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

struct linked_list
{
  int number;
  struct linked_list *next;
};

typedef struct linked_list node;
node *head = NULL, *last = NULL;

void create_linked_list();
void print_linked_list();
void insert_at_last(int value);
void insert_at_first(int value);
void insert_after(int key, int
value);
void delete_item(int value);
void search_item(int value);

int main()
{
  int key, value;
```

```
  // Create a linked list
  printf("Create Linked List\n");
  create_linked_list();
  print_linked_list();

  // Insert value at last position
to existing Linked List
  printf("\nInsert new item at last\
n");
  scanf("%d", &value);
  insert_at_last(value);
  print_linked_list();

  // Insert value at first position
to existing Linked List
  printf("\nInsert new item at
first\n");
  scanf("%d", &value);
  insert_at_first(value);
  print_linked_list();

  // Insert value after a defined
value to existing Linked List
```

```
  printf("\nEnter a KEY (existing
item of List), after that you want
to insert a value\n");
  scanf("%d", &key);
  printf("\nInsert new item after %d
KEY\n", key);
  scanf("%d", &value);
  insert_after(key, value);
  print_linked_list();

  // Search an item from Linked List
  printf("\nEnter an item to search
it from List\n");
  scanf("%d", &value);
  search_item(value);

  // Delete value from List
  printf("\nEnter a value, which you
want to delete from list\n");
  scanf("%d", &value);
  delete_item(value);
  print_linked_list();

  return 0;
}
```