

void create()

DHRUV M

18M19CS049

Shubh

```
{ struct node * newnode, * temp;  
  int item;
```

```
  newnode = (struct node *) malloc (size of (struct node));
```

```
  printf ("Enter data");
```

```
  scanf ("%d", &item);
```

```
  newnode -> data = item;
```

```
  if (head == NULL)
```

```
{
```

```
    newnode -> next = NULL;
```

```
    head = newnode;
```

```
    printf ("Node created\n");
```

```
}
```

```
else
```

```
{ temp = head;
```

```
  while (temp -> next != NULL)
```

```
{
```

```
    temp = temp -> next;
```

```
}
```

```
temp -> next = newnode;
```

```
newnode -> next = NULL;
```

```
printf ("Node created");
```

void display ()

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18ML9CS049

Dr. V. M. V.

```
{  
    struct node * ptr = NULL;  
    ptr = head;
```

```
    if (ptr == NULL)  
    {  
        printf ("Nothing to print\n");
```

```
    }  
    else
```

```
    {  
        while (ptr != NULL)
```

```
        {  
            printf ("%d", ptr->data);  
            ptr = ptr->next;
```

```
        }
```

```
    }
```

```
}
```

void delete (int ele)

```
{  
    struct node * temp, * del = NULL;
```

```
    if (head == NULL)
```

```
    {  
        printf ("Empty list, Can't delete\n");
```

```
    }  
    return;
```

```
temp = head,  
if (head->data == ele)
```

```
{  
    head = head->next,  
    return,  
}
```

```
while (temp->next != NULL)
```

```
{  
    if (temp->next->data == ele)
```

```
{  
    del = temp->next,  
    if (del->next == NULL)  
        temp->next = NULL,  
    else  
        temp->next = del->next,
```

```
}
```

```
else -
```

```
temp = temp->next,
```

```
}
```

```
if (del == NULL)
```

```
{  
    printf ("Element not found in list \n"),  
    return,
```

```
}
```

```
}
```

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