

```
#include<stdio.h>
#include<stdlib.h>
```

```
struct node
{
    int info;
    struct node *link;
};
```

```
typedef struct node *NODE;
```

```
NODE getnode()
{
    NODE x;
    x=(NODE)malloc(sizeof(struct node));
    if(x==NULL)
    {
        printf("mem full\n");
        exit(0);
    }
    return x;
}
```

```
void freenode(NODE x)
{
    free(x);
}
```

```
}
```

```
NODE insert_front(NODE first,int item)
```

```
{
```

```
    NODE temp;
```

```
    temp=getnode();
```

```
    temp->info=item;
```

```
    temp->link=NULL;
```

```
    if(first==NULL)
```

```
        return temp;
```

```
    temp->link=first;
```

```
    first=temp;
```

```
    return first;
```

```
}
```

```
NODE delete_front(NODE first)
```

```
{
```

```
    NODE temp;
```

```
    if(first==NULL)
```

```
    {
```

```
        printf("list is empty cannot delete\n");
```

```
        return first;
```

```
    }
```

```
    temp=first;
```

```
    temp=temp->link;
```

```
    printf("item deleted at front-end is=%d\n",first->info);
```

```
    free(first);
```

```
return temp;
}
```

```
NODE insert_rear(NODE first,int item)
{
    NODE temp,cur;
    temp=getnode();
    temp->info=item;
    temp->link=NULL;
    if(first==NULL)
        return temp;
    cur=first;
    while(cur->link!=NULL)
        cur=cur->link;
    cur->link=temp;
    return first;
}
```

```
NODE delete_rear(NODE first)
{
    NODE cur,prev;
    if(first==NULL)
    {
        printf("list is empty cannot delete\n");
    }
}
```

```

return first;
}
if(first->link==NULL)
{
printf("item deleted is %d\n",first->info);
free(first);
return NULL;
}
prev=NULL;
cur=first;
while(cur->link!=NULL)
{
prev=cur;
cur=cur->link;
}
printf("item deleted at rear-end is %d",cur->info);
free(cur);
prev->link=NULL;
return first;
}

```

```

NODE order_list(int item,NODE first)
{
NODE temp,prev,cur;
temp=getnode();
temp->info=item;

```

```

temp->link=NULL;
if(first==NULL) return temp;
if(item<first->info)
{
temp->link=first;
return temp;
}
prev=NULL;
cur=first;
while(cur!=NULL&&item>cur->info)
{
prev=cur;
cur=cur->link;
}
prev->link=temp;
temp->link=cur;
return first;
}

```

```

NODE insert_at_pos(int pos,NODE first,int item){

```

```

    NODE cur,prev,temp;

```

```

    cur = first ;

```

```

    int c=1;

```

```
temp = getnode();
temp->info=item;
temp->link=NULL;

if(pos==0){
    printf("Invalid position");
    return first;
}

if(first==NULL&&pos==1){
    first=temp;
    return first;
}

if(pos==1){
    temp->link = cur;
    first = temp;
    return first;
}

prev = NULL;

while(cur!=NULL&&c<pos){
    prev = cur;
    cur = cur->link;
    c++;
}
```

```

    if (cur==NULL) {
        printf("Invalid POS\n");
    }

    prev->link = temp;
    temp->link = cur;
    return first;
}

NODE delete_at_pos(int pos,NODE first){

    NODE cur,prev;
    int c=1;

    if(pos==0){
        printf("Invalid POS\n");
        return first;
    }

    if(first==NULL){
        printf("No elements\n");
        return first;
    }

    if(first->link==NULL&&pos==1){
        free(first);
        return NULL;
    }

```

```

    cur=first;

    while (cur!=NULL&& c<pos) {
        prev =cur;
        cur = cur->link;
        c++;
    }
    if (cur==NULL) {
        printf("Invalid pos\n");
        return first;
    }

    prev->link = cur->link;
    free(cur);
    return first;
}

```

```

int length(NODE first)
{
    NODE cur;
    int count=0;
    if (first==NULL) return 0;
    cur=first;
    while (cur!=NULL)
    {
        count++;
        cur=cur->link;
    }
}

