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// Online C++ compiler to run C++ program online
#include <iostream>

using namespace std;
struct node {
   int data;
   node *next;
};
int main() {
   // Write C++ code here
   node *nptr, *tptr, *header=NULL;
   int n;
   cin>>n;
   int item;
   for(int i =0;i<n;i++){
      std::cin>>item;
      nptr = new node;
      nptr->data = item;
      nptr->next = NULL;

   if(header==NULL){
      header = nptr;
      tptr = nptr;
   }
   else{
      tptr->next= nptr;
      tptr = nptr;

   }
```

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}


   // let's add an element;
   // 3 cases.
   // 1. Is it in the header? Let's search
   tptr = header;
   int add_korbo;
   cout<<"what do you wanna add?";
   cin>>add_korbo;
   nptr = new node;
   nptr->data = add_korbo;
   nptr->next = NULL;
   cout<<tptr<<endl;

   if ( nptr->data < header->data) {
      nptr->next = header;
      header = nptr;
   } else {
      // Case 2: Insertion in the middle or end
      tptr = header;
      while (tptr->next != NULL && tptr->next->data < nptr->data) {
         tptr = tptr->next;
      }
      nptr->next = tptr->next;
      tptr->next = nptr;
   }

   // Print the modified linked list
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    tptr= header;
    while(tptr != NULL){
        cout<<"data = " <<tptr->data;
        cout<<", address = "<<tptr;
        cout<<", next address is = "<<tptr->next<<'\n';
        tptr=tptr->next;
    }
    cout<<"Let's Delete an element"<<endl;
    cout<<"let's search"<<endl;
    int delete_korbo;
    cin>>delete_korbo;
    tptr=header;
    if(delete_korbo == header->data){
        header = tptr->next;
        delete(tptr);
    }
    else{

        node *pptr;
        while(tptr->data!=delete_korbo){
            pptr=tptr;
            tptr=tptr->next;
        }
        pptr->next = tptr->next;
        delete(tptr);
    }
tptr = header;
while(tptr != NULL){
```

```
    cout<<"data = " <<tptr->data;
    cout<<", address = "<<tptr;
    cout<<", next address is = "<<tptr->next<<'\n';
    tptr=tptr->next;
}


}
```