```
#include<stdio.h>
#include<stdlib.h>
struct node
{
   int data;
   struct node *link;
};
void traverse_node(struct node *head);
void delete_position(struct node *head,int position);
void main()
{
   struct node *head=(struct node *)malloc(sizeof(struct node));
   head->data=10;
   head->link=NULL;
   struct node*current=(struct node *)malloc(sizeof(struct node));
   current->data=20;
   current->link=NULL;
   head->link=current;
   current=(struct node *)malloc(sizeof(struct node));
   current->data=30;
   current->link=NULL;
   head->link->link=current;
   traverse_node(head);
   delete_position(head,2);
}
void traverse_node(struct node *head)
{
   struct node *temp=NULL;
   temp=head;
   if(head==NULL)
   {
      printf("node is empty");
   }
   while(temp!=NULL)
   {
      printf("%d",temp->data);
      temp=temp->link;
   }
   printf("NULL\n");
}
void delete_position(struct node *head,int position)
{
   struct node *current=head;
   struct node *previous=head;
   if(head==NULL)
   {
      printf("list is empty");
   }
```

```
    else if(position==1)
    {
        head=current->link;
        free(current);
    }
        else
        {
            while(position!=1)
            {
                previous=current;
                current=current->link;
                position--;
            }
            previous->link=current->link;
            free(current);
            current=NULL;
        }
}
```