

## Lob-6

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global variables

struct node

{

int data;

struct node \* next;

}

struct node \* head = NULL;

void delFun(int ele)

{

struct node \* temp, \* prev = NULL;

if (head == NULL)

{

printf("Empty list\n");

return;

}

temp = head;

if (head->data == ele)

{

head = head->next;

return;

}

while (temp != NULL && temp->data != ele)

{

prev = temp;

temp = temp->next;

}

if (temp == NULL)

{

printf("Element not found in the list\n");

return;

}

prev → next = temp → next  
free(temp);  
return;

}

void front\_delete(list n)

{

if(head == NULL)

{

printf("Empty list\n");  
return;

}

struct node \*temp1 = head;

if(n == 1)

{

head = temp1 → next;

free(temp1);

printf("Front node deleted");

}

}

void end\_delete()

{

struct node \*ptr, \*ptr1;

if(head == NULL)

{

printf("list is empty\n");

}

```

else if (head → next == NULL)
{
    head = NULL;
    free(head);
    printf("Only node of list deleted\n");
}

```

```

else
{
    ptr = head;
    while (ptr → next != NULL)
    {
        ptr1 = ptr;
        ptr = ptr → next;
    }
    ptr1 → next = NULL;
    free(ptr);
    printf("Deleted last node\n");
}

```

```

}

```