

①. Write a program to insert and delete a node in linked list.

⇒ Program to insert and delete a node -

```
#include <stdio.h>
#include <stdlib.h>
struct node {
    int data;
    struct node *next;
};
typedef struct node Node;
Node *start, *temp, *ptr, *N;
void create_and_insert();
void delete_list();
void display();
int main()
{
    start = NULL;
    create_and_insert();
    display();
    delete_list();
    return 0;
}
void create_and_insert()
{
    int choice;
    do {
        printf("Enter the data ");
        N = (Node *) malloc(sizeof(Node));
        scanf("%d", &N->data);
        if (start == NULL)
        {
            start = temp = N;
        }
    }
```



```

else {
    temp->next = N;
    temp = N;
}
printf("Press 1 to insert data");
scanf("%d", &choice);
} while (choice == 1);
temp->next = NULL;
}

```

```

void delete_list() {
    int ch;
    printf("Press 2 to delete data");
    scanf("%d", &ch);
    if (ch == 2) {
        temp = start;
        ptr = start;
        while (temp->next != NULL)
        {
            ptr = temp;
            temp = temp->next;
        }
        ptr->next = NULL;
        free(temp);
        display();
    }
}

```

```

void display() {
    temp = start;
    printf("Your list is:");
    while (temp != NULL) {
        printf("%d\t", temp->data);
        temp = temp->next;
    }
}

```


Output:

Enter the data : 10

Press 1 to insert data : 1

Enter the data : 20

Press 1 to insert data : 1

Enter the data : 30

Press 1 to insert data : 2

Your list is : 10 20 30

Press 2 to delete data : 2

Your list is : 10 20