Single linked list insertion:

```c
#include <stdio.h>
#include <stdlib.h>
struct node{
    int data;
    struct node *next;
};
struct node *head=NULL;
struct node* createnode(int data){
    struct node* newnode=(struct node*) malloc(sizeof(struct node));
    newnode->data=data;
    newnode->next=NULL;
    return newnode;
}
void insertatbegining(int data){
    struct node* newnode=createnode(data);
    newnode->next=head;
    head=newnode;
    printf("inserted %d at the beginning.\n",data);
}
void insertatend(int data){
    struct node* newnode=createnode(data);
    if (head==NULL){
        head=newnode;
    }
    else
    {
        struct node* temp=head;
        while(temp->next!=NULL)
            temp=temp->next;
        temp->next=newnode;
    }
    printf("inserted %d at the end.\n",data);
```

```c
void insertatposition(int data,int position){
    if(position < 1){
        printf("invalid position!\n");
        return;
    }
    struct node* newnode=createnode(data);
    if(position==1){
        newnode->next=head;
        head=newnode;
        printf("inserted %d at the end.\n",data,position);
        return;
    }
    struct node* temp=head;
    for(int i=1;temp!=NULL && i<position-1;i++)
        temp=temp->next;
    newnode->next=temp->next;
    temp->next=newnode;
    printf("inserted %d at the position.\n",data,position);
}void display(){
    struct node* temp=head;
    if(temp==NULL){
        printf("list is empty\n");
        return;
    }
    printf("Linked list:");
    while(temp!=NULL){
        printf("%d->",temp->data);
        temp=temp->next;
    }
    printf("NULL\n");
}
```

```c
int main() {
    int choice, data, position;
    while (1) {
        printf("\n--- Linked List Menu ---\n");
        printf("1. Insert at Beginning\n");
        printf("2. Insert at End\n");
        printf("3. Insert at Specific Position\n");
        printf("4. Display\n");
        printf("5. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);
            switch (choice) {
            case 1:
                printf("Enter data: ");
                scanf("%d", &data);
                insertatbegining(data);
                break;
            case 2:
                printf("Enter data: ");
                scanf("%d", &data);
                insertatend(data);
                break;
            case 3:
                printf("Enter data: ");
                scanf("%d", &data);
                printf("Enter position: ");
                scanf("%d", &position);
                insertatposition(data, position);
                break;
            case 4:
                display();
                break;
            case 5:
                printf("Exiting...\n");
                exit(0);
            default:
                printf("Invalid choice!\n");
        }
    }
    return 0;
}
```

Out put:

```
--- Linked List Menu ---
1. Insert at Beginning
2. Insert at End
3. Insert at Specific Position
4. Display
5. Exit
Enter your choice: 1
Enter data: 12
inserted 12 at the beginning.

--- Linked List Menu ---
1. Insert at Beginning
2. Insert at End
3. Insert at Specific Position
4. Display
5. Exit
Enter your choice: 2
Enter data: 13
inserted 13 at the end.

--- Linked List Menu ---
1. Insert at Beginning
2. Insert at End
3. Insert at Specific Position
4. Display
5. Exit
Enter your choice: 3
Enter data: 10
Enter position: 2
inserted 10 at the position.

--- Linked List Menu ---
1. Insert at Beginning
2. Insert at End
3. Insert at Specific Position
4. Display
5. Exit
Enter your choice: 4
Linked list:12->10->13->NULL

--- Linked List Menu ---
1. Insert at Beginning
2. Insert at End
3. Insert at Specific Position
4. Display
5. Exit
```