//creating list object

#include<iostream>

#include<new>

using namespace std; struct nod

{

int info; struct nod\*next;

};

typedef struct nod node; class list

{

node \*f; public:

list()

{ f=NULL;

}

void ins(int num)

{

node \*p=new node; p->info=num;

p->next=f; f=p;

}

void del()

{

node \*temp=f; if(f==NULL)

cout<<"\nNo elements to delete.\n"; else

{

cout<<"\n The deleted elements is :\n"<<f->info; f=f->next;

delete temp;

cout<<"\n Deletion successfull \n";

}

return;

}

void disp()

{

node \*temp=f; if(f==NULL)

cout<<"\n List is empty \n"; else

{

cout<<"\n Elements in the list are: "; while(temp!=NULL)

{

cout<<" "<<temp->info; temp=temp->next;

}

}

}

};

int main()

{

int num,ch=1; list ob;

cout<<"\n!!!!!!!!!!! LINEAR LINK LIST !!!!!!!!!!!!!!!!\n";

cout<<"\n1] Insert\n2] Delete\n3] Exit"; while(ch)

{

cout<<"\nEnter your choice \n"; cin>>ch;

switch(ch)

{

case 1: cout<<"\n Enter no. to be insrted\n"; cin>>num;

ob.ins(num);

ob.disp(); break;

case 2: ob.del();

ob.disp(); break;

case 3: return 0; default:cout<<"Invalid choice \n";

break;

}

}