

WAP to Implement Singly Linked List with following operations

- Create a Linked List.
- Deletion of first element, specified element and Last element in the list.
- Display the contents of the Linked List.

```
#include <stdio.h>
#include <conio.h>
#include <stdlib.h>
struct node
```

```
{
    int info;
    struct node *link;
```

```
};
```

```
typedef struct node *NODE;
```

```
NODE getnode()
```

```
{
```

```
    NODE x;
```

```
    x = (NODE) malloc (sizeof (struct node));
```

```
    if (x == NULL)
```

```
{
```

```
        printf ("mem full \n");
```

```
        exit(0);
```

```
    }
```

```
    return x;
```

```
}
```

```
void freenode (NODE x)
```

```
{
```

```
    free(x);
```

```
}
```

2
NODE Insert-front (NODE first, int item)

{

```
NODE temp;  
temp = getnode();  
temp->info = item;  
temp->link = NULL;  
if (first == NULL)  
    return temp;  
temp->link = first;  
first = temp;  
return first;
```

}

3
NODE Insert-rear (NODE first, int item)

{

```
NODE temp, cur;  
temp = getnode();  
temp->info = item;  
temp->link = NULL;  
if (first == NULL)  
    return temp;  
cur = first;  
while (cur->link != NULL)  
    cur = cur->link;  
cur->link = temp;  
return first;
```

}

4
NODE delete-front (NODE first)

{

```
NODE temp;  
if (first == NULL)  
{  
    printf ("List is empty cannot delete 'Xn'");  
    return first;  
}
```

}

```

temp = first;
temp = temp->link;
printf ("Item deleted at front-end is %d\n", first->info);
free (first);
return temp;

```

```

}
node delete_rear (NODE *first)

```

```

{
    node cur, prev;
    if (first == NULL)
    {
        printf ("\n list is empty cannot delete\n");
        return first;
    }

```

```

}
if (first->link == NULL)

```

```

{
    printf ("\n Item deleted is %d\n", first->info);
    free (first);
    return NULL;
}

```

```

}

```

```

prev = NULL;

```

```

cur = first;

```

```

while (cur->link != NULL)

```

```

{
    prev = cur;
    cur = cur->link;
}

```

```

}
printf ("\n Item deleted at rear-end is %d", cur->info);

```

```

free (cur);

```

```

prev->link = NULL;

```

```

return first;
}

```



```
void display (NODE first)
```

```
{
```

```
    NODE temp;
```

```
    if (first == NULL)
```

```
        printf ("List empty cannot display items \n");
```

```
        printf ("\n");
```

```
        for (temp = first; temp != NULL; temp = temp->next)
```

```
        {
```

```
            printf ("%d \n", temp->data);
```

```
        }
```

```
}
```

```
void main()
```

```
{
```

```
    int item, choice, pos;
```

```
    NODE first = NULL;
```

```
    printf ("SEVENLY LINKED LIST");
```

```
    for (i = 1;
```

```
        printf ("\n 1. Insert-rear \n 2. Insert-front \n 3. Delete-front \n 4. Delete-rear \n 5. display-list \n 6. Exit \n");
```

```
        printf ("Enter the choice \n");
```

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

```
        switch (choice)
```

```
        {
```

```
            case 1: printf ("\n enter the item at rear-end \n");
```

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

```
                    first = insert-rear (first, item);
```

```
                    break;
```

```
            case 2: printf ("\n enter the item at front-end \n");
```

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

```
                    first = insert-front (first, item);
```

```
                    break;
```

case 3: first = delete-front(first);
break;

case 4: first = ~~delete-front~~ delete-rear(first);
break;

case 5: display(first);
break;

default: exit(0);
break;

}

}

}