cur=first;

cur=cur->link; cur->link=temp; return first:

while(cur->link!=NULL)

```
*Untitled - Notepad
File Edit Format View Help
return first;
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);
}}
NODE insert_pos( int item, int pos, NODE first)
NODE temp;
NODE prev, cur;
int count;
temp=getnode();
temp->info=item;
temp->link=NULL;
if(first==NULL && pos==1)
return temp;
if(first==NULL)
printf("invalid position \n");
return first;
if(pos==1)
temp->link=first;
return temp;
count=1;
prev=NULL;
cur=first;
while(cur!=NULL && count!=pos)
prev=cur;
cur=cur->link;
count++;
if(count==pos)
prev->link=temp;
temp->link=cun;
return first;
```

```
*Untitled - Notepad
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prev=cur:
cur=cur->link;
count++;
if(count==pos)
prev->link=temp;
temp->link=cur;
return first;
printf("invalid position \n");
return first:
int main()
int item.choice.pos;
NODE first=NULL;
system("cls");
for(;;)
printf("\n 1:Insert_front\n 2:Insert at specified position \n 3:Insert_rear\n 4:Display_list\n 6:Exit\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:printf("enter the item to be inserted:\n");
       scanf("%d",&item);
      printf("enter the position at which item to be inserted:\n");
       scanf("%d",&pos);
       first=insert_pos(item,pos,first);
break:
case 3:printf("enter the item at rear-end\n");
scanf("%d",&item);
first=insert_rear(first,item);
case 4:display(first);
break:
default:exit(0);
break:
getch():
return 0;
```

```
1:Insert front
2: Insert at specified position
3:Insert rear
4: Display list
6:Exit
enter the choice
enter the item at front-end
1:Insert front
2:Insert at specified position
3:Insert rear
 4:Display list
 6: Exit
enter the choice
enter the item at front-end
5
 1:Insert front
 2:Insert at specified position
 3:Insert rear
 4:Display list
 6:Exit
enter the choice
enter the item to be inserted:
enter the position at which item to be inserted:
2
```

```
enter the item at front-end
 1:Insert front
 2: Insert at specified position
 3:Insert rear
 4: Display list
 6:Exit
enter the choice
enter the item to be inserted:
enter the position at which item to be inserted:
2
 1:Insert front
 2:Insert at specified position
 3:Insert rear
 4:Display list
 6:Exit
enter the choice
 1:Insert front
 2:Insert at specified position
 3:Insert rear
 4:Display list
 6:Exit
enter the choice
```

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LAB PROGRET - 5		
# imdudo (State.n)		_~
# include (malloc h)	4	_~
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E		
int into;	and the second second	
Struct ade "lime;		
2 :	-y	_~
typedel Struct node & NOPE;	Markey Miles	_~
Nop & getnode()	,	
2	·	
NOREX;		
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if (x = = NOLL)	<u> </u>	
grownt of C" omen Jule \n");	in the state of th	
CONUT CO);		
3	in the state of th	
ocelow x;	`	
3 11 11 11 11	fell and	_~
int promo le (NODE X)		
ξ 1	9	
yall (x);		
(section o)		
3		
Nop = inset front Chape of	Orbe (int itom)	
NODE LOWY.		
tomb=gotnode();	*	
tomp = got node();		
Jones = 1, mh = NO22;		
if (dout = = NOW)		

	DatePage
	SPLASH
	oreturn temp;
	tout alinh - doct
	don't = temp;
	ocetter first;
	3
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	NODE tomb, Cus;
	tent = orthodoc);
	tent = git node ();
	top 3 line = NUZZ;
	(fCfort = = NC/2)
	solian tomp,
	auz = doox;
	while Cour + lind = NCILL)
	Curs = Curs 7/10/2;
	and > line -tent;
	water jost;
	3.
	Wood display (NOOF foot)
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	NODE 40m/
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<u> </u>	grants ca list empty Connot display 1 for (n"); cps (tomp = glosst; tomp! - NOZ; tony = tomp > Lim)
	clos Ctomp = chorost; tomp! - NOSS; tony = tomp > lim
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	Jount of C"/d In" tomper into);
	None import pos Cint Hon, cent pos, Nat find)
	2
-~_	NOOK Somp;

		Date
	NORE you, cur;	SPLASH
	int court;	
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	tony is into = item;	*/
	tony slimb = NULL;	
	if (foot = = NO22 sh pos = = 0)	
	5	
	Tolur tery;	
	9	,
	fant of C "ion variable position n'1).	
	Jahrson forse;	
	3	
	il (pos = = 1)	
/	3	Cont.
	tomp > line = glosst;	
	dation tome;	ř
	3	
	Court = 1;	10.10
	you-NUZZ:	
	ar = first; orrec car! = NULL DD Count! = Pos	·
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	2	
	gar = wz;	
	an = are 2 lind;	
	Count + +;	·
	3	· ·
	iy(Count = -pos)	<u> Landina and an anno an </u>
	Mozor & lind - Home.	
	door = line = conti	
	oction yord;	
	3	

9 Cur = Cur > fird; if (court = = pos) grow > line = tom; tong > line = Cuz, interior () est Hom, choice, pos; NOVE JUST = NOCT. Solor C' cle"/; (Kozc;) change ("In 1. France from In 2: Town of your holismins Ensort soool a 4: Pipply list ho Exit In'? front of C" antio the docat "1; Soy (" y d' charde); Sarith (Choice) Care! : friend of C" and the How at appoint and \n"); Say C'c V. dr, Ditan; glost = point from Copost, Herry; drint of C'ambetra Hom to be invocated: /il) Scout ("Vide, Liton); chount of C" and the position at which the item to po prosted \". Scorp C"Id", 2003)

Date Page SPLASH	
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Case 4: Chiplay (glosst);	_
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default: drit (o);	
proces;	
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getch ();	
Totum O;	
3.	
	On Street or other Persons
	All and a second
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