

Three ways of deletions in linked list.

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

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

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node * next;
```

```
};
```

```
struct node * head = NULL;
```

```
void dbegin()
```

```
{
```

```
    struct node * ptr;
```

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

```
    {
```

```
        printf("List is empty \n");
```

```
    } else
```

```
    {
```

```
        ptr = head;
```

```
        head = head -> next;
```

```
        free(ptr);
```

```
        printf("First element is deleted \n");
```

```
    }
```

```
void dendl()
```

```
{
```

```
    struct node * ptr;
```

```
    struct node * ptr1;
```

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

```
{  
    printf("List is empty \n");  
}
```

```
else if (head → next == NULL)
```

```
{  
    free(head);  
}
```

```
else  
{
```

```
    ptr = head;
```

```
    while (ptr → next != NULL)
```

```
{  
        ptr = ptr → next;  
    }
```

```
    free(ptr);
```

```
    ptr → next = NULL;
```

```
    printf("Element at the end is deleted \n");  
}
```

```
}
```

```
void dpos()  
{
```

```
    struct node *ptr;
```

```
    struct node *ptr1;
```

```
    int pos, i;
```

```
    printf("Enter the position from which data to  
        be deleted \n");
```

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

```
    ptr = head;
```

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

```
{
```



```
} printf("list is empty \n");
```

```
else if (head == NULL)
```

```
{  
    free(head);
```

```
}  
for (i=0; i<pos; i++)
```

```
{  
    ptr1 = ptr;
```

```
    ptr = ptr->next;
```

```
}  
ptr1->next = ptr->next;
```

```
free(ptr);
```

```
printf("Element at the position %d is deleted \n", pos);  
}
```

```
void display()
```

```
{  
    struct node * node = head;
```

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

```
{  
    printf("list is empty \n");
```

```
}  
else
```

```
{  
    while (node != NULL)
```

```
{  
        printf("%d -> ", node->data);  
        node = node->next;
```

```
    }
```

```
    printf("\n");
```

```
}
```

```
void main()
```

```
{
```

```
    int n, i, data;
```

```
    printf("Enter the number of elements in linked list \n");
```

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

```
    printf("Enter the data to be inserted \n");
```

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

```
    {
```

```
        struct node * last = head;
```

```
        struct node * new_node;
```

```
        new_node = (struct node*) malloc (sizeof(struct node));
```

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

```
        new_node->data = data;
```

```
        new_node->next = NULL;
```

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

```
        {
```

```
            head = new_node;
```

```
        }
```

```
        else
```

```
        {
```

```
            while (last->next != NULL)
```

```
            {
```

```
                last = last->next;
```

```
            }
```

```
            last->next = new_node;
```

```
        }
```

```
    }
```

```
    int ch;
```

```
    printf("Enter 1: Delete from beginning\n 2: Delete at particular position\n 4: Display elements\n 5: Exit \n");
```

```
};
```



```

while (ch != 5)
{
    printf("Enter your choice \n");
    scanf("%d", &ch);
    switch (ch)
    {
        case 1 : dbegin();
                break;
        case 2 : dend();
                break();
        case 3 : dpos();
                break;
        case 4 : display();
                break;
    }
}
}

```

Output :

Enter the number of elements in linked list.

5

Enter the data to be inserted.

1 2 3 4 5

Enter

1: Delete from begin

2: Delete at end

3: Delete at pos

4: Display

5: Exit.

Enter your choice

1

First element is deleted

Enter your choice

2

Element at the end is deleted

Enter your choice

3

Enter the position from which data to be deleted.

1

Element at the position 1 is deleted

Enter your choice

4

2 → 4 →

Enter your choice

5