

## Lab 9

1, Implement a function **insert\_position\_v2**: similar to the code in lecture 11, but now it should check whether the position is reasonable. Means if there're only 3 node and you want to insert at the position 5, it'll just insert the node at the end of the list. And if the position is  $\leq 0$  it'll insert at the start of the list.

The definition of the node is:

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

First of all, initialize your list by doing following things in your main function:

```
node* head=new node;
node* tail= new node;
head-> data =1;
tail->data=2;
head->next=tail;
tail->next=NULL;
```

2, implement a function **display**, it will print out the data stored in nodes of your list one by one.

Hint: to do this, you need to figure out where is the end of the list, notice that the feature of the tail node is that its `next` will point to `NULL`. So you might need a while loop to do this.