```
#include <stdio.h>
#include <stdlib.h>
void create();
void display();
void insert_before();
void insertAfter();
struct node
{
    int data;
    struct node *next;
};
struct node *head=NULL;
int main(int argc, char **argv)
{
    int choice;
    do
    {
    printf("\n1. Create \n2. Display \n3. Insert at beginning \n4.Insert at
certain position \n5.Insert at End");
    printf("\nEnter your choice : ");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1: create(); break;
        case 2: display();break;
        case 3: insert_before();
                break;
        case 4: insertAfter();
                break;
        case 5:create();break;
        default:exit(0);
    }
    }while(choice<=5);
}

void create()
{
   struct node *newnode,*temp;
    int item;
    newnode =(struct node *) malloc (sizeof(struct node));
    printf("Enter the data : ");
    scanf("%d",&item);
```

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    newnode->data=item;
    if (head==NULL)
     {
       newnode->next=NULL;
      head=newnode;
      printf("Node created\n");
     }
     else
    {
    temp=head;
    while(temp->next!=NULL)
    {
                temp=temp->next;
    }
      temp->next=newnode;
      newnode->next=NULL;
       printf("Node created\n");
   }
}

void display()
{
    struct node *ptr=NULL;
    ptr=head;

    if(ptr==NULL)
    {
        printf("Nothing to print\n");
    }
    else
    {
        while(ptr!=NULL)
       {
        printf("%d ",ptr->data);
        ptr=ptr->next;
       }
    }

}
void insert_before()
 {
    struct node *newnode;
```

```
    int ele;
    printf("Enter the element : ");
    scanf("%d",&ele);

    newnode=(struct node*)malloc(sizeof(struct node));

    newnode->data =ele;
    newnode->next=head;
    head=newnode;
}
void insertAfter()
{
    int ele,n;
    printf("Enter the data to be entered and the position at which you
want to enter specifically:");
    scanf("%d%d",&ele,&n);
    struct node* newnode=(struct node*)malloc(sizeof(struct node));
    newnode->data=ele;
    newnode->next=NULL;
    if(n==1)
    {
        newnode->next=head;
        head=newnode;
    }
    struct node* temp=head;
    for(int i=0;i<n-2;i++)
    {
        temp=temp->next;
    }
    newnode->next=temp->next;
    temp->next=newnode;
}
```