I

Node \*searchKElement(Node \*head, int k)

{

Node \*x;

int count = 1;

if (head == NULL)

{

return head;

}

for (x = head; x != NULL; x = x->next)

{

if (count > k)

{

return NULL;

}

else if (count == k)

{

return x;

}

count++;

}

return NULL;

}

---------------------------------------------------------------------

II

Node \*removeFirst(Node \*head, int val)

{

Node \*x;

x = head;

head = x->next;

free(x);

return head;

}