DISHA.B
1BM19CS050.

```
int main(int argc, char **argv)
{
  int choice, ele;
  int i=0;
  do
  {
   printf("\n1. Create \n2. Display \n3. Delete \n4. Insertfront
               \n");
  printf("%d", choice);
   switch(choice)
   {
      case 1: create();
              break;
      case 2: display();
              break;
      case 3: printf(" Enter the element to be deleted\n");
              scanf("%d", &ele);
              delfun(ele);
              break;
      case 4: insert_front();
              break;
   }
  }while(i==0);
}
void create()
{
 struct node *newnode, *temp;
 int item;
 newnode = (struct node *)malloc (sizeof(struct node));
```

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```
printf("Enter the 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\n");
}
}
void display()
{
 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
   }printf("\n");
 }
 printf("- - - - - - - - - - - - \n");
}

void delfun(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
```

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```
    temp->next= del->next;
  }
 else
   temp=temp->next;
}
if(del== NULL)
 {
  printf("Element not found in the list\n");
  return;
 }
}
void insert_front()
{
 struct node *newnode;
 int ele;
 printf("Enter the element:");
 scanf("%d",&ele);
 newnode=(struct node*)malloc(sizeof(struct node));
 newnode->data=ele;
 newnode->next=head;
 head=newnode;
}
```