1.

void insertNodeAtBeginning(int data)

{

struct node \*newNode;

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

if(newNode == NULL)

{

printf("Unable to allocate memory.");

}

else

{

newNode->data = data; // Link data part

newNode->next = head; // Link address part

head = newNode; // Make newNode as first node

printf("DATA INSERTED SUCCESSFULLY\n");

}

}

2.

void deleteFirstNode()

{

struct node \*toDelete;

if(head == NULL)

{

printf("List is already empty.");

}

else

{

toDelete = head;

head = head->next;

printf("\nData deleted = %d\n", toDelete->data);

printf("SUCCESSFULLY DELETED FIRST NODE FROM LIST\n");

}

}

3.

void deleteLastNode()

{

struct node \*toDelete, \*secondLastNode;

if(head == NULL)

{

printf("List is already empty.");

}

else

{

toDelete = head;

secondLastNode = head;

while(toDelete->next != NULL)

{

secondLastNode = toDelete;

toDelete = toDelete->next;

}

if(toDelete == head)

{

head = NULL;

}

else

{

secondLastNode->next = NULL;

}

free(toDelete);

printf("SUCCESSFULLY DELETED LAST NODE OF LIST\n");

}

}