```
1 //Linked List 6
     #include <stdio.h>
    #include <stdlib.h>
 5 ⊟struct node{
 6
         int data;
 7
          struct node *next;
 8
10
    □void insertlast(struct node **headptr){
11
          struct node *newnode, *temp;
12
         int value;
13
         printf("Enter value: ");
14
         scanf("%d", &value);
15
         newnode = (struct node*)malloc(sizeof(struct node));
         newnode->data = value;
16
17
          newnode->next = NULL;
18
          temp = (*headptr);
19
          if (*headptr == NULL)
20
              (*headptr) = newnode;
21 🛓
          else{
              while (temp->next != NULL)
23
                 temp = temp->next;
24
              temp->next = newnode;
25
26
27
    □void deletefirst(struct node **headptr){
28
          if((*headptr) == NULL)
             printf("The list is empty\n");
29
          else if((*headptr)->next == NULL)
31
             (*headptr) = NULL;
32 白
          else{
              (*headptr) = (*headptr)->next;
34
    1
35
36
    □void deletepos(struct node **headptr){
37
          struct node *temp;
38
          int count=0, currpos=1, pos;
39 白
          if((*headptr) == NULL){
40
             printf("The list is empty\n");
41
              return;
42
43 | 44 |
          else{
              if((*headptr) ->next == NULL) {
```

```
(*headptr) = NULL;
46
                 printf("The only element in the list was deleted\n");
47
                 return;
48
49
             temp = (*headptr);
             while (temp != NULL) {
50
51
                 count++;
52
                 temp = temp->next;
54
             printf("There are %d elements in the list.Enter pos of element to be deleted: ",count);
55
             scanf ("%d", &pos);
56
             if(pos > (count+1)){
57
                 printf("No such position is present\n");
58
                 return;
59
60
             if(pos == (count+1)){
61
                 temp = (*headptr);
                 while((temp->next)->next != NULL)
62
                    temp = temp->next;
63
64
                 temp->next = NULL;
65
66
             else{
                 temp = (*headptr);
67
68
                 while(temp->next != NULL) {
69
                     if (pos == 1) {
                         (*headptr) = (*headptr)->next;
71
                         return;
72
73
74
                     if(currpos == pos-1) {
                         temp->next = (temp->next)->next;
75
76
                         return;
77
                     currpos++;
78
                     temp = temp->next;
79
                 printf("No such element was found!!!\n");
81
    L}
83
   pvoid deletelast(struct node **headptr){
84
85
         struct node *temp;
         temp = (*headptr);
86
         if((*headptr) == NULL)
87
88
             printf("The list is empty\n");
```

```
else if((*headptr)->next == NULL)
                 (*headptr) = NULL;
91
92
93
94
                 temp = *headptr;
                 while((temp->next)->next != NULL)
                 temp = temp->next;
temp->next = NULL;
 95
 96
 97
      L
98 pvoid display(struct node *temp) {
99 proid if(temp == NULL) {
 99
            if (temp == NULL) {
                 printf("The list is empty\n");
                 return;
            else{
104
105
                 while(temp != NULL) {
    printf("%d\t",temp->data);
    temp = temp->next;
106
                 printf("\n");
109
      L}
    □int main(int argc,char **argv){
113
            int choice;
114
            struct node *head = NULL;
115
116
117
118
119
            while(choice != 6) {
                 printf("Enter choice 1) insertlast 2) deletefirst 3) deletepos 4) deletelast 5) display 6) exit : ");
scanf("%d", &choice);
switch(choice) {
                      case 1:insertlast(&head);break;
                      case 2:deletefirst(&head);break;
                      case 3:deletepos(&head);break;
                      case 4:deletelast(&head);break;
                      case 5:display(head);break;
124
125
                      case 6:
                      default:exit(0);
126
127
128
            return 0;
129
```