

Linked List (17/12/2022)

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Code:

```
#include<stdio.h>
#include<stdlib.h>
struct NODE
{
    int data;
    struct NODE *link;
};
typedef struct NODE node;
node *start;
void create()
{
    int ch;
    node *new,*curr=NULL;
    start=NULL;
    start=(node *)malloc(sizeof(node));
    curr=start;
    printf("Enter the element:");
    scanf("%d",&start->data);
    while(1)
    {
        printf("Add another element (1 for yes 0 for no)?");
        scanf("%d",&ch);
```

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        if(ch)
        {
            new=(node *)malloc(sizeof(node));
            printf("Enter the element:");
            scanf("%d",&new->data);
            curr->link=new;
            curr=new;
        }
        else
        {
            curr->link=NULL;
            break;
        }
    }
}

void insert_beg()
{
    node *new;
    new=(node *)malloc(sizeof(node));
    printf("\nEnter element:");
    scanf("%d",&new->data);
    if(start==NULL)
    {
        start=new;
        new->link=NULL;
        return;
    }
    new->link=start;
    start=new;
}

void insert_end()
{

```

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node *new,*temp;
new=(node *)malloc(sizeof(node));
printf("\nEnter element:");
scanf("%d",&new->data);
if(start==NULL)
{
    start=new;
    new->link=NULL;
    return;
}
temp=start;
while(temp->link!=NULL)
    temp=temp->link;
temp->link=new;
new->link=NULL;
}
void insert_pos()
{
    node *new,*temp;
    int pos,i=0;
    new=(node *)malloc(sizeof(node));
    printf("\nEnter element:");
    scanf("%d",&new->data);
    printf("\nEnter position:");
    scanf("%d",&pos);
    if(pos==1)
    {
        new->link=start;
        start=new;
        return;
    }
    temp=start;

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while(i<(pos-1)&&temp->link!=NULL)
{
    temp=temp->link;
    i++;
}
if(i==(pos-1))
{
    new->link=temp->link;
    temp->link=new;
    return;
}
if(temp==NULL)
    printf("\nInvalid Position");
}

void display()
{
    node *temp;
    if(start==NULL)
    {
        printf("Linked list is empty");
        return;
    }
    temp=start;
    while(temp!=NULL)
    {
        printf("%d\t",temp->data);
        temp=temp->link;
    }
}

void main()
{
    int choice;

```

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while(1)
{
    printf("1.Create 2.Insert at the beginning 3.Insert at the end
4.Insert at a given position 5.Display 6.Exit\n");
    printf("Enter your choice:");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1:create();
            break;
        case 2:insert_beg();
            break;
        case 3:insert_end();
            break;
        case 4:insert_pos();
            break;
        case 5:display();
            break;
        case 6:exit(0);
            break;
        default:printf("Wrong choice\n");
    }
}
}

```

For Delete

```
#include<stdio.h>
#include<stdlib.h>
struct NODE
{
    int data;
    struct NODE *link;
};
typedef struct NODE node;
node *start;
void create()
{
    int ch;
    node *new,*curr=NULL;
    start=NULL;
    start=(node *)malloc(sizeof(node));
    curr=start;
    printf("Enter the element:");
    scanf("%d",&start->data);
    while(1)
    {
        printf("Add another element (1 for yes 0 for no)?");
        scanf("%d",&ch);
        if(ch)
        {
            new=(node *)malloc(sizeof(node));
            printf("Enter the element:");
            scanf("%d",&new->data);
            curr->link=new;
            curr=new;
        }
    }
}
```

```

        else
        {
            curr->link=NULL;
            break;
        }
    }
}
void del_beg()
{
    node *temp;
    if(start==NULL)
    {
        printf("Linked list is empty");
        return;
    }
    temp=start;
    start=start->link;
    free(temp);
}
void del_end()
{
    node *next,*temp;
    if(start==NULL)
    {
        printf("Linked list is empty");
        return;
    }
    if(start->link==NULL)
    {
        free(start);
        start=NULL;
        return;
    }

