#include<iostream>

#include<conio.h>

using namespace std;

struct link

{

int data;

link \*next;

};

///////////////////////////////

class List

{

private:

link \*first;

public:

List()

{

first=NULL;

}

//////////////////////////////

void add(int d)

{

link \*ptr,\*temp;

if(first==NULL)

{

first=new link;

first->data=d;

first->next=NULL;

}

else

{

ptr=first;

while(ptr->next!=NULL)

ptr=ptr->next;

temp=new link;

temp->data=d;

temp->next=NULL;

ptr->next=temp;

}

}

/////////////////////////////////

void del(int v)

{

link \*temp,\*pre;

temp =first;

if(temp->data==v)

{

first = temp->next;

delete temp;

cout<<endl<<v<<" "<<"has been deleted."<<endl;

return;

}

pre=temp;

while(temp!=NULL)

{

if(temp->data==v)

{

pre->next=temp->next;

delete temp;

cout<<endl;

cout<<v<<" "<<"has been deleted."<<endl<<endl;

return;

}

pre=temp;

temp=temp->next;

}

cout<<endl<<v<<" "<<"This no. is not present in the list"<<endl<<endl;

}

//////////////////////////////////////////////

void show()

{

link \*temp;

temp= first;

cout<<"The list follows:"<<endl<<endl;

while(temp!=NULL)

{

cout<<temp->data<<" ";

temp=temp->next;

}

}

};

////////////////////////////////////////////

int main()

{

List l;

cout<<"INSRTION AND SHOWING DATA";

l.add(58);

l.add(20);

l.add(40);

l.add(50);

l.show();

cout<<endl;

cout<<"DELETING DATA";

l.del(50);

l.del(20);

cout<<"SHOWING DATA AGIAN";

l.show();

getchar();

getchar();

return 0;

}