

1. WAP to implement Singly Linked List with following operations:-
 a) create a Linked List
 b) Insertion of a node at first position, at any position and at end of list.
 c) Display the contents of the Linked List.

Program

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

```
struct node {
```

```
    int data;
```

```
    struct node * next;
```

```
};
```

```
struct node * head = NULL, * newnode, * temp;
```

```
int
```

```
void create ()
```

```
{
```

```
    int i, n;
```

```
    printf("Enter the no. of elements: \n");
```

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

```
    for(i=0; i<n; i++)
```

```
    {
```

```
        newnode = (struct node *) malloc(sizeof
```

```
        (struct node));
```

```
        printf("Enter the %d element: \n", i+1);
```

```
        scanf("%d", &newnode->data);
```

```
        newnode->next = NULL;
```

```
        if (head == NULL)
```

```
        {
```

```
            temp = head = newnode;
```

```
        }
```

```

        else
        { temp->next = newnode;
          temp = newnode;
        }
    }
}

```

```

void display()
{

```

```

    temp = head;
    printf("The elements are:\n");
    while(temp != NULL)
    {
        printf("%d\n", temp->data);
        temp = temp->next;
    }
}

```

```

void insert_beg()
{

```

```

    newnode = (struct node *) malloc(sizeof(struct node));
    printf("Enter the new element:\n");
    scanf("%d", &newnode->data);
    newnode->next = head;
    head = newnode;
}

```

```

void insert_end()
{

```

```

    newnode = (struct node *) malloc(sizeof(struct node));
    printf("Enter the new element:\n");
    scanf("%d", &newnode->data);

```



```

newnode->next = NULL;
temp = head;
while (temp->next != NULL)
{
    temp = temp->next;
}
temp->next = newnode;
}

```

```

void insert-pos()
{

```

```

    int pos, i = 0;

```

```

    newnode = (struct node *) malloc (sizeof (struct node));
    printf ("Enter the position : \n");
    scanf ("%d", &pos);

```

```

    if (pos < 0)
    {

```

```

        printf ("Invalid position \n");
    }

```

```

    else
    {

```

```

        temp = head;

```

```

        while (i < pos - 1)
        {

```

```

            temp = temp->next;
            i++;

```

```

        }

```

```

        printf ("Enter the new element \n");

```

```

        scanf ("%d", &newnode->data);

```

```

        newnode->next = temp->next;

```

```

        temp->next = newnode;

```

```

    }

```

```

}

```

```
void main()
{
```

```
    int choice;
```

```
    while(1)
```

```
    {
```

```
        printf("Enter operation: \n1. create \n2. display \n3. Insert at beginning \n4. insert at end \n5. insert at a position \n6. -1 for end \n");
```

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

```
        if (choice == -1)
```

```
        {
```

```
            printf("operation completed! \n");
```

```
            break;
```

```
        }
```

```
    else
```

```
    {
```

```
        switch(choice)
```

```
        {
```

```
            case 1: create();
```

```
                break;
```

```
            case 2: display();
```

```
                break;
```

```
            case 3: Insert_beg();
```

```
                break;
```

```
            case 4: insert_end();
```

```
                break;
```

```
            case 5: Insert_pos();
```

```
                break;
```

```
            default: printf("invalid input \n");
```

```
        }
```

```
    }
```

```
}
```




// Output

Enter operation :

1. create 2. display 3. Insert at beginning
4. Insert at end 5. Insert at position 6. -1 end

Enter operation : 1

Enter the number of elements : 3

Enter the element 1 : 5

Enter the element 2 : 6

Enter the element 3 : 7

Enter operation : 2

the elements are :

5

6

7

Enter operation : 3

Enter the new element : 4

Enter operation : 4

Enter the new element : 8

Enter operation : 5

enter the position : 2

enter the new element : 9

Enter operation : 2

the elements are :

4

9

5

6

7

8

Enter operation : -1

operation completed !

Enter operation:

1.create
2.display
3.insert at beginnnng
4.insert at end
5.insert at position
6.-1 to end

Enter operation:1

enter the number of elements:

3
Enter the element 1:

5
Enter the element 2:

6
Enter the element 3:

7
Enter operation:3

Enter the new element:
4

Enter operation:4

Enter the new element:
8

Enter operation:5

enter the position:

2
Enter the new element:

9

Enter operation:2

the elements are:

4
9
5
6
7
8

Enter operation:-1

operation completed!

