

main.c



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```
1 // Online C compiler to run C program online
2 #include <stdio.h>
3 #include <stdlib.h>
4
5 struct Node {
6     int data;
7     struct Node*next;
8 };
9
10 void insert(struct Node ** head, int data){
11     struct Node * new_node = malloc(sizeof(struct Node));
12     new_node -> data = data;
13     new_node -> next = *head;
14     *head = new_node;
15 }
16
17 void delete(struct Node ** head, int key){
18     struct Node *temp = *head, *prev = NULL;
19     while(temp && temp -> data != key)
20     {
21         prev = temp;
22         temp = temp -> next;
23     }
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```
19 struct Node *temp = temp -> next;
20 {
21     prev = temp;
22     temp = temp -> next;
23
24 }
25 if(temp){
26     if(prev)prev -> next = temp -> next;
27     else *head = temp -> next;
28     free(temp);
29 }
30 }
31
32 void printList(struct Node *head){
33     while(head){
34         printf("%d", head -> data);
35         head = head -> next;
36     }
37     printf("\n");
38 }
39
40 int main(){
41     struct Node *head = NULL;
42 }
```



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```
30 }
31
32 void printList(struct Node *head){
33     while(head){
34         printf("%d", head -> data);
35         head = head -> next;
36     }
37     printf("\n");
38 }
39
40 int main(){
41     struct Node *head = NULL;
42     insert(&head,10);
43     insert(&head,20);
44     insert(&head,30);
45     printf("List : ");
46     printList(head);
47     delete(&head, 20);
48     printf("After deletion : ");
49     printList(head);
50     return 0;
51 }
```



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Output

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List : 30 20 10

After deletion : 30 10

=== Code Execution Successful ===



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IN

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