

WAP to Implement Singly Linked List with following operations a) Create a linked list. b) Deletion of first element, specified element and last element in the list. c) Display the contents of the linked list.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
/* Node structure */
```

```
struct Node {
```

```
    int data;
```

```
    struct Node *next;
```

```
};
```

```
struct Node *head = NULL;
```

```
/* Create linked list */
```

```
void createList(int n) {
```

```
    struct Node *newNode, *temp;
```

```
    int data;
```

```
    for (int i = 0; i < n; i++) {
```

```
        newNode = (struct Node *)malloc(sizeof(struct Node));
```

```
        printf("Enter data for node %d: ", i + 1);
```

```
        scanf("%d", &data);
```

```
        newNode->data = data;
```

```
        newNode->next = NULL;
```

```
        if (head == NULL) {
```

```
            head = newNode;
```

```

        temp = head;
    } else {
        temp->next = newNode;
        temp = newNode;
    }
}
}

```

/\* Delete first node \*/

```

void deleteFirst() {
    struct Node *temp;
    if (head == NULL) {
        printf("List is empty!\n");
        return;
    }
    temp = head;
    head = head->next;
    free(temp);
}

```

/\* Delete last node \*/

```

void deleteLast() {
    struct Node *temp = head, *prev = NULL;

    if (head == NULL) {
        printf("List is empty!\n");
        return;
    }
}

```

```
if (head->next == NULL) {  
    free(head);  
    head = NULL;  
    return;  
}
```

```
while (temp->next != NULL) {  
    prev = temp;  
    temp = temp->next;  
}  
prev->next = NULL;  
free(temp);  
}  
/* Delete specified element */  
void deleteSpecified(int key) {  
    struct Node *temp = head, *prev = NULL;  
    if (head == NULL) {  
        printf("List is empty!\n");  
        return;  
    }
```

```
    if (head->data == key) {  
        deleteFirst();  
        return;  
    }
```

```
    while (temp != NULL && temp->data != key) {  
        prev = temp;  
        temp = temp->next; }  
}
```

```
    if (temp == NULL) {  
        printf("Element not found!\n");  
        return;  
    }  
    prev->next = temp->next;  
    free(temp);  
}
```

```
/* Display linked list */
```

```
void displayList() {  
    struct Node *temp = head;  
    if (head == NULL) {  
        printf("List is empty.\n");  
        return;  
    }  
    printf("Linked List: ");  
    while (temp != NULL) {  
        printf("%d -> ", temp->data);  
        temp = temp->next;  
    }  
    printf("NULL\n");  
}
```

```
/* Main function */
```

```
int main() {  
    int n, choice, key;  
    printf("Enter number of nodes to create: ");  
    scanf("%d", &n);  
    createList(n);  
    while (1) {  
        printf("\nMenu:\n");
```

```

printf("1. Delete first element\n");
printf("2. Delete specified element\n");
printf("3. Delete last element\n");
printf("4. Display list\n");
printf("5. Exit\n");
printf("Enter your choice: ");
scanf("%d", &choice);
switch (choice) {
    case 1:
        deleteFirst();
        break;
    case 2:
        printf("Enter element to delete: ");
        scanf("%d", &key);
        deleteSpecified(key);
        break;
    case 3:
        deleteLast();
        break;
    case 4:
        displayList();
        break;
    case 5:
        exit(0);
    default:
        printf("Invalid choice!\n");
}
}
}

```

```
Enter number of nodes to create: 3
Enter data for node 1: 10
Enter data for node 2: 20
Enter data for node 3: 30

Menu:
1. Delete first element
2. Delete specified element
3. Delete last element
4. Display list
5. Exit
Enter your choice: 1

Menu:
1. Delete first element
2. Delete specified element
3. Delete last element
4. Display list
5. Exit
Enter your choice: 4
Linked List: 20 -> 30 -> NULL

Menu:
1. Delete first element
2. Delete specified element
3. Delete last element
4. Display list
5. Exit
Enter your choice: 3

Menu:
1. Delete first element
2. Delete specified element
3. Delete last element
4. Display list
5. Exit
Enter your choice: 4
Linked List: 20 -> NULL

Menu:
1. Delete first element
2. Delete specified element
3. Delete last element
4. Display list
5. Exit
Enter your choice: 2
Enter element to delete: 11
Element not found!

Menu:
1. Delete first element
2. Delete specified element
3. Delete last element
4. Display list
5. Exit
Enter your choice: 5

Process returned 0 (0x0)   execution time : 38.205 s
Press any key to continue.
```