Q) Write a function "insert_any()" for inserting a node at any given position of the linked list. Assume position starts at 0.

17
Sunday
260-105

```
insert_any (int item, int key)
{
    struct node *new, *ptr;
    ptr = start;
    if(ptr -> data != key)
    {
        ptr = ptr -> link;
    }
```

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S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

```
else
    {
        new = (struct node *) malloc (sizeof (struct node));
        new -> link = ptr -> link;
        new -> data = item;
        ptr -> link = new;
        return;
    }
}
```

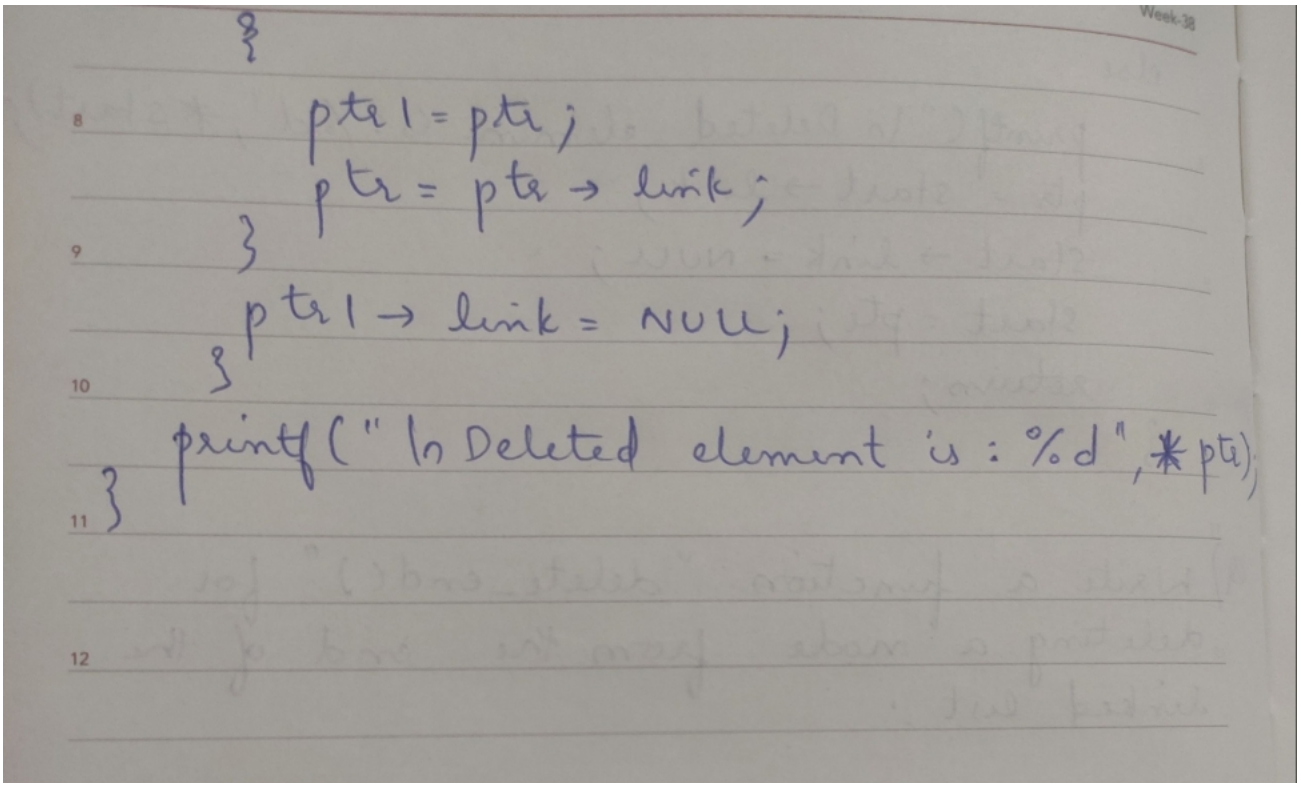
Q) Write a function "delete_beg()" for deleting a node from the beginning of the linked list.

```
delete_beg()
{
    struct node *ptr;
    if (start == NULL)
    {
        printf("\n LIST EMPTY!!");
        return;
    }
```

```
else
    printf("\n Deleted element is: %d", *start);
    ptr = start -> link;
    start -> link = NULL;
    start = ptr;
    return;
}
```

9) Write a function "delete_end()" for deleting a node from the end of the linked list.

```
delete_end()
{
    struct node *ptr, *ptr1;
    ptr = start;
    if (start == NULL)
    {
        printf("\n LIST EMPTY !!");
        return;
    }
    else
    {
        while (ptr -> link != NULL)
```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}
ptr1 = ptr;
ptr = ptr → link;
}
ptr1 → link = NULL;
}
printf("\n Deleted element is : %d", *ptr);
}