Process returned 0 (0x0) execution time : 86.160 s

2. WAI to implement singly linked list with following operations: a) create a linked list
b) Deletion of first element, specified element and last element in the list. c) Display the contents of the linked list.

program

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

```
struct node {  
    int data;  
    struct node *next;  
};
```

```
struct node *head = NULL, *newnode, *temp;
```

```
void create()  
{
```

```
    int i, n;  
    printf("Enter the no. of elements: \n");  
    scanf("%d", &n);
```

```
    for (i = 0; i < n; i++)  
    {
```

```
        newnode = (struct node *) malloc (sizeof  
                                            (struct node));
```

```
        printf("Enter the %d element: \n", i+1);  
        scanf("%d", &newnode->data);  
        newnode->next = NULL;
```

```
        if (head == NULL)  
        {  
            temp = head = newnode;  
        }
```

```

else {
    temp->next = newnode;
    temp = newnode;
}
}

void display ()
{
    temp = head;
    printf("The elements are:\n");
    while (temp != NULL)
    {
        printf("%d\n", temp->data);
        temp = temp->next;
    }
}

```

```

void delete-beg()
{
    temp = head;
    if (head == NULL)
    {
        printf("List is empty");
    }
    else
    {
        head = temp->next;
        free(temp);
    }
}

```



```

void delete_end() {
    struct node * prenode;
    temp = head;
    while (temp->next != NULL)
    {
        prenode = temp;
        temp = temp->next;
    }
    if (temp == head)
    {
        head = NULL;
    }
    else
    {
        prenode->next = NULL;
    }
    free(temp);
}

```

```

void delete_pos()
{
    struct node * nextnode;
    int pos, i = 1;
    temp = head;
    printf("enter position\n");
    scanf("%d", &pos);
    while (i < pos)
    {
        temp = temp->next;
        i++;
    }
    nextnode = temp->next;
    temp->next = nextnode->next;
    free(nextnode);
}

```

```

void main()
{
    int choice;
}

```

while (1)

```
{ printf("Enter operation: \n1.create \n2.display  
  \n3.delete at beginning \n4.delete at  
  \nend \n5.delete at a position \n6.-1 to  
  \nend \n");
```

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

```
if (choice == -1)
```

```
{ printf("operation completed! \n");
```

```
  break;
```

```
}
```

```
else { switch(choice)
```

```
{
```

```
  case 1: create();
```

```
    break;
```

```
  case 2: display();
```

```
    break;
```

```
  case 3: delete_beg();
```

```
    break;
```

```
  case 4: delete_end();
```

```
    break;
```

```
  case 5: delete_pos();
```

```
    break;
```

```
  default: printf("invalid input \n");
```

```
}
```

```
}
```

```
}
```

```
}
```

// output

Enter operation:

1. create

2. display

3. delete at beginning

4. delete at end

5. delete at position

6. -1 to end

Enter operation: 1

enter the number of elements: 4

Enter the element 1: 5

Enter the element 2: 6

Enter the element 3: 7

Enter the element 4: 8

Enter operation: 2

The elements are: 5

6

7

8

Enter operation: 3

Enter operation: 2

The elements are: 6

7

8

Enter operation: 4

Enter operation: 2

The elements are: 6

7

Enter operation: 5

Enter the position: 2

Enter operation: 2

The elements are: 6

En

Enter operation: -1

operation completed!


```
C:\Users\bmsce\Desktop\22cs300\linkedList2.exe
Enter operation:
1.create
2.display
3.delete at beginnning
4.delete at end
5.delete at position
6.-1 to end
>1
Enter operation:
1
enter the number of elements:
>4
Enter the element 1:
5
Enter the element 2:
6
Enter the element 3:
7
Enter the element 4:
8
Enter operation:
3
Enter operation:
2
The elements are:
6
7
8
Enter operation:
5
enter the position:
2
Enter operation:
2
The elements are:
6
8
Enter operation:
-1
operation completed!
Process returned 0 (0x0)   execution time : 49.771 s
use 4:delete_end();
```