```c
#include <stdio.h>
#include <stdlib.h>
struct node{
    int data;
    struct node *next;
};
struct node *head=NULL,*newnode , *temp;

void createNode(){
    int ch=1;
    while(ch!=0){
    newnode = (struct node *)malloc(sizeof(struct node));
    printf("Enter the data: ");
    scanf("%d",&newnode->data);
    newnode->next=0;
    if(head==NULL){
        head=temp=newnode;
    }
    else{
        temp->next=newnode;
        temp=newnode;
    }
     printf("To continue press 1 and to exit 0: ");
        scanf("%d",&ch);
    }
}

void display(){
    if(head==NULL){
        printf("Empty");
        return ;
    }
    else{
        temp=head;
        while(temp!=NULL){
            printf("Element: %d\n",temp->data);
            temp=temp->next;
        }
    }
}


void insertFront(){
    newnode=(struct node *)malloc(sizeof(struct node));
    printf("Enter the data: ");
    scanf("%d",&newnode->data);
    newnode->next=head;
    head=newnode;
}

void insertRear(){
    newnode=(struct node *)malloc(sizeof(struct node));
    printf("Enter the data: ");
    scanf("%d",&newnode->data);
    newnode->next=0;
    temp=head;
    while(temp->next!=NULL){
        temp=temp->next;
    }
    temp->next=newnode;
}


int getLen(){
```

```c
        temp=head;
        int count=0;
        while(temp!=NULL){
            count++;
            temp=temp->next;
        }
        return count;
}

void insertPosition(){
        int Position ,i=1,count;
        printf("Enter the Position: ");
        scanf("%d",&Position);
        count=getLen();
        if(Position>count){
            printf("Invalid Position");
        }
        else{
            temp=head;
            while(i<Position){
                temp=temp->next;
                i++;
            }
            newnode=(struct node *)malloc(sizeof(struct node));
            printf("Enter the data: ");
            scanf("%d",&newnode->data);
            newnode->next=temp->next;
            temp->next=newnode;
        }

}

void deleteFront(){
        if(head==NULL){
            printf("Empty");
            return;
        }
        else{
            temp=head;
            head=head->next;
            free(temp);
        }
}

void deleteEnd(){
        struct node *prevnode;
        temp=head;
        while(temp->next!=NULL){
            prevnode=temp;
            temp=temp->next;
        }
        if(temp==head){
            head=0;
        }
        else{
        prevnode->next=0;
        }
        free(temp);
}


void deletePostion(){
        struct node *nextnode;
        int Position , i=1;
```

```c
        printf("Enter the Position: ");
        scanf("%d",&Position);
        temp=head;
        while(i<Position-1){
            temp=temp->next;
            i++;
        }
        nextnode=temp->next;
        temp->next=nextnode->next;
        free(nextnode);
}

void main(){
        createNode();
        insertFront();
        insertRear();
        insertPosition();
        //display();
        //deleteFront();
        //deleteEnd();
        display();
        deletePostion();
        display();
}
```