

/*linked list random deletion and insertion by value*/

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

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

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node*link;
```

```
};
```

```
struct node*header;
```

```
struct node*create_ll(struct node*);
```

```
struct node*display(struct node*);
```

```
struct node*insert_any(struct node*);
```

```
struct node*delete_any(struct node*);
```

```
int main()
```

```
{
```

```
    int choice=0;
```

```
    while(choice!=5)
```

```
    {
```

```
        printf("**main menu**\n");
```

```
        printf("1.create list\n2.display the list\n3.insert at any position\n4.delete from any position\n5.exit\n");
```

```
        printf("enter your choice\n");
```

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

```
        switch(choice)
```

```
        {
```

```
            case 1:header=create_ll(header);
```

```
            break;
```

```
            case 2:header=display(header);
```

```
            break;
```

```
            case 3:header=insert_any(header);
```

```
            break;
```

```

        case 4:delete_any(header);

        break;

        case 5:exit(0);

        default:

            printf("invalid choice\n");

    }

}

struct node*create_ll(struct node*header)
{

    struct node*new_node,*ptr;

    int item;

    printf("enter -1 to end\n");

    printf("enter the data: \n");

    scanf("%d",&item);

    while(item!=-1)

    {

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

        new_node->data=item;

        if(header==NULL)    //list is empty

        {

            new_node->link=NULL;

            header=new_node;

        }

        else

        {

            ptr=header;

            while(ptr->link!=NULL)

            {

                ptr=ptr->link;

            }

        }

    }

}

```

```

        ptr->link=new_node;
        new_node->link=NULL;
    }
    printf("enter the data: \n");
    scanf("%d",&item);
}
printf("link list is created\n");
return header;
}
struct node*display(struct node*header)
{
    printf("the linked list is below\n");
    struct node*ptr;
    ptr=header;
    while(ptr!=NULL)    //list is not empty
    {
        printf("%d\n",ptr->data);
        ptr=ptr->link;
    }
    return header;
}
struct node*insert_any(struct node*header)
{
    struct node*new_node,*ptr;
    int val,item;
    if(header==NULL)
    {
        printf("overflow:insertion not possible\n");    //memory bank returns NULL
    }
    else
    {

```

```

        printf("enter the value after which the node has to be inserted: \n");
scanf("%d",&val);
printf("enter the data to be inserted: \n");
scanf("%d",&item);

        new_node=(struct node*)malloc(sizeof(struct node*));
        new_node->data=item;
        ptr=header;
        while(ptr->data!=val)
        {
                ptr=ptr->link;
        }
        new_node->link=ptr->link;
        ptr->link=new_node;
        printf("node inserted at specific position\n");
        return header;
}
}

struct node*delete_any(struct node*header)
{
        struct node*ptr,*ptr1;
        int val;
        if(header==NULL)
        {
                printf("deletion not possible\n");    //list is empty
        }
        else
        {
                printf("enter the value of after which the node has to be deleted: \n");
scanf("%d",&val);
                ptr=header;

```

```
        while(ptr1->data!=val)           //when there is no ptr1,then its' data(NULL)
obviously not equal to val
    {
        ptr1=ptr;
        ptr=ptr->link;
    }
    ptr1->link=ptr->link;
    free(ptr);
    printf("node deleted from specific position\n");
    return header;
}
```

```
C:\Users\HP\OneDrive\Desktop\collage work 3rd sem\ll rest of prgm.exe
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
1
enter -1 to end
enter the data:
10
enter the data:
20
enter the data:
30
enter the data:
40
enter the data:
-1
link list is created
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
2
the linked list is below
10
20
30
40
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
3
enter the value after which the node has to be inserted:
10
enter the data to be inserted:
15
node inserted at specific position
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
2
the linked list is below
10
15
20
30
40
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
4
enter the value of after which the node has to be deleted:
10
node deleted from specific position
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
2
the linked list is below
10
20
30
40
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
4
enter the value of after which the node has to be deleted:
10
node deleted from specific position
**main menu**
1.create list
```

```
C:\Users\HP\OneDrive\Desktop\collage work 3rd sem\ll rest of prgm.exe
3.insert at any position
4.delete from any position
5.exit
enter your choice
4
enter the value of after which the node has to be deleted:
10
node deleted from specific position
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
2
the linked list is below
10
30
40
**main menu**
1.create list
2.display the list
3.insert at any position
4.delete from any position
5.exit
enter your choice
5
-----
Process exited after 80.45 seconds with return value 0
Press any key to continue . . .
```