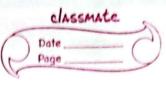
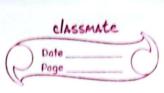
LIASSMATE (=) # include <9+dio.h) Struct node & int data; struct node * next stouct node * head = NUL, * new node, * temp; void create () } inti, n; points ("Enter the number of elem) scanf (" % d ", fn), for (i=0; i<n; i++){ newnode = (struct node *)malloc (size of (struct node)); points ("Enter the %d element. 1+1); newrode -> next = NUL; if (head == NULL) temp = head = newnode; else { temp -> next = newnode; temp= new node;



void displayUf temp = head; prints ("The elements are: \n"); while (temp != NULL) { prints ("/d In", temp + duta); temp = temp > next; void insertbeg US newnode = (stouct node *) malloc (size of (struct node)); prints ("Enter the new olement: In"); Scanf (" %d", + newnode -> data); newnode > next = head; head = newnode; void insert end US newnode = (struct node *) malloc (size of prints ("Enter the new element: \n"); Lanf (66% dog, & newnode -> data); newnode > next = NULL; temp = head; While (temp -> next! = NULL) temp = temp -> next; temp -> next = newnode; 13

	void insertpos (){
	int pos, i=0;
100	nawnode = (struct node*) malloc (
	Sizeof (stauct node));
21/2	paintf CEnter the position: 12 92);
	Scarf ("6% d", 4 pos);
	if (posko)
	paints ("Invalid position: In")
Bizens	else §
	temp = head;
to 1:1.	while (i1pos-1)8
datal	temp = temp -> next;
	is side of the sid
	3 management of
	paints ("Enter the new element:
	prints ("Enter the new element: scanf ("%d", 4 newnode > data)
	newnode -> next = temp -> next
e escè	temp > next = newnode;
	3
1 - 1	3313
1010	- Anguer for the superior
	void main Uf.
	int choice;
	while (1)
	€ 300
	points ("Enter operation: In

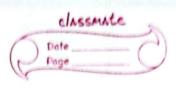


	Page Page
	1. Coaste 12. Display 12 3. insert at beginings
	In 4. Inscot at end in 5. Insect at a position in
	6. End program \n'9);
	Scans ("/d", 1choice);
	if (choice = = -1)
_	prints (" Operation completed!In");
	break;
	_ 3
	else
	1
	switch (choice)
	<u>{</u>
	case 1;
	(reate ();
	bolak;
	(ase 2:
	display(); break;
	,
	Case 3;
	inseatbeg();
	break;
	case 4;
	inscot end ();
	boeak;
•	(Be5:
	ingest pos ();
	break;
	(age 6:
	2 2 3 exit(o);

```
Enter operation :
1.Create
2.Display
3.Insert at begining
4.Insert at end
5.Insert at a position
6.END PROGRAM
1
Enter the number of elements :
Enter the 1 element:
Enter the 2 element:
34
Enter the 3 element:
Enter operation :
1.Create
Display
Insert at begining
4.Insert at end
5.Insert at a position
6.END PROGRAM
2
The elements are:
34
56
Enter operation :
1.Create
2.Display
3.Insert at begining
4.Insert at end
5.Insert at a position
6. END PROGRAM
3
Enter the new element :
Enter operation :
1.Create
2.Display
3.Insert at begining
4.Insert at end
5.Insert at a position
6. END PROGRAM
The elements are:
15
12
34
56
```

```
The elements are:
15
12
34
56
Enter operation :
1.Create
2.Display
3.Insert at begining
4.Insert at end
5.Insert at a position
6.END PROGRAM
Enter the new element :
45
Enter operation :
1.Create
2.Display
3.Insert at begining
4.Insert at end
5.Insert at a position
6.END PROGRAM
The elements are:
12
34
56
45
Enter operation :
1.Create
2.Display
3.Insert at begining
4.Insert at end
5.Insert at a position
6.END PROGRAM
Enter the position :
Enter the new element:
Enter operation :
1.Create
2.Display
3.Insert at begining
4.Insert at end
5.Insert at a position
 6.END PROGRAM
The elements are:
```



