/\*linked list all op\*/

#include<stdio.h>

#include<stdlib.h>

struct node{

int data;

struct node\*link;

};

struct node\*header;

struct node\*create\_list(struct node\*);

struct node\*display(struct node\*);

struct node\*insert\_beg(struct node\*);

struct node\*insert\_end(struct node\*);

struct node\*insert\_any(struct node\*);

struct node\*delete\_beg(struct node\*);

struct node\*delete\_end(struct node\*);

struct node\*delete\_any(struct node\*);

void search(struct node\*);

struct node\*sort\_list(struct node\*);

int main()

{

int ch;

while(ch!=11)

{

printf("main menu\n");

printf("1.create list\n2.display\n3.insert at beg\n4.insert at end\n5.insert at any position\n6.delete at beg\n7.delete at end\n8.delete from any position\n9.search\n10.sort the list\n11.exit\n");

printf("enter your choice\n");

scanf("%d",&ch);

switch(ch)

{

case 1:header=create\_list(header);

break;

case 2:header=display(header);

break;

case 3:header=insert\_beg(header);

break;

case 4:header=insert\_end(header);

break;

case 5:header=insert\_any(header);

break;

case 6:header=delete\_beg(header);

break;

case 7:header=delete\_end(header);

break;

case 8:header=delete\_any(header);

break;

case 9:search(header);

break;

case 10:header=sort\_list(header);

break;

case 11:exit(0);

default:

printf("invalid choice\n");

}

}

}

struct node\*create\_list(struct node\*header)

{

struct node\*new\_node,\*ptr;

int item;

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

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

scanf("%d",&item);

while(item!=-1)

{

new\_node=(struct node\*)malloc(sizeof(struct node));

new\_node->data=item;

if(header==NULL)

{

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 your data:\n");

scanf("%d",&item);

}

printf("list created\n");

return header;

}

struct node\*display(struct node\*header)

{

printf("the list is below\n");

struct node\*ptr;

if(header==NULL)

{

printf("list empty\n");

}

else

{

ptr=header;

while(ptr!=NULL)

{

printf("%d\n",ptr->data);

ptr=ptr->link;

}

}

return header;

}

struct node\*insert\_beg(struct node\*header)

{

struct node\*new\_node;

int item;

if(header==NULL) //memory bank returns null

{

printf("overflow:insertion not possible\n");

}

else

{

printf("enter your data to be inserted:\n");

scanf("%d",&item);

new\_node=(struct node\*)malloc(sizeof(struct node));

new\_node->data=item;

new\_node->link=header;

header=new\_node;

}

printf("node inserted at beg\n");

return header;

}

struct node\*insert\_end(struct node\*header)

{

struct node\*new\_node,\*ptr;

int item;

if(header==NULL) //memory bank returns null

{

printf("overflow:insertion not possible\n");

}

else

{

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->link!=NULL)

{

ptr=ptr->link;

}

ptr->link=new\_node;

new\_node->link=NULL;

}

printf("node inserted at end\n");

return header;

}

struct node\*insert\_any(struct node\*header)

{

struct node\*new\_node,\*ptr;

int i,item,loc;

if(header==NULL)

{

printf("overflow:insertion not possible\n"); //memory bank returns null

}

else

{

printf("enter the location at which you want to insert the node:\n");

scanf("%d",&loc);

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;

for(i=0;i<loc-1;i++)

{

ptr=ptr->link;

}

new\_node->link=ptr->link;

ptr->link=new\_node;

}

printf("node inserted at specific pos\n");

return header;

}

struct node\*delete\_beg(struct node\*header)

{

struct node\*ptr;

if(header==NULL)

{

printf("empty list\n");

}

else

{

ptr=header;

header=header->link;

free(ptr);

}

printf("node deleted from beg\n");

return header;

}

struct node\*delete\_end(struct node\*header)

{

struct node\*ptr,\*ptr1;

if(header==NULL)

{

printf("empty list\n");

}

else

{

ptr=header;

while(ptr->link!=NULL)

{

ptr1=ptr;

ptr=ptr->link;

}

ptr1->link=NULL;

free(ptr);

}

printf("node deleted from end\n");

return header;

}

struct node\*delete\_any(struct node\*header)

{

struct node\*ptr1,\*ptr;

int loc,i;

if(header==NULL)

{

printf("empty list\n");

}

else

{

printf("enter the location at which you want to delete a node:\n");

scanf("%d",&loc);

ptr=header;

for(i=0;i<loc;i++)

{

ptr1=ptr;

ptr=ptr->link;

}

ptr1->link=ptr->link;

free(ptr);

}

printf("node deleted from the specific position\n");

return header;

}

void search(struct node\*header)

{

int loc,item,i=0,flag=0;

struct node\*ptr;

if(header==NULL)

{

printf("empty list\n");

}

else

{

printf("enter the item to be searched\n");

scanf("%d",&item);

ptr=header;

while(ptr->link!=NULL)

{

if(ptr->data==item)

{

flag=1;

loc=i+1;

break;

}

else

{

flag=0;

}

++i;

ptr=ptr->link;

}

if(flag==0)

{

printf("element not found\n");

}

else

{

printf("element fount at loc %d\n",loc);

}

}

}

struct node\*sort\_list(struct node\*header)

{

struct node\*ptr1,\*ptr2;

int temp;

if(header==NULL)

{

printf("empty list\n");

}

else

{

ptr1=header;

while(ptr1->link!=NULL)

{

ptr2=ptr1->link;

while(ptr2!=NULL) //two nodes must present

{

if(ptr1->data>ptr2->data)

{

temp=ptr1->data;

ptr1->data=ptr2->data;

ptr2->data=temp;

}

ptr2=ptr2->link;

}

ptr1=ptr1->link;

}

}

printf("list sorted\n");

return header;

}

