```cpp
#include<iostream>
using namespace std;
class Node
{
public:
    int info;
    Node *link;
};
void creation(Node **head,int data)
{
    Node *temp;
    temp=(*head);
    Node *ptr= new Node;
    ptr->info=data;
    ptr->link=NULL;
    if((*head)==NULL)
    {
        (*head)=ptr;
    }
    else
    {
        while(temp->link!=NULL)
        {
            temp=temp->link;
        }
        temp->link=ptr;
    }

}
void print(Node *head)
{
    Node *temp;
    temp=head;
    while(temp!=NULL)
    {
        cout<<temp->info<<" ";
        temp=temp->link;
    }
}
void swappingData(Node **head_ref,int x,int y)
{
     Node *prevX = NULL, *currX = *head_ref;
    while ( currX->info != x) {
        prevX = currX;
        currX = currX->link;
    }

    // Search for y (keep track of prevY and CurrY
    Node *prevY = NULL, *currY = *head_ref;
    while ( currY->info != y) {
        prevY = currY;
        currY = currY->link;
    }



    if (prevX != NULL)
        prevX->link = currY;
    else
        *head_ref = currY;


    if (prevY != NULL)
        prevY->link = currX;
    else
        *head_ref = currX;
```

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    Node* temp = currY->link;
    currY->link = currX->link;
    currX->link = temp;
    }
void swappingPosition(Node **head_ref,int x,int y)
{
     Node *prevX = NULL, *currX = *head_ref;
    while (--x) {
        prevX = currX;
        currX = currX->link;
    }

    // Search for y (keep track of prevY and CurrY
    Node *prevY = NULL, *currY = *head_ref;
    while (--y) {
        prevY = currY;
        currY = currY->link;
    }



    if (prevX != NULL)
        prevX->link = currY;
    else
        *head_ref = currY;


    if (prevY != NULL)
        prevY->link = currX;
    else
        *head_ref = currX;

    Node* temp = currY->link;
    currY->link = currX->link;
    currX->link = temp;
    }

int main()
{
    Node *head;
    Node *temp=head;
    head=NULL;
    int i,n,d,x,y;
    cin>>n;
    for(i=0; i<n; i++)
    {
        cin>>d;
        creation(&head,d);
    }
    print(head);
    cin>>x >> y;
    swappingData(&head,x,y);
    cout<<endl;
    print(head);
     swappingPosition(&head,x,y);
    cout<<endl;
    print(head);



}
```