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include<stdio.h>
#include<stdlib.h>
struct node
{
        int value;
        struct node *next;
};
void insert_at_the_beg(struct node *beg,int new_value)
{
        struct node *new_;
        if(beg==NULL)
        {
                printf("Linklist does not exist.Creating it!\n");
                new_ = (struct node*)malloc(sizeof(struct node));
                beg = new_;
                new_->value = new_value;
                new_->next = NULL;
        }
        elseinclude<stdio.h>
#include<stdlib.h>
struct node
{
        int value;
        struct node *next;
};
void insert_at_the_beg(struct node *beg,int new_value)
{
        struct node *new_;
        if(beg==NULL)
        {
                printf("Linklist does not exist.Creating it!\n");
                new_ = (struct node*)malloc(sizeof(struct node));
                beg = new_;
                new_->value = new_value;
                new_->next = NULL;
        }
        else
        {
                new_ = (struct node*)malloc(sizeof(struct node));
                new_->next = beg;
                new_->value = new_value;
                beg = new_;
                printf("Done succesfully!\n");
        }
}
void insert_at_the_end(struct node *beg,int new_value)
{
        struct node *new_;
        struct node *null_ptr;
        null_ptr = beg;
        if(beg==NULL)
        {
                printf("Linklist does not exist.Creating it!\n");
                new_ = (struct node*)malloc(sizeof(struct node));
                beg = new_;
                new_->value = new_value;
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                new_->next = NULL;
        }
        else
        {
                do
                {
                        if(null_ptr != NULL)
                        {
                                null_ptr = null_ptr->next;
                        }
                }while(null_ptr !=NULL);
                new_ = (struct node*)malloc(sizeof(struct node));
                new_->next = NULL;
                null_ptr->next = new_;
                new_->value = new_value;
                printf("Done succesfully!\n");
        }
}
void main()
{
        struct node *first;
        int option;
        int value;
        option = 1;
        first = (struct node*)malloc(sizeof(struct node));
        first->value = 1;
        first->next = NULL;
        while((option == 1||option == 2)&&option !=3)
        {
                printf("Enter the number to be entered:");
                scanf("%d",&value);
                printf("Select any one of these\n");
                printf("1.ADD AT THE END\n");
                printf("2.ADD AT THE START\n");
                printf("3.EXIT\n");
                scanf("%d",&option);
                if(option == 1)
                {
                        insert_at_the_end(first,value);
                }
                else if(option == 2)
                {
                        insert_at_the_end(first,value);
                }
                else if(option == 3)
                {
                        break;
                }
                else
                {
                        printf("Wrong input entered");
                }
        }
}
        {
                new_ = (struct node*)malloc(sizeof(struct node));
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                new_->next = beg;
                new_->value = new_value;
                beg = new_;
                printf("Done succesfully!\n");
        }
}
void insert_at_the_end(struct node *beg,int new_value)
{
        struct node *new_;
        struct node *null_ptr;
        null_ptr = beg;
        if(beg==NULL)
        {
                printf("Linklist does not exist.Creating it!\n");
                new_ = (struct node*)malloc(sizeof(struct node));
                beg = new_;
                new_->value = new_value;
                new_->next = NULL;
        }
        else
        {
                do
                {
                        if(null_ptr != NULL)
                        {
                                null_ptr = null_ptr->next;
                        }
                }while(null_ptr !=NULL);
                new_ = (struct node*)malloc(sizeof(struct node));
                new_->next = NULL;
                null_ptr->next = new_;
                new_->value = new_value;
                printf("Done succesfully!\n");
        }
}
void main()
{
        struct node *first;
        int option;
        int value;
        option = 1;
        first = (struct node*)malloc(sizeof(struct node));
        first->value = 1;
        first->next = NULL;
        while((option == 1||option == 2)&&option !=3)
        {
                printf("Enter the number to be entered:");
                scanf("%d",&value);
                printf("Select any one of these\n");
                printf("1.ADD AT THE END\n");
                printf("2.ADD AT THE START\n");
                printf("3.EXIT\n");
                scanf("%d",&option);
                if(option == 1)
                {
                        insert_at_the_end(first,value);
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                }
                else if(option == 2)
                {
                        insert_at_the_end(first,value);
                }
                else if(option == 3)
                {
                        break;
                }
                else
                {
                        printf("Wrong input entered");
                }
        }
}
```