```



```
}  
return count;  
}
```

```
NODE concat(NODE first,NODE second)  
{  
    NODE cur;  
    if(first==NULL)  
        return second;  
    if(second==NULL)  
        return first;  
    cur=first;  
    while(cur->link!=NULL)  
        cur=cur->link;  
    cur->link=second;  
    return first;  
}
```

```
NODE reverse(NODE first)  
{  
    NODE cur,temp;  
    cur=NULL;
```

```
while (first!=NULL)
{
    temp=first;
    first=first->link;
    temp->link=cur;
    cur=temp;
}
return cur;
}
```

```
void display(NODE first)
{
    NODE temp;
    if (first==NULL)
        printf("list empty cannot display items\n");
    for (temp=first; temp!=NULL; temp=temp->link)
    {
        printf("%d\n", temp->info);
    }
}
```

```
int main()
{
    int item, choice, pos;
    NODE first=NULL;
    int n, i;
```

```
NODE a,b;
```

```
for(;;)
```

```
{
```

```
printf("\n 1:Insert_front\n 2:Delete_front\n 3:Insert_rear\n 4:Delete_rear\n");
```

```
printf(" 5:Sort_list\n 6:insert_at_pos \n 7:delete_at_pos \n 8:Display_list\n 9:Concate\n 10.Reverse\n");
```

```
printf("enter the choice\n");
```

```
scanf("%d",&choice);
```

```
switch(choice)
```

```
{
```

```
case 1:printf("enter the item at front-end\n");
```

```
scanf("%d",&item);
```

```
first=insert_front(first,item);
```

```
break;
```

```
case 2:first=delete_front(first);
```

```
break;
```

```
case 3:printf("enter the item at rear-end\n");
```

```
scanf("%d",&item);
```

```
first=insert_rear(first,item);
```

```
break;
```

```
case 4:first=delete_rear(first);
```

```
break;
```

```
case 5:printf("enter the item to be inserted in ordered_list\n");
```

```
scanf("%d",&item);
```

```

        first=order_list(item,first);
        break;

case 6:printf("Enter pos to be inserted \n");
scanf("%d",&pos);
printf("Enter item\n");
scanf("%d",&item);

first = insert_at_pos(pos,first,item);
break;

case 7:
    printf("enter the pos to be deleted\n");
    scanf("%d",&pos);
    first=delete_at_pos(pos,first);
    break;

case 8:display(first);
    break;

case 9:

    printf("enter the no of nodes in 1\n");
    scanf("%d",&n);
    a=NULL;
    for(i=0;i<n;i++)
    {
        printf("enter the item\n");
        scanf("%d",&item);
        a=insert_rear(a,item);
    }

```

```

    }
    printf("enter the no of nodes in 2\n");
    scanf("%d",&n);
    b=NULL;
    for(i=0;i<n;i++)
    {
        printf("enter the item\n");
        scanf("%d",&item);
        b=insert_rear(b,item);
    }
    a=concat(a,b);
    display(a);
    break;

case 10:first=reverse(first);
    display(first);
    break;

default:exit(0);
    break;
}
}

```

```

1:Insert_front
2:Delete_front
3:Insert_rear
4:Delete_rear
5:Sort_list
6:insert_at_pos
7:delete_at_pos
8:Display_list
9:Concate
10.Reverse
enter the choice
3
enter the item at rear-end
8

1:Insert_front
2:Delete_front
3:Insert_rear
4:Delete_rear
5:Sort_list
6:insert_at_pos
7:delete_at_pos
8:Display_list
9:Concate
10.Reverse
enter the choice
3
enter the item at rear-end
9

1:Insert_front
2:Delete_front
3:Insert_rear
4:Delete_rear
5:Sort_list
6:insert_at_pos
7:delete_at_pos
8:Display_list
9:Concate
10.Reverse
enter the choice
3
enter the item at rear-end
4

1:Insert_front
2:Delete_front
3:Insert_rear
4:Delete_rear
5:Sort_list
6:insert_at_pos
7:delete_at_pos
8:Display_list
9:Concate
10.Reverse
enter the choice
3
enter the item at rear-end
5

1:Insert_front
2:Delete_front
3:Insert_rear
4:Delete_rear
5:Sort_list
6:insert_at_pos
7:delete_at_pos
8:Display_list
9:Concate
10.Reverse
enter the choice
5
enter the item to be inserted in ordered_list
10

1:Insert_front
2:Delete_front
3:Insert_rear
4:Delete_rear
5:Sort_list
6:insert_at_pos
7:delete_at_pos
8:Display_list
9:Concate
10.Reverse
enter the choice
8
8
9
4
}

```