

Lab program 8

```
void insert_end (struct node **headptr) {
    struct node *newnode, *temp;
    int value;
    printf("Enter value:");
    scanf ("%d", &value);
    newnode = (struct node *) malloc (sizeof (struct node));
    newnode -> data = value;
    newnode -> next = NULL;
    temp = (*headptr);
    if ( *headptr == NULL)
        (*headptr) = newnode;
    else {
        while (temp -> next != NULL)
            temp = temp -> next;
        temp -> next = newnode;
    }
}
```

```
void delete_front (struct node **headptr) {
    if ((*headptr) == NULL)
        printf("List is empty \n");
    else if ((*headptr) -> next == NULL)
        (*headptr) = NULL;
    else {
        (*headptr) = (*headptr) -> next;
    }
}
```

```
void delete_end (struct node **headptr) {
    struct node *temp;
    temp = (*headptr);
    if ((*headptr) == NULL)
        printf("List empty \n");
    else if ((*headptr) -> next == NULL)
        (*headptr) = NULL;
    else {
        temp = temp -> next;
        temp -> next = NULL;
    }
}
```