Practical No 9

• Program 1 : Implementation of LINKEDLIST. To perform any linked list operations.

```
//Name : Rakesh Mahadev Bandi
 //Roll No : 3
 //Class: SYCSE
 //PRN No: 2024065738
#include <stdio.h>
#include <stdlib.h>
// Define the structure for a node in the linked list
struct Node {
  int data;
  struct Node* next;
};
void insertAtEnd(struct Node** head, int value) {
  struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
  struct Node* last = *head:
  newNode->data = value:
  newNode->next = NULL;
  if (*head == NULL) {
     *head = newNode;
     return;
  }
  while (last->next != NULL) {
    last = last->next;
  }
  last->next = newNode;
void deleteFromStart(struct Node** head) {
  if (*head == NULL) {
```

```
printf("The list is empty. Cannot delete.\n");
     return;
  }
  struct Node* temp = *head;
  *head = (*head)->next;
  free(temp);
void display(struct Node* head) {
  if (head == NULL) {
     printf("The list is empty.\n");
     return;
  }
  struct Node* temp = head;
  printf("Linked List: ");
  while (temp != NULL) {
     printf("%d ", temp->data);
     temp = temp->next;
  printf("\n");
int main() {
  struct Node* head = NULL;
  int choice, value;
  while (1) {
     printf("\nLinked List Operations Menu:\n");
     printf("1. Insert at End\n");
     printf("2. Delete from Start\n");
     printf("3. Display\n");
     printf("4. Exit\n");
     printf("Enter your choice (1-4): ");
     scanf("%d", &choice);
     switch (choice) {
       case 1:
```

```
printf("Enter value to insert: ");
       scanf("%d", &value);
       insertAtEnd(&head, value);
       break;
     case 2:
       deleteFromStart(&head);
       break;
     case 3:
       display(head);
       break;
     case 4:
       printf("Exiting program.\n");
       exit(0);
     default:
       printf("Invalid choice! Please select a valid option (1-4).\n");
return 0;
```

Output:

```
E:\syco BTECH\linked list.exe
                                                             Linked List Operations Menu:
                                                             1. Insert at End
Linked List Operations Menu:
                                                             2. Delete from Start
1. Insert at End
                                                             Display
2. Delete from Start
                                                             4. Exit
                                                             Enter your choice (1-4): 2
Display
4. Exit
                                                             Linked List Operations Menu:
Enter your choice (1-4): 1
Enter value to insert: 10
                                                             1. Insert at End
                                                             2. Delete from Start
                                                             Display
Linked List Operations Menu:
                                                             4. Exit

    Insert at End

                                                             Enter your choice (1-4): 3
2. Delete from Start
                                                             Linked List: 20
3. Display
4. Exit
                                                             Linked List Operations Menu:
Enter your choice (1-4): 1
                                                             1. Insert at End
Enter value to insert: 20
                                                             2. Delete from Start
                                                             3. Display
Linked List Operations Menu:
                                                             4. Exit
1. Insert at End
                                                             Enter your choice (1-4): 4
2. Delete from Start
                                                             Exiting program.
Display
4. Exit
Enter your choice (1-4): 3
                                                             Process exited after 100.7 seconds with return value 0
Linked List: 10 20
                                                             Press any key to continue . . . _
```