Data Structures and Algorithms

1. Write a function “insert\_any()” for inserting a node at any given position of the linked list. Assume position starts at 0.

void insert\_any (Node\*\* current, int pos, int data) {

while(pos--) {

if (pos == 0) {

Node\* temp = getNode(data);

temp->next = \*current;

\*current = temp;

} else

current = &(\*current)->next;

}

size++;

}

2. Write a function “delete\_beg()” for deleting a node from the beginning of the linked list.

void delete\_beg(){

struct node \*ptr;

else{

ptr = head;

head = ptr->next;

free(ptr);

}

}

3. Write a function “delete\_end()” for deleting a node from the end of the linked list.

void delete\_end(){

Node\* second\_last = head;

while(second\_last->next->next != NULL){

second\_last = second\_last->next;

free(second\_last->next);

second\_last->next = NULL;

}

}