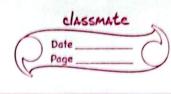


2.	WAP to Implement Singly linked list with
-	Sollowing operation:
	a) coeate a linked list.
	b) Deletion of first element, specific
	element and last element in the list.
	c) Display the contents of the list.
<i>-</i> >	7 () policies 15 100
	# include rstdio.
2 100	Struct nodes.
	int data;
July W	Stauct not * nesol;
	Stauct node * head = NUIL, * newnock, *temp
	void (reate()).
	inti, n;
	prints (Finter the number of elements
	scans (66% d 19, 4n);
	for (i=0; i < n; i+1) {
	newnode = (struct node *) malloc
	(Bize of (struct node));
	prints (" Enter the "d element, it
	scanf ("%d", fnew node >data); newnode > next = NULL;
	THEWHOLE - MOLL

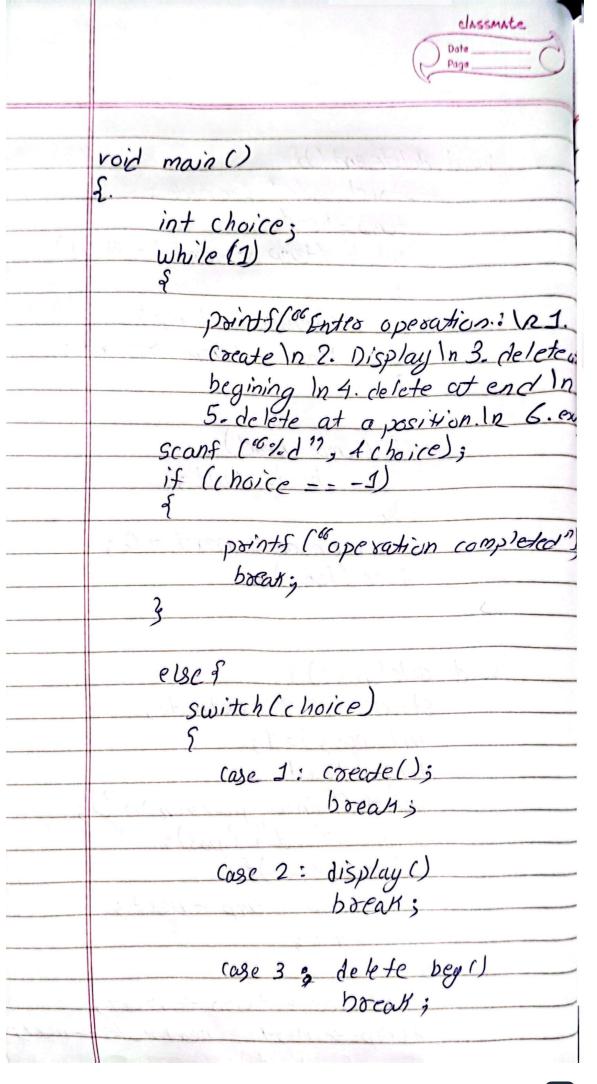
classmate if (had = = NUIL) temp= head = newnode; else { temp > next = new node ; temp = newnode; void display () {

