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#include<iostream>           //add and delete end
#include<conio.h>
using namespace std;
struct node
{int x;
node *l;
};
void add_end(node **p)
{   int y;
    if(*p==NULL)
    {*p=new(node);
    if(*p==NULL)
    {cout<<"no space\n";
    getch();
    exit(0);
    }
    cout<<"enter the value\n";
    cin>>y;
    (*p)->x=y;
    (*p)->l=NULL;
    }
    else
    {node *t=*p;
    node *t2;
    while(t->l !=NULL)
        t=t->l;
    t2=new(node);
    if(t2==NULL)
    {cout<<"no space\n";
    getch();
    exit(0);
    }
    cout<<"enter the value\n";
    cin>>y;
    t2->x=y;
    t2->l=NULL;
    t->l=t2;
    }
}
void delete_end(node **p,int &y)
{if(*p==NULL)
{cout<<"no node\n";
return;
}
node *t=*p;
node *r=NULL;
while(t->l!=NULL)
{r=t;
t=t->l;
}
if(r==NULL)
{*p=NULL;
cout<<"the deleted value is:"<<t->x;
delete t;
}
y=t->x;
cout<<endl<<y;
delete t;
}

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r->l=NULL;
}
void print(node *p)
{while(p!=NULL)
{   cout<<p->l<<endl;
    cout<<p->x<<endl;
p=p->l;
}
}
void main()
{   cout<<"
    int s,k,y;
    node *p=NULL;
    do{add_end(&p);
    cout<<"\n*****\n";
    cout<<"press 0 to stop adding:\n";
    cin>>s;}while(s!=0);
    cout<<"to delete press 7:\n";
    cin>>k;
    if(k==7)
    {do
    {delete_end(&p,y);
    cout<<endl<<y;
    cout<<"\npress 0 to stop deleting:";
    cin>>k;}while(k!=0);
    }

print(p);
getch();
}

```