

WAP to implement singly linked list with following operations :-

- Create a linked list
- Insertion of a node at first position, at any position and at end of list
- Deletion of first element, specified element and last element in the list
- Display the content of the linked list.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <conio.h>
```

```
struct node
```

```
{
```

```
    int info;
```

```
    struct node * link;
```

```
};
```

```
typedef struct node * NODE;
```

```
NODE getnode()
```

```
{
```

```
    NODE x;
```

```
    x = (NODE) malloc (size of (struct node));
```

```
    if (x == NULL)
```

```
{
```

```
        printf ("memory full\n");
```

```
        exit (0);
```

```
    } return x;
```

```
}
```

```
void freenode (NODE x)
{

```

```
    free(x);
}
```

```
NODE insert-front (NODE first, int item)
{

```

```
    NODE temp;
    temp = getnode();
    temp->info = item;
    temp->link = NULL;
    if (first == NULL)
        return temp;
    temp->link = first;
    first = temp;
    return first;
}
```

```
NODE delete-front (NODE first)
{

```

```
    NODE temp;
    if (first == NULL)
    {

```

```
        printf ("list is empty cannot delete \n");
        return first;
    }

```

```
    temp = first;

```

```
    if (first == NULL)

```

```
        temp = temp->link;

```

```
        printf ("item deleted at front end is = %d \n", first->info);

```

```
        free (first);

```

```
    return temp;
}
```


2
NODE insert_rear(NODE first, int item)

```
    NODE temp, cur;  
    temp = getnode();  
    temp->info = item;  
    temp->link = NULL;  
    if (first == NULL)  
        return temp;  
    cur = first;  
    while (cur->link != NULL)  
        cur = cur->link;  
    cur->link = temp;  
    return first;  
}
```

2
NODE delete_rear(NODE first)

```
    NODE cur, prev;  
    if (first == NULL)  
    {  
        printf("list is empty cannot delete \n");  
        return first;  
    }  
    if (first->link == NULL)  
    {  
        printf("item deleted is %d \n", first->info);  
        free(first);  
        return NULL;  
    }  
    prev = NULL;  
    cur = first;  
    while (cur->link != NULL)
```



```
prev = cur;  
cur = cur → link;
```

```
}
```

```
printf("item deleted at rear end is %d", cur → info);
```

```
free(cur);
```

```
prev → link = NULL;
```

```
return first;
```

```
}
```

```
NODE delete_pos(int pos, NODE first)
```

```
{
```

```
    NODE prev, cur;
```

```
    int count;
```

```
    if (first == NULL || pos <= 0)
```

```
    {  
        printf("Invalid position \n");  
        return NULL;
```

```
    }
```

```
    if (pos == 1)
```

```
    {  
        cur = first;
```

```
        first = first → link;
```

```
        free node(cur);
```

```
    }  
    return first;
```

```
prev = NULL;
```

```
cur = first;
```

```
count = 1;
```

```
while (cur != NULL)
```

```
{
```

```
    if (count == pos)
```

```
    {
```



```

    } break;
}

```

```

prev = cur;
cur = cur -> link;
count++;

```

```

{
if (count != pos)

```

```

    printf("Invalid position \n");
    return first;
}

```

```

prev -> link = cur -> link;
free node (cur);
return first;
}

```

```

NODE insert_pos (int item, int pos, NODE first)
{

```

```

    NODE temp, cur, prev;
    int count;

```

```

    temp = getnode();
    temp -> info = item;
    temp -> link = NULL;

```

```

    if (first == NULL && pos == 1)
    {

```

```

        return temp;
    }

```

```

    if (first == NULL)
    {

```

```

        printf("Invalid position \n");
        return NULL;
    }

```




```
if (pos == 1)
```

```
{
    temp → link = first;
    return temp;
}
```

```
count = 1;
```

```
prev = NULL;
```

```
cur = first;
```

```
while (cur != NULL && count != pos)
```

```
{
```

```
    prev = cur;
```

```
    cur = cur → link;
```

```
    count ++;
```

```
}
```

```
if (count == pos)
```

```
{
```

```
    prev → link = temp;
```

```
    temp → link = cur;
```

```
    return first;
```

```
}
```

```
printf("Invalid position position \n");
```

```
return first;
```

```
}
```

```
void display (NODE first)
```

```
{
```

```
    NODE temp;
```

```
    if (first == NULL)
```

```
        printf("List empty cannot display items \n");
```

```
    for (temp = first; temp != NULL; temp = temp → link)
```

```
    {
```

```
        printf("%d \n", temp → info);
```

```
}
```



```
void main()
```

```
{
```

```
int item, choice, pos;
```

```
NODE first = NULL;
```

```
for(;;)
```

```
{  
    printf("\n 1: Insert-front \n 2: Delete front \n  
3: Insert-rear \n 4: Delete at spec rear \n 5: Delete  
at specified position \n 6: Insert at specified position  
\n");
```

```
Display();
```

```
printf("Enter the choice \n");
```

```
scanf("%d", &choice);
```

```
printf("-----\n");
```

```
switch (choice)
```

```
{
```

```
case 1: printf("Enter the item at front end\n");
```

```
scanf("%d", &item);
```

```
first = insert-front(first, item);
```

```
break;
```

```
Case 2: first = delete-front(first);
```

```
break;
```

```
case 3: printf("Enter the item at rear end\n");
```

```
scanf("%d", &item);
```

```
first = insert-rear(first, item);
```

```
break;
```

```
Case 4: first = delete-rear(first);
```

```
break;
```

```
Case 5: printf("Enter the position\n");
```

```
scanf("%d", &pos);
```

```
Case 6: printf("Enter the item and the position  
: \n");
```

```
scanf("%d", &item, &pos);
```



```
first = insert_pos(item, pos, first);  
break;  
case 7: display(first);  
break;  
default: exit(0);  
break;
```

```
}
```

```
}
```

```
}
```