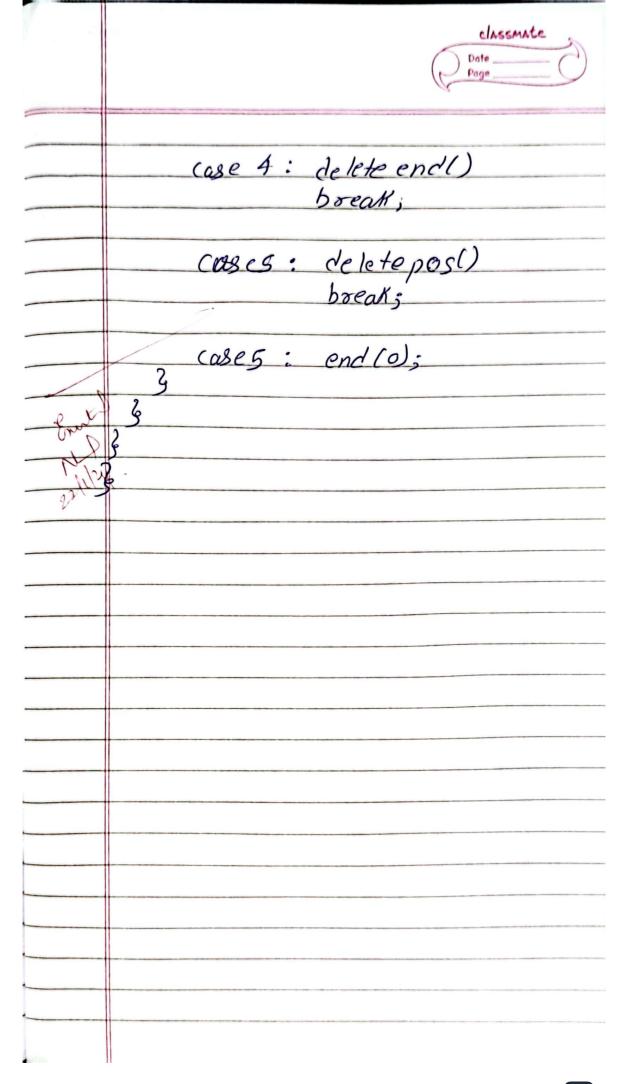
temp = heads

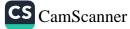
prints (of The elements are : In "); while (temp != MULL){ prints (" d n", temp > date temp = temp > next; void deletebeg US temp= head; if (head == NUIL) paints ("list is empty"); else & head = temp > next; free (temp);



	Date Page
	void delete end () 5.
	struct node * prenude;
	temp = head;
	while Hemp -> next ! = NULL)
2 m	4
15	prenade = temp;
1	temp = temp > next;
air.	3
5.00	
	if (temp=head)
	head = AULL 3
	else
Char	prenode - next = 0;
	free (temp);
	3
	void deletepos () {
	Stauct node * nextrade;
	int pas, i=1;
	temo = head:
	printf ("Enter position in");
	prints ("Enter position \n"); Scanf ("1.d", & pos);
	while (ixpos) {
	temp= temp > next;
A /	i + + 3
	2
	next node = temp > next;
	temp > next = next node > nex
	free (next node);







```
Enter operation:
1.create
2.display
3.delete at beginnning
4.delete at end
5.delete at position
6. End program
enter the number of elements:
Enter the element 1:
Enter the element 2:
Enter the element 3:
Enter the element 4:
Enter the element 5:
Enter operation:
1.create
2.display
delete at beginnning
4.delete at end
5.delete at position
6. End program
The elements are:
12
34
56
67
54
Enter operation:
1.create
2.display
delete at beginnning
4.delete at end
5.delete at position
6. End program
enter the position:
Enter operation:
1.create
2.display
3.delete at beginnning
4.delete at end
5.delete at position
6. End program
```



```
2
The elements are:
12
34
67
54
Enter operation:
1.create
2.display
3.delete at beginnning
4.delete at end
5.delete at position
6.End program
Enter operation:
1.create
2.display
3.delete at beginnning
4.delete at end
5.delete at position
6. End program
The elements are:
311
67
54
Enter operation:
1.create
2.display
3.delete at beginnning
4.delete at end
5.delete at position
6.End program
Enter operation:
1.create
2.display
3.delete at beginnning
4.delete at end
5.delete at position
6.End program
The elements are:
34
67
Enter operation:
1.create
2.display
3.delete at beginnning
4.delete at end
5.delete at position
```