Write Linked List code with functions perform on it. Code:

```
#include <iostream>
using namespace std;
class node {
public:
  int data;
  node* next;
  node(int val);
  node();
  void insertLast(int val);
  void insertFirst(int val);
  void insertAt(int val, int pos);
  void removeLast();
  void removeFirst();
  void removeAt(int pos);
  void display();
  void reverse();
  void sort();
  void search(int val);
};
node* head;
int node_count = 0;
node::node() {
  data = 0;
  next = NULL;
node::node(int val) {
  data = val;
  next = NULL;
void node::display() {
  node* trav = head;
  if (trav == NULL) {
     cout << "Stack is Empty" << endl;</pre>
         else {
     cout << "\nData: ";</pre>
     while (trav != NULL) {
       cout << trav->data << " ";
       trav = trav -> next;
     cout << "\nTotal number of elements are " << node_count+1 << endl;</pre>
void node::insertFirst(int val) {
  node* temp = new node(val);
  temp->next = head;
  head = temp;
  node count++;
void node::removeFirst() {
  if (head == NULL) {
     cout << "Stack is Empty" << endl;</pre>
  } else {
     node* temp = head;
```

```
head = head->next;
    delete temp;
    node count--;
void node::insertLast(int val) {
  node* temp = new node(val);
  if (head == NULL) {
    head = temp;
  } else {
    node* trav = head;
    while (trav->next != NULL) {
       trav = trav -> next;
    trav->next = temp;
  }
  node_count++;
void node::removeLast() {
  if (head == NULL) {
    cout << "Stack is Empty" << endl;</pre>
  \} else if (node count == 1) {
    delete head;
    head = NULL;
    node_count--;
  } else {
    node* trav = head;
    while (trav->next->next != NULL) {
       trav = trav -> next;
    delete trav->next;
    trav->next = NULL;
    node_count--;
}
void node::insertAt(int val, int pos) {
  if (pos < 1 \parallel pos > node\_count + 1) {
    cout << "Wrong Choice" << endl;
  } else if (pos == 1) {
    insertFirst(val);
  } else if (pos == node count + 1) {
    insertLast(val);
  } else {
    node* temp = new node(val);
    node* trav = head;
    int k = 1;
    while (k \le pos - 1) {
       trav = trav->next;
       k++;
    temp->next = trav->next;
    trav->next = temp;
    node_count++;
  }
}
void node::removeAt(int pos) {
  if (pos < 1 \parallel pos > node\_count) {
    cout << "Wrong Position" << endl;
  } else if (pos == 1) {
    removeFirst();
  \} else if (pos == node count) {
    removeLast();
  } else {
```

```
node* trav = head;
     int k = 1;
     while (k < pos - 1) {
       trav = trav -> next;
       k++;
     node* temp = trav->next;
     trav->next = temp->next;
     delete temp;
     node_count--;
}
void node::sort() {
  node* sort Head = head;
  while (sort Head != NULL) {
     node* trav = sort_Head->next;
     while (trav != NULL) {
       if (trav->data < sort_Head->data) {
          int temp = trav->data;
          trav->data = sort Head->data;
          sort Head->data = temp;
       trav = trav->next;
     sort_Head = sort_Head->next;
void node::reverse() {
  if (head == NULL \parallel head->next == NULL) {
     return; // Nothing to reverse
  node* prev = NULL;
  node* current = head;
  node* nextNode;
  while (current != NULL) {
     nextNode = current->next;
     current->next = prev;
     prev = current;
     current = nextNode;
  head = prev;
//searching
void node::search(int data){
         node* trav = head;
         bool flag = false;
         while(trav != NULL && flag == false){
                  if(trav \rightarrow data == data)
                           flag = true;
                           break;
                  }
                  else{
                           trav = trav -> next;
         if(flag == true){
                  cout << "Element Found!";</pre>
         else{
                  cout << "Element Not Found!";</pre>
```

```
int main() {
  head = new node(500);
         cout << "Insert Last";</pre>
         head->display();
  head->insertLast(200);
  cout << "Insert Last";</pre>
  head->display();
  head->insertLast(300);
  cout << "Insert Last";</pre>
  head->display();
  head->insertLast(400);
  cout << "Insert Last";</pre>
  head->display();
  head->insertFirst(700);
  cout << "Insert First";</pre>
  head->display();
  head->removeFirst();
  cout << "Remove First";</pre>
  head->display();
  head->insertAt(600, 1);
  cout << "Insert at First";</pre>
  head->display();
  head->insertAt(100, 3);
  cout << "Insert at First";</pre>
  head->display();
  head->removeFirst();
  cout << "Remove Last";</pre>
  head->display();
  head->insertLast(500);
  cout << "Insert Last";
  head->display();
  head->removeAt(4);
  cout << "Remove at Position 4";
  head->display();
  head->reverse();
  cout << "Reverse";</pre>
  head->display();
  head->sort();
  cout << "Sorted";</pre>
  head->display();
         cout<<"\nSearching Element in the Linked list: ";</pre>
         int n;
         cin >> n;
         head->search(n);
  return 0;
```

Output:

```
Insert Last
Data: 500
Total number of elements are 1
Insert Last
Data: 500 200
Total number of elements are 2
Insert Last
Data: 500 200 300
Total number of elements are 3
Insert Last
Data: 500 200 300 400
Total number of elements are 4
Insert First
Data: 700 500 200 300 400
Total number of elements are 5
Remove First
Data: 500 200 300 400
Total number of elements are 4
Insert at First
Data: 600 500 200 300 400
Total number of elements are 5
Insert at First
Data: 600 500 100 200 300 400
Total number of elements are 6
Remove Last
Data: 500 100 200 300 400
Total number of elements are 5
Insert Last
Data: 500 100 200 300 400 500
Total number of elements are 6
Remove at Position 4
Data: 500 100 200 400 500
Total number of elements are 5
Reverse
Data: 500 400 200 100 500
Total number of elements are 5
Sorted
Data: 100 200 400 500 500
Total number of elements are 5
```