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DATE        :15/12/22
PROGRAM     :IMPLEMENTATION OF VARIOUS LINKED LIST OPERATIONS
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#include<stdio.h>
#include<stdlib.h>
void insert();
void delete();
void display();
struct node
{
    int data;
    struct node *next;
} *head,*ptr;
void main()
{
    int choice;
    head = NULL;
    do
    {
        printf("\nMENU\n.....\n");
        printf("1.INSERT\n2.DELETE\n3.DISPLAY\n4.EXIT\n");
        printf("ENTER YOUR CHOICE\t");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:insert();
                    break;
            case 2:delete();
                    break;
            case 3:display();
                    break;
            case 4:printf("EXITED FROM MENU");
                    break;
            default:printf("Womg selection....\n");
        }
    }while(choice!=4);
}
void insert()
{
    struct node *temp = (struct node *)malloc(sizeof(struct node));
    int x, ch, key;
    printf("Enter the element to be inserted: ");
    scanf("%d", &x);
    temp->data = x;
    temp->next = NULL;
    if(head == NULL)
    {
        head = temp;
        head->next = NULL;
        printf("Element inserted Successfully\n");
    }
    else
    {

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        printf("\n1.Insert at first");
        printf("\n2.Insert at end");
        printf("\n3.Insert in the middle");
        printf("\nEnter your choice:\t");
        scanf("%d", &ch);
        switch(ch)
        {
            case 1: temp->next = head;
                    head = temp;
                    printf("Element inserted successfully\n");
                    break;
            case 2: ptr = head;
                    while(ptr->next != NULL)
                    {
                        ptr = ptr->next;
                    }
                    ptr->next = temp;
                    temp->next = NULL;
                    printf("Element inserted successfully\n");
                    break;
            case 3: printf("Enter the key value: ");
                    scanf("%d", &key);
                    ptr = head;
                    while(ptr->data != key && ptr->next != NULL)
                    {
                        ptr = ptr->next;
                    }
                    if(ptr->next == NULL)
                    {
                        ptr->next = temp;
                        printf("key not found,hence inserted at end\n");
                    }
                    else
                    {
                        temp->next = ptr->next;
                        ptr->next = temp;
                        printf("Element inserted successfully");
                    }
                    break;
        }
    }
}

void delete()
{
    int ch, key;
    struct node *t;
    if(head == NULL)
    {
        printf("!!!Empty linked list!!!");
    }
    else
    {
        printf("\n1. Delete first element");
        printf("\n2. Delete last element");
        printf("\n3. Delete intermediate element");
        printf("\nEnter your choice: ");
        scanf("%d", &ch);
    }
}

```

```

switch(ch)
{
case 1: ptr = head;
      head = head->next;
      free(ptr);
      printf("Element deleted successfully\n");
      break;
case 2: ptr = head;
      t = head;
      if(head->next == NULL)
      {
          head = NULL;
      }
      else
      {
          while(ptr->next != NULL)
          {
              t = ptr;
              ptr = ptr->next;
          }
          free(ptr);
          t->next = NULL;
      }
      printf("Element deleted successfully...\n");
      break;
case 3: printf("Enter the element to be deleted: ");
      scanf("%d", &key);
      ptr = head;
      t = head;
      while(ptr->data != key)
      {
          t = ptr;
          ptr = ptr->next;
      }
      t->next = ptr->next;
      free(ptr);
      printf("Element deleted successfully...\n");
      break;
}
}

void display()
{
    ptr = head;
    if(head == NULL)
    {
        printf("!!!Empty linked list!!!");
    }
    while(ptr != NULL)
    {
        printf("%d\t", ptr->data);
        ptr = ptr->next;
    }
}

```

Output :-

MENU

.....

- 1.INSERT
- 2.DELETE
- 3.DISPLAY
- 4.EXIT

ENTER YOUR CHOICE 1

Enter the element to be inserted: 3

Element inserted Successfully

MENU

.....

- 1.INSERT
- 2.DELETE
- 3.DISPLAY
- 4.EXIT

ENTER YOUR CHOICE 1

Enter the element to be inserted: 4

- 1.Insert at first
- 2.Insert at end
- 3.Insert in the middle

Enter your choice: 3

Enter the key value: 9

key not found,hence inserted at end

MENU

.....

- 1.INSERT
- 2.DELETE
- 3.DISPLAY
- 4.EXIT

ENTER YOUR CHOICE 3

3 4

MENU

.....

- 1.INSERT
- 2.DELETE
- 3.DISPLAY
- 4.EXIT

ENTER YOUR CHOICE 2

- 1. Delete first element
- 2. Delete last element
- 3. Delete intermediate element

Enter your choice: 2

Element deleted successfully...

MENU

.....

- 1.INSERT
- 2.DELETE
- 3.DISPLAY
- 4.EXIT

ENTER YOUR CHOICE 2

1. Delete first element
2. Delete last element
3. Delete intermediate element
Enter your choice: 1
Element deleted successfully

MENU

.....

1.INSERT
2.DELETE
3.DISPLAY
4.EXIT

ENTER YOUR CHOICE 3

!!!Empty linked list!!!

MENU

.....

1.INSERT
2.DELETE
3.DISPLAY
4.EXIT

ENTER YOUR CHOICE 4

EXITED FROM MENU