```
#include astdio. h>
# include < Stalib. L>
 Void chectelli
 void displayed
 void insest at node cinti
  void insent before();
  stauct node
4
  int dates
  strauct node * next;
 g >
Struct rode + head = NULL >
  int maine)
 int choice, ele',
  20
 Painte ("In1. Checte In2. Display In3. Insest before
               194. Insest at particular position
                                        LAS. EXILIA");
 Printf (" In Enter Your Choice: ")
 sconfe" 1.d", & choice si,
 Switch (choice)
5
  case 1: Checte (); bacot;
  cose 2: display (); bacok;
  care 3: lasest_before ()')
  breck >
  cose 4: painte ("enter he position where new element has lobe
                                inseated In" Ji
  Scort C".1.2", Jeles,
  insent_at_node (ele),
   back i
```

```
defcult: exit (0)'s
Justile (choice == 1 11 Choice == 2 11 Choice == 3 /1 choice == 4);
returno;
4 Clober to Cilla ages I soller I + short danted I was someon
void caectec)
5
Struct node * rew node, * temp;
int item;
Newhode = (struct node * ) mailor (size of (struct node)?
 paint-fc" Entres he dota: ");
 scent c".1.2", bitem);
 newnode -> deta = item)
  if ( head == NULL)
 2
 Neshode -> Next== NULLi
  heed : new node;
  printe c"node created (n");
 4
 else
 E
 temp = headi
while ( temp-> next! = NULL) then equal - trans-
  temp = temp -> next;
 temp->next=newnoder)
  Neurode -> vext = NOTT,
  printf(" mode created \n");
                   void inseat_beforec)
 E
```

```
(0) fixe 11.
Struct node * rewnode;
paint & (" Enter he element: ");
Newnode = ( struct node * ) malloc ( size of (struct node ))
Sconf (" .I.d", fele);
neurodo -> doto = ele')
reunode -> next = head ) / 4 when were the
head = newrode )
Void insest_at_node Cinto)
 stauct node * rew node ( * temp')
  int i=1, ele's
                         institutate and
 Paintfe" Enter he element: ");
 scort (".1.d", kele))
 newnode = (struct node *) molloc (side of (struct node))
 neunode->dote=ele)
 while Lizea-1)
 2
  temp = temp->next;
 ・ナナナン
 rewrode -> next = tomp> next; 1111/1/1/1/1/201/ e-good
 temp->noxt=newnode;
 2
 newnode-> next = newnode's
  void displaye)
  Struct node * pta = NULL;
  pta = head's
```

```
is ( btg == NOLU)
 Paintal" list empty 111 \n")
8
gelse
2
while (ptg!=NULL)
                          Tilders when I'm adolon how
 2
paintf ("-1-d", ptg->dote)
2
 pta=pta->nexti
3
 printa ("\n")
                                iddur - Gmd + abon + gold
 4
 parter "Interestation steps of a state of a state of a state of
port dire act dismon education, education act for more
      et realers so of smerels and totally garage
```