Q1)

struct node \*insert\_any(struct node\*head,int data,int index){

struct node \*ptr=(struct node\*)malloc(sizeof(struct node));

struct node \*p=head;

int i=0;

while(i!=index-1){

p=p->next;

i++;

}

ptr->data=data;

ptr->next=p->next;

p->next=ptr;

return head;

}

Q2)

struct node \*delete\_beg(struct node \*head){

struct node \*p=head;

head=haed->next;

free(ptr);

return head;

}

Q3)

struct node \*delete\_end(struct node \*head){

struct node \*p=head;

struct node \*p2=p->next;

while(p2->next!=NULL){

p=p->next;

p2=p2->next;

}

p->next=NULL;

free(p2);

return head;

}