PROGRAM:

#include <stdio.h>

#include <stdlib.h>

struct Node {

int data;

struct Node\* next;

};

struct Node\* head = NULL;

void insert(int val) {

struct Node\* newNode = (struct Node\*)malloc(sizeof(struct Node));

newNode->data = val;

newNode->next = NULL;

if (head == NULL)

head = newNode;

else {

struct Node\* temp = head;

while (temp->next != NULL)

temp = temp->next;

temp->next = newNode;

}

}

void deleteNode(int val) {

struct Node \*temp = head, \*prev = NULL;

while (temp != NULL && temp->data != val) {

prev = temp;

temp = temp->next;

}

if (temp == NULL) {

printf("Value not found.\n");

return;

}

if (prev == NULL)

head = temp->next;

else

prev->next = temp->next;

free(temp);

printf("Value deleted.\n");

}

void display() {

struct Node\* temp = head;

printf("Linked List: ");

while (temp != NULL) {

printf("%d ", temp->data);

temp = temp->next;

}

printf("\n");

}

int main() {

int choice, value;

do {

printf("\n1.Insert 2.Delete 3.Display 4.Exit\nEnter your choice: ");

scanf("%d", &choice);

switch (choice) {

case 1:

printf("Enter value to insert: ");

scanf("%d", &value);

insert(value);

break;

case 2:

printf("Enter value to delete: ");

scanf("%d", &value);

deleteNode(value);

break;

case 3:

display();

break;

case 4:

printf("Exiting program.\n");

break;

default:

printf("Invalid choice!\n");

}

} while (choice != 4);

return 0;

}

OUTPUT:

A screenshot of a computer program

AI-generated content may be incorrect.