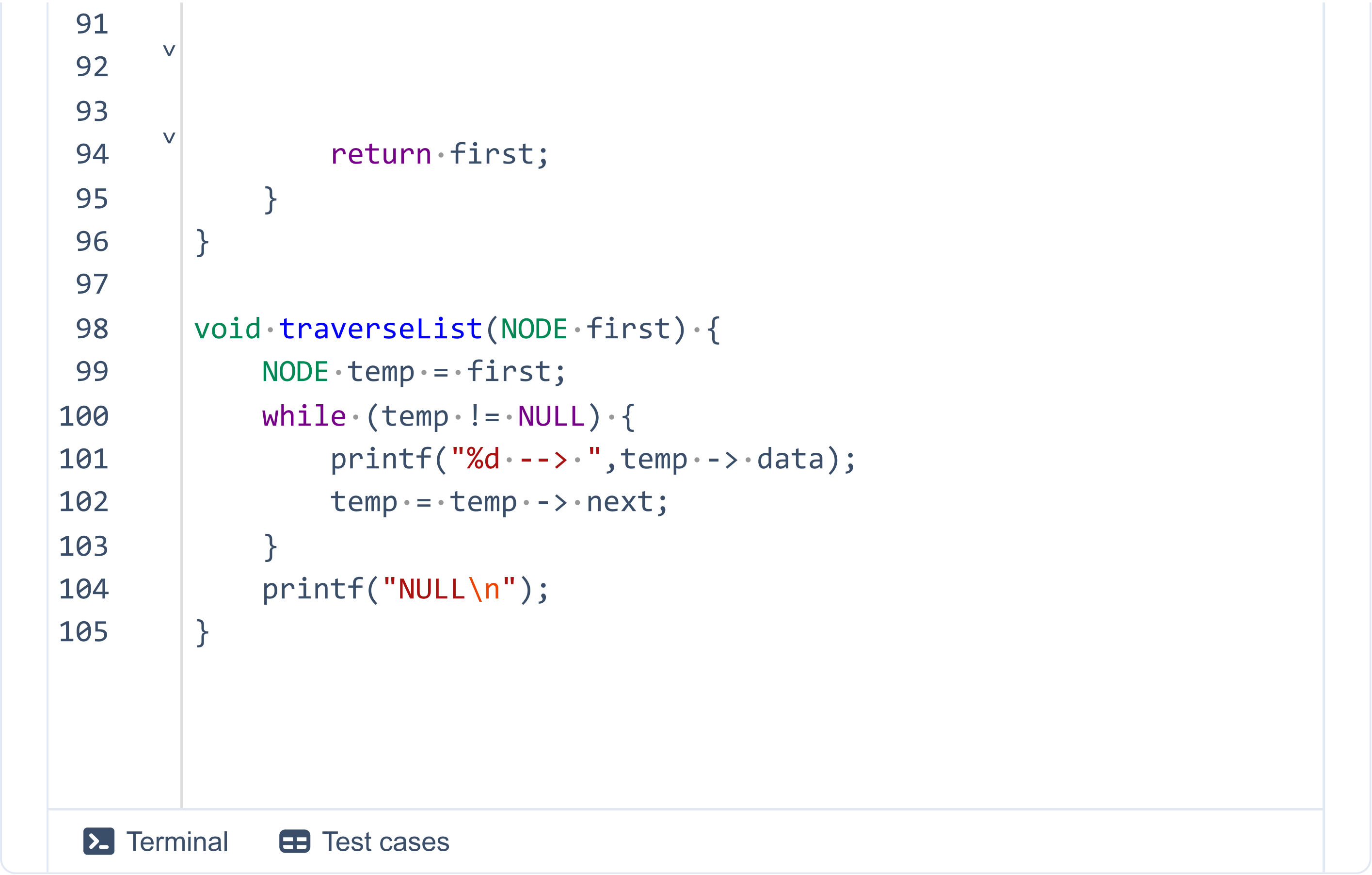


```c
struct node {
    int data;
    struct node *next;
};
typedef struct node *NODE;

NODE createNode() {
    NODE temp;
    temp = (NODE) malloc(sizeof(struct node));
    temp -> next = NULL;
    return temp;
}

NODE insertAtEnd(NODE first, int x) 
{
    NODE temp = createNode() ;
    temp->data = x;


    NODE temp2= first;

    if( first == NULL)
    {
        return temp;
    }

    while( temp2->next != NULL )
    {
        temp2 = temp2->next;
    }

    temp2->next = temp;

    return first;
}
```

```
NODE deleteAtPosition(NODE first, int pos) 
{
    if(pos<= 0)
    {
        printf("No such position in SLL so deletion is not 
possible\n");
        return first;
    }

    NODE prev = first;
    NODE last = first;
    if( pos ==1 )
    {
        printf("The deleted element from SLL : %d\n" , first-
>data );
        first = first->next;
        return first;
    }
    else
    {
        for(int i =1; i<pos ; i++)
        {
            if(last == NULL)
            {
                printf("No such position in SLL so deletion is 
not possible\n");
                return first;
            }
            prev = last;
            last = last->next;

        }

        if(last == NULL)
        {
            printf("No such position in SLL so deletion is not 
possible\n");
            return first;
        }

        printf("The deleted element from SLL : %d\n" , last-
>data);

        prev->next = last->next;

```



```c



        return first;
    }
}

void traverseList(NODE first) {
    NODE temp = first;
    while (temp != NULL) {
        printf("%d --> ",temp -> data);
        temp = temp -> next;
    }
    printf("NULL\n");
}
```