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    }
    temp=start;
    next=start->link;
    while(next->link!=NULL)
    {
        temp=next;
        next=next->link;
    }
    free(next);
    temp->link=NULL;
}

void del_ele()
{
    node *prev,*curr;
    int ele;
    if(start==NULL)
    {
        printf("Linked list is empty");
        return;
    }
    if(start->link==NULL)
    {
        ele=start->data;
        free(start);
        start=NULL;
        return;
    }
    printf("Enter element:");
    scanf("%d",&ele);
    prev=start;
    curr=start->link;
    while(curr->data!=ele && curr!=NULL)

```



```

    {
        prev=curr;
        curr=curr->link;
    }
    if(curr->data==ele)
    {
        prev->link=curr->link;
        free(curr);
        return;
    }
    printf("Element not found");
}

void display()
{
    node *temp;
    if(start==NULL)
    {
        printf("Linked list is empty");
        return;
    }
    temp=start;
    while(temp!=NULL)
    {
        printf("%d\t",temp->data);
        temp=temp->link;
    }
}

void main()
{
    int choice;
    while(1)
    {

```

printf("\n1.Create 2.Delete at the beginning 3.Delete at the end
4.Delete a given element 5.Display 6.Exit\n");

printf("Enter your choice:");

scanf("%d",&choice);

switch(choice)

{

case 1:create();

break;

case 2:del_beg();

break;

case 3:del_end();

break;

case 4:del_ele();

break;

case 5:display();

break;

case 6:exit(0);

break;

default:printf("Wrong choice\n");

}

}

}

Output:

```
C:\Users\bmsce\Desktop\1bm21cs251\linked_list.exe
1.Create 2.Insert at the beginning 3.Insert at the end 4.Insert at a given position 5.Display 6.Exit
Enter your choice:1
Enter the element:10
Add another element (1 for yes 0 for no)?1
Enter the element:20
Add another element (1 for yes 0 for no)?0
1.Create 2.Insert at the beginning 3.Insert at the end 4.Insert at a given position 5.Display 6.Exit
Enter your choice:2
Enter element:00
1.Create 2.Insert at the beginning 3.Insert at the end 4.Insert at a given position 5.Display 6.Exit
Enter your choice:3
Enter element:30
1.Create 2.Insert at the beginning 3.Insert at the end 4.Insert at a given position 5.Display 6.Exit
Enter your choice:4
Enter element:3
Enter position:3
1.Create 2.Insert at the beginning 3.Insert at the end 4.Insert at a given position 5.Display 6.Exit
Enter your choice:5
0      10      20      3      30      1.Create 2.Insert at the beginning 3.Insert at the end 4.Insert at a given position 5.Display 6.Exit
Enter your choice:6
Process returned 0 (0x0)   execution time : 25.325 s
Press any key to continue.
```

```
C:\Users\bmsce\Desktop\1bm21cs251\linked_delete.exe
1.Create 2.Delete at the beginning 3.Delete at the end 4.Delete a given element 5.Display 6.Exit
Enter your choice:1
Enter the element:10
Add another element (1 for yes 0 for no)?1
Enter the element:20
Add another element (1 for yes 0 for no)?1
Enter the element:30
Add another element (1 for yes 0 for no)?1
Enter the element:40
Add another element (1 for yes 0 for no)?0
1.Create 2.Delete at the beginning 3.Delete at the end 4.Delete a given element 5.Display 6.Exit
Enter your choice:2
1.Create 2.Delete at the beginning 3.Delete at the end 4.Delete a given element 5.Display 6.Exit
Enter your choice:3
1.Create 2.Delete at the beginning 3.Delete at the end 4.Delete a given element 5.Display 6.Exit
Enter your choice:4
Enter element:20
```