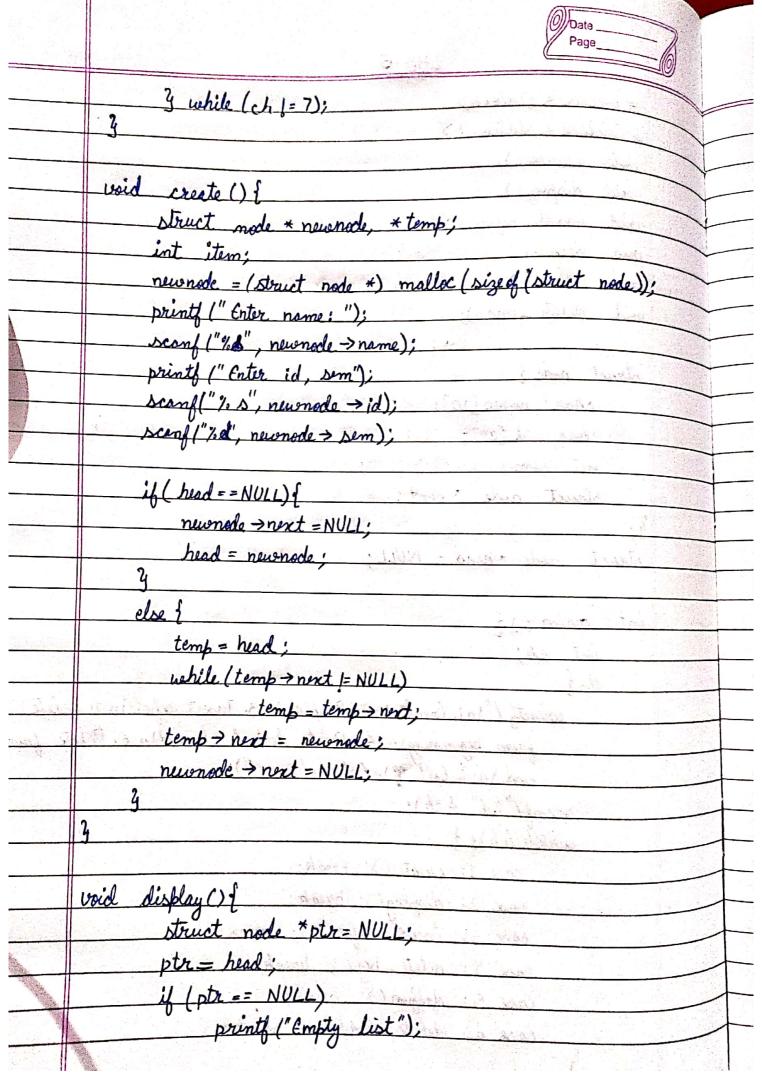
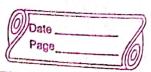


	LHB-6
	# include < stdie h>
	# include < stdlib. h>
	void create();
	void display();
	void insert-before ();
	void delfun ();
	void delfun ();
	void delete_ind();
	struct nede {
	char name [20];
-	char 1d [20];
- Appropriate Control of the Control	int sem;
	struct node * next;
1	3;
The Parties of the Pa	struct node * head = NULL;
The state of the s	int main () {
	int ch;
-	doi
-	print ("In1. Create In 2. Pistlay In 3. Insert before In 4. Delete
-	from beginning in 5. Delete desired element in 6. Delete from
	end \n 7. Exit " \n Enter chace: ");
	scanf("%d", 4ch);
	switch (ch) § {
	case 1: create(); break;
	case 2: display(); break;
	case 3: insert-before (); break;
	case 4: delete-beg (); break;
	case 5: delfun(); break;
	case 6: delete end(): break:
-	3
- 73	





	Page
clse f	
while (ptic != NULL) {	
print (" " 1 5 1/5 1/6 1/4)	", ptr > name, ptr > id, ptr >
ptr = ptr > next;	pur + w, pur >
<u>4</u>	Į.
y A Lange	
the state of the s	The country of the same
sid insert before () {	1.40
struct node * newnode;	A 11
int de;	
char snm;	
neumade = (struct node *) mallac (size of (struct note).
print ("Enter name, id, sem: ");	
scanf ("% s", newnode > name).	4.44
scanf ("1.s", newonode > id);	
sconf ("% d", nevenode > sem);	
newnode > next = head;	Experience of the Comment of the Com
head = newnode;	12-1
	7. T. L. V.
roid delete_beg() { struct node* temp = head;	
struct node* temp = head;	Profession low to the second
head = head > next:	and the same
free (temp);	
I The second	
raid delfun () f	
struct node * temp, * del= NU	LL;
char eli[20];	
printf ("Enter id: ");	

