```
#include <stdio.h>
#include <comio.h>
struct node
    int info;
    struct node *link;
typedef struct node *NODE;
NODE getnode()
    NODE x:
    x = (NODE)malloc(sizeof(struct node));
    if (x == NULL)
        printf("mem full\n");
        exit(0);
    return x;
void freenode(NODE x)
    free(x);
NODE insert_front(NODE first, int item)
    NODE temp;
    temp = getnode();
    temp->info = item;
    temp->link = NULL;
    if (first == NULL)
        return temp;
    tomn_ link - first.
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ds-10.c > delete_pos(int, NODE)
                                               temp->link = first;
                                               first = temp;
                                              return first;
                           NODE delete front(NODE first)
                                               NODE temp;
                                               if (first == NULL)
                                                                  printf("list is empty cannot delete\n");
                                                                 return first;
                                              temp = first;
                                              temp = temp->link;
                                              printf("item deleted at front-end is=%d\n", first->info);
                                              free(first);
                                              return temp;
                           NODE insert_rear(NODE first, int item)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Separate Sep
                                              NODE temp, cur;
                                               temp = getnode();
                                              temp->info = item;
                                               temp->link = NULL;
                                               if (first == NULL)
                                                                 return temp;
                                              cur = first;
                                              while (cur->link != NULL)
                                                                  cur = cur->link;
                                              cur->link = temp;
                                              return first;
```

```
NODE delete rear(NODE first)
    NODE cur, prev;
    if (first == NULL)
        printf("list is empty cannot delete\n");
        return first;
    if (first->link == NULL)
        printf("item deleted is %d\n", first->info);
        free(first);
        return NULL;
    prev = NULL;
    cur = first;
    while (cur->link != NULL)
        prev = cur;
        cur = cur->link;
    printf("iten deleted at rear-end is %d", cur->info);
    free(cur);
    prev->link = NULL;
    return first;
NODE insert pos(int item, int pos, NODE first)
    NODE temp;
    NODE prev, cur;
    int count:
```

```
NODE temp;
NODE prev, cur;
int count;
temp = getnode();
temp->info = item;
temp->link = NULL;
if (first == NULL && pos == 1)
    return temp;
if (first == NULL)
    printf("invalid pos\n");
    return first;
if (pos == 1)
    temp->link = first;
    return temp;
count = 1;
                                                                                                                         prev = NULL;
                                                                                                                          POAL ...
cur = first;
while (cur != NULL && count != pos)
    prev = cur;
    cur = cur->link;
    count++;
if (count == pos)
    prev->link = temp;
    temp->link = cur;
    return first:
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return first;
    printf("IP\n");
    return first;
NODE delete_pos(int pos, NODE first)
    NODE prev, cur;
    int count;
    if (first == NULL || pos <= 0)</pre>
        printf("Invalid position\n");
        return NULL;
    if (pos == 1)
        cur = first;
        first = first->link;
        printf("iten deleted is %d", cur->info);
        freenode(cur);
        return first;
    prev = NULL;
    cur = first;
    count = 1;
    while (cur != NULL)
        if (count == pos)
            break;
```

```
prev = cur;
        cur = cur->link;
        count++;
    if (count != pos)
        printf("Invalid position\n");
        return first;
    prev->link = cur->link;
    printf("iten deleted is %d", cur->info);
    freenode(cur);
    return first;
void display(NODE first)
    NODE temp;
    if (first == NULL)
        printf("list empty cannot display items\n");
                                                                                                                            for (temp = first; temp != NULL; temp = temp->link)
                                                                                                                            DALL
        printf("%d\n", temp->info);
                                                                                                                            - A
                                                                                                                            910
void main()
    int item, choice, pos;
    NODE first = NULL;
   for (;;)
        printf("\n 1:Insert front\n 2:Delete front\n 3:Insert rear\n 4:Delete rear\n 5:insert pos\n 6:delete pos\n
```

```
int item, choice, pos;
NODE first = NULL;
for (;;)
    printf("\n 1:Insert front\n 2:Delete front\n 3:Insert rear\n 4:Delete rear\n 5:insert pos\n 6:delete pos\n
    7:display list\ndefault:Exit\n");
    printf("enter the choice\n");
    scanf("%d", &choice);
    switch (choice)
    case 1:
        printf("enter the item at front-end\n");
        scanf("%d", &item);
        first = insert front(first, item);
        break;
    case 2:
        first = delete front(first);
        break;
    case 3:
                                                                                                                          printf("enter the item at rear-end\n");
        scanf("%d", &item);
        first = insert_rear(first, item);
                                                                                                                          - Contract
        break;
    case 4:
        first = delete rear(first);
        break;
    case 5:
        printf("enter the position and item:\n");
        scanf("%d", &pos);
        scanf("%d", &item);
```

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break;
case 3:
    printf("enter the item at rear-end\n");
    scanf("%d", &item);
    first = insert_rear(first, item);
    break;
case 4:
    first = delete_rear(first);
    break;
case 5:
    printf("enter the position and item:\n");
    scanf("%d", &pos);
    scanf("%d", &item);
    first = insert pos(item, pos, first);
    break;
case 6:
    printf("Enter the position:\n");
    scanf("%d", &pos);
    first = delete_pos(pos, first);
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    break;
case 7:
                                                                                                                      ED.
    display(first);
    break;
default:
    exit(0);
    break;
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