1BM15CS05

```
struct node
{
    int data;
    struct node *next;
};

struct node *head = NULL;
int length = 0;
void deletefront()
{
    if (length == 0)
    {
        printf("\n list is empty \n");
    }
    else
    {
        struct node *temp;
        temp=(struct node *) malloc (sizeof(struct node));
        temp= head;
        head = head -> next
        temp -> next = NULL;
        length--;
        printf("\n The element deleted : %d", temp -> data");
    }
}
```

```
Void deleted ()
{
    if (length == 0)
    {
        printf ("\n. List is empty \n");
    }
    else
    {
        struct node *temp;
        temp = (struct node *) malloc (sizeof (struct node));
        temp = head;
        while (temp -> next -> next != NULL)
        {
            temp = temp -> next;
        }
        struct node * del;
        del = (struct node*) malloc (sizeof (struct node));
        del = temp -> next;
        temp -> next = NULL;
        length --;
        printf (" In the element deleted is : %d", del -> data);
    }
}

Void deleterandom (int pos)
{
    if (length == 0)
        printf ("\n. List is empty \n");
    else if ( pos == 1)
        deletefront ();
```

```
else if (pos >= length+1)
    deleteend();
else
{
    struct node *del;
    del = (struct node *)malloc(sizeof(struct node));
    struct node *temp;
    temp = (struct node *)malloc(sizeof(struct node));
    temp = head;
    for(int i=1; i<=pos-1; i++)
    {
        temp = temp->next;
    }
    del = temp->next;
    temp->next = del->next;
    del->next = NULL;
    length--;
    printf("The element deleted is:%d", del->data);
}
}
```