```
#include <stdio.h>
#include<stdlib.h>
typedef struct Node {
  int data;
  struct Node *next;
}Node;
void InsertAtBeginning( Node **head_ref,int new_data);
void DeleteAtBeginning( Node **head_ref);
void DeleteAtEnd( Node **head_ref);
void Delete( Node **prev_node,int pos);
void PrintList(Node * next);
void InsertAtBeginning( Node **head_ref,int new_data)
  Node *new_node=(struct Node*)malloc(sizeof( Node));
  new node->data=new data;
  new_node->next=*head_ref;
  *head_ref=new_node;
}
void DeleteAtBeginning( Node **head_ref)
  Node *ptr;
if(head_ref == NULL)
printf("\nList is empty");
else
ptr = *head_ref;
*head_ref = ptr->next;
free(ptr);
printf("\n Node deleted from the beginning ...");
}
}
void DeleteAtEnd(Node **head_ref)
  Node *ptr,*ptr1;
if(*head_ref == NULL)
{
printf("\nlist is empty");
```

```
}
else if((*head_ref)-> next == NULL)
{
free(*head_ref);
*head_ref= NULL;
printf("\nOnly node of the list deleted ...");
}
else
{
ptr = *head_ref;
while(ptr->next != NULL)
{
ptr1 = ptr;
ptr = ptr ->next;
}
ptr1->next = NULL;
free(ptr);
printf("\n Deleted Node from the last ...");
}
void Delete(Node **head_ref, int pos)
  Node *temp = *head_ref, *prev;
  if (temp == NULL)
    printf("\nList is empty");
    return;
  if (pos == 0)
     *head_ref = temp->next;
```

```
free(temp);
     printf("\nDeleted node with position %d", pos);
     return;
  }
  for (int i = 0; temp != NULL && i < pos - 1; i++)
     prev = temp;
     temp = temp->next;
  if (temp == NULL)
     printf("\nPosition out of range");
     return;
  }
  prev->next = temp->next;
  free(temp);
  printf("\nDeleted node with position %d", pos);
}
void PrintList(Node *node)
  while (node!=NULL)
     printf("%d\n",node->data);
     node=node->next;
}
int main()
  int ch,new,pos;
  Node* head=NULL;
  while(ch!=6)
  printf("Menu\n");
  printf("1.Create a linked list\n");
  printf("2.Delete at beginning\n");
  printf("3.Delete at a specific position\n");
  printf("4..Delete at end\n");
  printf("5..Display linked list\n");
  printf("6..Exit\n");
  printf("Enter your choice\n");
  scanf("%d",&ch);
  switch(ch)
  {
     case 1:
     printf("Enter the data you want to insert at beginning\n");
    scanf("%d",&new);
```

```
InsertAtBeginning(&head,new);
    break;
     }
     case 2:
    DeleteAtBeginning(&head);
    break;
     case 3:
    printf("Enter the position at which you want to delete \n");
    scanf("%d",&pos);
    Delete(&head,pos);
    break;
     }
     case 4:
    DeleteAtEnd(&head);
    break;
     }
     case 5:
       printf("Created linked list is:\n");
       PrintList(head);
       break;
     }
     case 6:
       return 0;
       break;
     default:
       printf("Invalid data!");
       break;
return 0;
}
```

```
Menu
1.Create a linked list
2.Delete at beginning
3.Delete at a specific position
4..Delete at end
Display linked list
6..Exit
Enter your choice
Enter the data you want to insert at beginning
12
Menu
1.Create a linked list
2.Delete at beginning
3.Delete at a specific position
4..Delete at end
5..Display linked list
6..Exit
Enter your choice
Enter the data you want to insert at beginning
Menu
1.Create a linked list
2.Delete at beginning
3.Delete at a specific position
4..Delete at end
5..Display linked list
6..Exit
Enter your choice
Enter the data you want to insert at beginning
45
Menu
1.Create a linked list
2.Delete at beginning
3.Delete at a specific position
4..Delete at end
5..Display linked list
6..Exit
Enter your choice
Created linked list is:
45
12
Menu
1.Create a linked list
2.Delete at beginning
3.Delete at a specific position
4..Delete at end
5..Display linked list
6..Exit
Enter your choice
```

```
Enter your choice
Deleted Node from the last ... Menu
1.Create a linked list
2.Delete at beginning
3.Delete at a specific position
4..Delete at end
Display linked list
6..Exit
Enter your choice
Created linked list is:
45
Menu
1.Create a linked list
Delete at beginning
3.Delete at a specific position
4..Delete at end
Display linked list
6..Exit
Enter your choice
Node deleted from the beginning ... Menu
1.Create a linked list
2.Delete at beginning
3.Delete at a specific position
4..Delete at end
5..Display linked list
6..Exit
Enter your choice
Created linked list is:
Menu
1.Create a linked list
2.Delete at beginning
Delete at a specific position
4..Delete at end
Display linked list
6..Exit
Enter your choice
```