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# Singly Linked List

Q Write a program to implement singly linked list with the following operations:

a Create a linked list

b Insertion of a node at first position, any position, at end of list.

c Display the content of linked list

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

struct Node {
        int data;
        struct Node *link;
};

typedef struct Node node;
node *new1, *curr, *ptr, *start = NULL;

void create();
void display();
void InsertStart();
void InsertPosition();
void InsertEnd();

void main(){
    int ch;
    while (1){
        printf("\n1. Create \n2. Display \n3. Insert at Beginning \n4.
         Insert at Position \n5. Insert at End \n6. Exit");
        printf("\n\nEnter Your Choice: ");
        scanf("%d", &ch);
```

```
switch (ch){
    case 1: create();
        break;
    case 2: display();
        break;
    case 3: InsertStart();
        break;
    case 4: InsertPosition();
        break;
    case 5: InsertEnd();
        break;
    case 6: exit(0);
        break;
    }
  }
}

void create(){
    char ch;

    do{
        new1 = (node *) malloc (sizeof (node));
        printf("\n Enter Value: ");
        scanf("%d", &new1->data);
        if (start == NULL)
        {
            start = new1;
            curr = new1;
        }
        else
        {
            curr -> link = new1;
```

```
            curr = new1;
        }
        printf("Do You Want to Add an Element ? (Y/N) ");
        scanf("%c", &ch);
    } while (ch == 'Y' || ch == 'y');
    curr -> link = NULL;
}

void display() {
    if (start == NULL) {
        printf("Linked list is Empty. ");
        return;
    }

    ptr = start;
    print("The Elements of linked list are: ");

    while (ptr != NULL) {
        printf("%d ", ptr -> data);
        ptr = ptr -> link;
    }

    printf("\n");
}

void insertStart() {
    new1 = (node *)malloc(sizeof(node));
    printf("\n Enter Value: ");
    scanf("%d", &new1 -> data);
    if (start == NULL) {
        start = new1;
        new1 -> link = NULL;
        return;
    }
```

```
    else{
        new1->link = start;
        start = new1;
        return;
    }
}

void InsertEnd(){
    new1 = (node *) malloc (sizeof (node));
    printf("\n Enter Value: ");
    scanf("%d", &new1->data);
    if (start == NULL){
            start = new1;
            new1->link = NULL;
            return;
    }

    ptr = start;
    while(ptr->link != NULL)
    {
            ptr = ptr->link;
    }
    ptr->link = new1;
    new1->link = NULL;
    return;
}

void InsertPosition(){
        new1 = (node *) malloc (sizeof (node));
        printf("Enter Value: ");
        scanf("%d", &new1->data);
        if (start == NULL){
```

```
        start = new1;
        new1 -> link = NULL;
        return;
    }

    int i=1, pos;
    ptr = start;
    printf("\n Enter Position: ");
    scanf("%d", &pos);
    while (ptr != NULL && i< pos-1){
            ptr = ptr -> link;
            i++;
    }
    if (ptr == NULL){
            return;
    }
    new1 -> link = ptr -> link;
    ptr -> link = new1;
}
```

Output

1. Create
2. Display
3. Insert at Beginning
4. Insert at Position
5. Insert at End
6. Exit

Enter Your Choice: 1

Enter Value: 10

Do You Want to Add an Element (Y/N) ? Y

Enter Value: 20

Do You Want to Add an Element (Y/N) ? n

1. Create
2. Display
3. Insert at Start
4. Insert at Position
5. Insert at End
6. Exit

Enter Your Choice: 2

Elements in Linked List:

10 20

→ Enter Your Choice: 3

Enter Value: 30

→ Enter Your Choice: 4

Enter Value: 40

Enter Position: 2

→ Enter Your Choice: 5

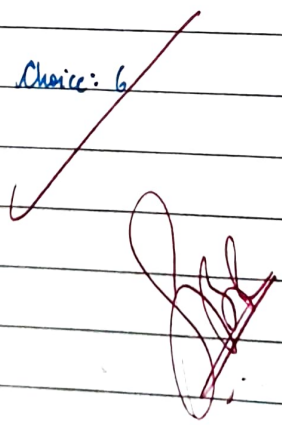
Enter Value: 50

→ Enter Your Choice: 2

Elements in Linked List:

30 40 10 20 50

→ Enter Your Choice: 6



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# Linked List - Deletion

Q2 Write a program to implement Singly Linked List with the following operations:
a) Create a Linked List
b) Deletion of first element, specified element and last element
c) Display content

```
void DeleteStart(){
    if (start==NULL){
        printf("\n Linked list is Empty.\n");
        return;
    }

    node *temp = start;
    start = start -> link;
    free (temp);
    printf("\n First Element Deleted.\n");
}

void DeletePosition(){
    int i=1, pos;
    if (start==null){
        printf("\n Linked list is Empty.");
        return;
    }

    printf("Enter Position:");
    scanf("%d", &pos);
    node * temp = start;
    node * prev = NULL;
    if (pos==1){
        start = temp -> link;
        free (temp);
```

```
        printf ("Element at %d Deleted", pos);
        return;
    }
    while (temp != NULL && i<pos) {
        prev = temp;
        temp = temp -> link;
        i++;
    }
    if (temp == NULL) {
        printf ("Position Not found");
        return;
    }
    prev -> link = temp -> link;
    free (temp);
    printf("Element at Position %d Deleted", pos);

Void DeleteEnd () {
    if (start == NULL) {
        start = NULL;
        free (temp);
        printf("Last Element Deleted");
        return;
    }
    while (temp -> link != NULL) {
        prev = temp;
        temp = temp -> link;
    }
    prev -> link = NULL;
    free (temp);
    printf("Last Element Deleted");
}
```

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Output

1. Create
2. Display
3. Delete from Beginning
4. Delete from Position
5. Delete from End
6. Exit

→ Enter Your Choice : 1
Enter Value: 10
Enter Value: 20
Enter Value: 30
Enter Value: 40
Enter Value: 50
Enter Value: 60
Do You Want to Add an Element (Y/N)? n

→ Enter Your Choice: 2
Elements in Linked List:
10 20 30 40 50 60

→ Enter Your Choice: 3
First Element Deleted.

→ Enter Your Choice: 5
Last Element Deleted.

→ Enter Your Choice: 4
Enter Position: 2
Element at Position 2 Deleted

→ Enter Your Choice: 2

Elements in Linked List:

20 40 50

Enter Your Choice: 6