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2.WAP to Implement Singly Linked List with following operations
a) Create a linked list.
b) Insertion of a node at first position, at any position and
at end of list.
Display the contents of the linked list
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#include <stdio.h>
#include <stdlib.h>
struct node
{
  int data;
  struct node* next;
};
void insertatbegin(struct node** head,int item)
{
  struct node* newnode=(struct node*)malloc(sizeof(struct node));
  newnode->next=*head;
  newnode->data=item;
  *head=newnode;
}
void insertatend(struct node** head,int item)
{
  struct node* newnode=(struct node*)malloc(sizeof(struct node));
  struct node* temp =*head;
```

```
newnode->next=NULL;
  newnode->data=item;
  if(*head==NULL)
  {
    *head=newnode;
    return;
  }
  while(temp->next!=NULL)
  {
    temp=temp->next;
  }
  temp->next=newnode;
}
void insertatspecific(struct node** head,int item,int loc)
{
  if(loc <= 0)
    printf("invalid position\n");
    return;
  }
  if(loc==1 || *head==NULL)
  {
    insertatbegin(head,item);
    return;
  }
  struct node* newnode=(struct node*)malloc(sizeof(struct node));
```

```
newnode->data=item;
  struct node* temp =*head;
  int count=1;
  while(count<loc-1 && temp->next!=NULL)
  {
    temp=temp->next;
    count++;
  }
  newnode->next=temp->next;
  temp->next=newnode;
}
void display(struct node* head)
{
  struct node* temp=head;
  if(temp==NULL)
    printf("linked list is empty\n");
    return;
  }
  while(temp!=NULL)
  {
    printf("%d ->",temp->data);
    temp=temp->next;
  }
  printf("NULL\n");
```

```
}
int main()
{
  struct node* head=NULL;
  insertatbegin(&head,10);
  insertatbegin(&head,20);
  insertatbegin(&head,30);
  insertatend(&head,40);
  insertatend(&head,50);
  insertatspecific(&head,25,2);
  insertatspecific(&head,35,4);
  display(head);
  return 0;
}
output:
30 ->20 ->10 ->NULL
30 ->20 ->10 ->40 ->50 ->NULL
30 ->25 ->20 ->35 ->10 ->40 ->50 ->NULL
Process returned 0 (0x0)
                               execution time : 0.031 s
Press any key to continue.
```