#include<stdio.h>

struct node

{

int data;

struct node\*next;

};

struct node\*head;

void print()

{

struct node\*temp;

temp=head;

while(temp!=NULL)

{

printf("%d\n",temp->data);

temp=temp->next;

}

}

void deletenode(int pos)

{

if(pos==1)

{

struct node\*temp;

temp=head;

head=head->next;

free(temp);

}

else

{

int i;

struct node\*temp1;

temp1=head;

for(i = 1;i<=pos-2;i++)

{

temp1=temp1->next;

}

struct node \*temp2;

temp2=temp1->next;

temp1->next = temp2->next;

}

}

void searchnode(int x)

{

struct node\*temp;

temp=head;

while(temp!=NULL)

{

if(temp->data==x)

{

printf("True\n");

}

else

{

printf ("false\n");

}

temp=temp->next;

}

}

void insert(int value)

{

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

temp->data=value;

temp->next=NULL;

if(head==NULL)

{

head=temp;

}

else

{

struct node \*t;

t=head;

while(t->next!=NULL)

{

t=t->next;

}

t->next=temp;

}

}

int main()

{

int x,y,z,a,n,m;

head=NULL;

printf("Enter Insert Number\n");

scanf("%d %d %d %d",&x,&y,&z,&a);

insert(x);

insert(y);

insert(z);

insert(a);

printf("Insert Number\n");

print();

printf("Enter Delete Node Number = \n");

scanf("%d",&n);

deletenode(n);

printf("Delete Node is \n");

print();

printf("Enter Search value = \n");

scanf("%d\n",&m);

searchnode(m);

return 0;

}