I was to Implement stryly linked list cerith following Operations a) crede a lenked·list
b) Insertion
ac] Delete 1 1 1 Moseri Struct Mode Struct Mode Mext; Tread = Nou! Prosert first (Struct Mode \*7, Portx) Struct Node tot! t=(stroct Mode \*) Malloc (5922 of Struct Mode \*); to -> next=head; t => data = 2; ensert - l'ast (Struct Mode + Pintsi) coltièle (17->nextil=NUL). D=P->next; Struct Node +; 4 = (Struct Mode #) Malloe (Size of Struct Mode); + -> next = NWII;

Vold insert pos (struct node tp, inter, int pos) Struct noole +2; t = (Struct Node + 9 Malloc Côize of Estruct, Mode +); 1 -> data = x; for Estruct - Node. for (Pnt P=1; 12 Tox; 1947) 2 P-Porent; + -> next = P! 1000 delete løret Cotruct Modet D) it (Iread. ) pert==Null) Etree Etread); refurn', head = Head -> next; free (192) Oblete - last (Struct Mode 1.8). Struct. Node 2; While Cop-Snext := Nouls fre (P);

vord deleter por (struct Mode ?, int Por) struct Mode 12; Por (int i=0; i/ 120=, i++) { P=P->next; 9->next = P-'>next; free (P); 111111 110:00 display (struct Node + P) Minile (Passext := Noll) int 2= P->dala; Pront 1("12) P=P-> nud', ont mason () ? Ensert Foret (tread, 8); insert\_fine (head, a); insert\_last (tread i7) insert - Pos (head, 2,2) desclay (bread); delete - list forst (tread) display (head) delet e - lost (cread); dis Play (Inead).

dele te Pos ((read,2); die Play (bread) Present - best (cread, 5) daplace (read);

return o'

my 100

9->2->2->non

2 ->8 -> Noll

2 ->8 -> NWY

Angal01/24