Aim:

Create a linked list with nodes having information about a student and perform

- a). insert a new node at the specified position
- b). delete a node with roll number of student specified
- c). reversal of that linked list

Theory:

A linked list is a data structure that stores a sequence of elements.

Each element in the list is called a node, and each node has a reference to the next node in the list.

The first node in the list is called the head, and the last node in the list is called the tail.

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Code:
Input:
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
struct Student {
  int rollNumber;
  char name[50];
  double grade;
  struct Student* next;
};
struct Student* createNode(int rollNumber, const char* name, double grade) {
  struct Student* newNode = (struct Student*)malloc(sizeof(struct Student));
  newNode->rollNumber = rollNumber;
  strcpy(newNode->name, name);
  newNode->grade = grade;
  newNode->next = NULL;
  return newNode;
```

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}
void insertAtPosition(struct Student** head, int rollNumber, const char* name, double grade, int
position) {
  struct Student* newNode = createNode(rollNumber, name, grade);
  if (position == 1) {
    newNode->next = *head;
    *head = newNode;
    return;
  }
  struct Student* temp = *head;
  for (int i = 1; i < position - 1 && temp != NULL; i++) {
    temp = temp->next;
  }
  if (temp == NULL) {
    printf("Position out of bounds\n");
    free(newNode);
    return;
  }
  newNode->next = temp->next;
  temp->next = newNode;
}
void deleteByRollNumber(struct Student** head, int rollNumber) {
  if (*head == NULL) {
    printf("List is empty\n");
    return;
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}
  if ((*head)->rollNumber == rollNumber) {
    struct Student* temp = *head;
    *head = (*head)->next;
    free(temp);
    return;
  }
  struct Student* temp = *head;
  while (temp->next != NULL && temp->next->rollNumber != rollNumber) {
    temp = temp->next;
  }
  if (temp->next == NULL) {
    printf("Roll number not found\n");
    return;
  }
  struct Student* nodeToDelete = temp->next;
  temp->next = temp->next->next;
  free(nodeToDelete);
void reverseList(struct Student** head) {
  struct Student* prev = NULL;
  struct Student* current = *head;
  struct Student* next = NULL;
  while (current != NULL) {
    next = current->next;
```

}

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current->next = prev;
    prev = current;
    current = next;
  }
  *head = prev;
}
void displayList(struct Student* head) {
  struct Student* temp = head;
  while (temp != NULL) {
    printf("Roll Number: %d, Name: %s, Grade: %f\n", temp->rollNumber, temp->name, temp-
>grade);
    temp = temp->next;
  }
  printf("\n");
}
int main() {
  struct Student* head = NULL;
  insertAtPosition(&head, 1, "Pratham Setia", 95.0, 1);
  insertAtPosition(&head, 2, "Parth Giri", 90.0, 2);
  insertAtPosition(&head, 3, "Swastik", 95.0, 3);
  printf("Initial Linked List:\n");
  displayList(head);
  insertAtPosition(&head, 4, "Parv Setia", 92.0, 2);
  printf("After Insertion at Position 2:\n");
  displayList(head);
```

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deleteByRollNumber(&head, 2);
  printf("After Deletion of Roll Number 2:\n");
  displayList(head);
  reverseList(&head);
  printf("After Reversal of the Linked List:\n");
  displayList(head);
  return 0;
}
Output:
Initial Linked List:
Roll Number: 1, Name: Daksh, Grade: 85.00
Roll Number: 2, Name: Lalit, Grade: 90.00
Roll Number: 3, Name: Anish, Grade: 95.00
After Insertion at Position 2:
Roll Number: 1, Name: Daksh, Grade: 85.00
Roll Number: 4, Name: Aryan, Grade: 92.00
Roll Number: 2, Name: Lalit, Grade: 90.00
Roll Number: 3, Name: Anish, Grade: 95.00
After Deletion of Roll Number 2:
Roll Number: 1, Name: Daksh, Grade: 85.00
Roll Number: 4, Name: Aryan, Grade: 92.00
Roll Number: 3, Name: Anish, Grade: 95.00
After Reversal of the Linked List:
```

Roll Number: 3, Name: Anish, Grade: 95.00

Roll Number: 4, Name: Aryan, Grade: 92.00

Roll Number: 1, Name: Daksh, Grade: 85.00