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Question 1: Insertion at beginning, specified position and at
the end of the linked list
#include <stdio.h>
#include<stdlib.h>
typedef struct Node {
    int data;
    struct Node *next;
} Node;
void InsertAtBeginning( Node **head ref,int new data);
void InsertAtEnd( Node **head ref,int new data);
void Insert( Node **prev node,int new data,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 InsertAtEnd(Node **head ref,int new data)
    Node *new_node=(struct Node*)malloc(sizeof( Node));
    Node *last=*head ref;
    new node->data=new data;
    new node->next=NULL;
    if (*head ref==NULL)
        *head ref=new node;
        return ;
    while (last->next!=NULL)
        last=last->next;
    last->next=new node;
}
void Insert(Node **head ref,int new data,int pos)
    if (*head ref ==NULL)
    {
        printf("Cannot be NULL\n");
        return;
    Node *temp = *head ref;
    Node *newNode = ( \overline{N} ode *) malloc (sizeof ( N ode));
    newNode->data = new data;
    newNode->next = NULL;
      while (--pos>0)
       temp = temp->next;
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newNode->next = temp->next;
     temp->next = newNode;
}
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!=5)
    printf("Menu\n");
    printf("1.Insert at beginning\n");
    printf("2.Insert at a specific position\n");
    printf("3.Insert at end\n");
    printf("4.Display linked list\n");
    printf("5.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:
        printf("Enter the data and position at which you want
to insert \n");
        scanf("%d%d", &new, &pos);
        Insert(&head, new, pos);
        break;
        }
        case 3:
        printf("Enter the data you want to insert at end\n");
        scanf("%d", &new);
        InsertAtEnd(&head, new);
        break;
        case 4:
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printf("Created linked list is:\n");
    PrintList(head);
    break;
}
case 5:
{
    return 0;
    break;
}
case 6:
{
    printf("Invalid data!");
    break;
}
return 0;
}
return 0;
}
```

```
Menu
1. Insert at beginning
2. Insert at a specific position
3.Insert at end
4.Display linked list
5.Exit
Enter your choice
Enter the data you want to insert at beginning
Menu
1.Insert at beginning
2. Insert at a specific position
3.Insert at end
4.Display linked list
5.Exit
Enter your choice
Enter the data you want to insert at beginning
1.Insert at beginning
2. Insert at a specific position
3.Insert at end
4.Display linked list
5.Exit
Enter your choice
Enter the data you want to insert at beginning
Menu

    Insert at beginning

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

```
Enter your choice
Enter the data and position at which you want to insert
2 2
Menu
1. Insert at beginning
2.Insert at a specific position
3.Insert at end
4.Display linked list
5.Exit
Enter your choice
Created linked list is:
3 2 2
Menu

    Insert at beginning

2. Insert at a specific position
3.Insert at end
4.Display linked list
5.Exit
Enter your choice
Enter the data you want to insert at end
10
Menu
1.Insert at beginning
Insert at a specific position
3.Insert at end
4.Display linked list
5.Exit
Enter your choice
4
Created linked list is:
3
2
2
10
Menu
1.Insert at beginning
Insert at a specific position
3.Insert at end
4.Display linked list
5.Exit
Enter your choice
```