

Write a program to implement singly linked list with the following operations:

a. Create a linked list

b. Insertion a node at first position at any position and at end of the list.

Display the contents of linked list.

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

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

```
struct node {  
    int info;  
    struct node *next;  
};
```

```
struct node *createlk() {  
    struct node *p;  
    struct node *start = NULL;  
    int item;  
    printf("Enter -999 to exit\n");  
    scanf("%d", &item);  
    while (item != -999) {  
        p = (struct node *)malloc(sizeof(struct node));  
        p->info = item;  
        p->next = start;  
        start = p;  
        scanf("%d", &item);  
    }  
    return start;  
}
```

```
struct node *insertfirst(struct node *start, int item) {  
    struct node *p = (struct node *)malloc(sizeof(struct node));  
    p->info = item;
```

```
p->next = start;
return p;
}
```

```
struct node *insertatlast(struct node *start, int item) {
    struct node *p = (struct node *)malloc(sizeof(struct node));
    struct node *temp;
    p->info = item;
    p->next = NULL;

    if (start == NULL)
        return p;

    temp = start;
    while (temp->next != NULL)
        temp = temp->next;

    temp->next = p;
    return start;
}
```

```
struct node *insertatposition(struct node *start, int index, int item) {
    struct node *p = (struct node *)malloc(sizeof(struct node));
    struct node *temp = start;
    int i = 0;

    p->info = item;

    if (index == 0) {
        p->next = start;
        return p;
    }
```

```
}
```

```
while (i < index - 1 && temp != NULL) {
```

```
    temp = temp->next;
```

```
    i++;
```

```
}
```

```
if (temp == NULL) {
```

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

```
    free(p);
```

```
    return start;
```

```
}
```

```
p->next = temp->next;
```

```
temp->next = p;
```

```
return start;
```

```
}
```

```
void display(struct node *start) {
```

```
    struct node *temp;
```

```
    if (start == NULL) {
```

```
        printf("Linked list is empty\n");
```

```
        return;
```

```
}
```

```
temp = start;
```

```
printf("Elements are:\n");
```

```
while (temp != NULL) {
```

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

```
    temp = temp->next;
```

```
}
```

```
}
```

```
int main() {
```

```
    struct node *head = NULL;
```

```
    int choice, val, index;
```

```
    while (1) {
```

```
        printf("\n1) Create linked list\n2) Insert at first\n3) Insert at last\n4) Insert at position\n5) Display\n6) Exit\n");
```

```
        printf("Enter your choice: ");
```

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

```
        switch (choice) {
```

```
            case 1:
```

```
                head = createlk();
```

```
                break;
```

```
            case 2:
```

```
                printf("Enter value to insert: ");
```

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

```
                head = insertfirst(head, val);
```

```
                break;
```

```
            case 3:
```

```
                printf("Enter value to insert: ");
```

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

```
                head = insertatlast(head, val);
```

```
                break;
```

```
            case 4:
```

```
                printf("Enter value to insert: ");
```

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

```
                printf("Enter index to insert: ");
```

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

```

        head = insertatposition(head, index, val);

        break;

case 5:

    display(head);

    break;

case 6:

    printf("Exiting program.\n");

    return 0;

default:

    printf("Invalid choice.\n");

    }

    }

}

```

Output:

```

// circularQueue.c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

// Function prototypes
void createLinkedList();
void insertAtFirst();
void insertAtLast();
void insertAtPosition();
void display();
void exit();

// Global variables
int choice;
int value;
int index;
int val;

// Main function
int main()
{
    // Create linked list
    createLinkedList();

    // Insert at first
    insertAtFirst();

    // Insert at last
    insertAtLast();

    // Insert at position
    insertAtPosition();

    // Display
    display();

    // Exit
    exit();

    return 0;
}

// Function definitions
void createLinkedList()
{
    // Create linked list
    // ...
}

void insertAtFirst()
{
    // Insert at first
    // ...
}

void insertAtLast()
{
    // Insert at last
    // ...
}

void insertAtPosition()
{
    // Insert at position
    // ...
}

void display()
{
    // Display
    // ...
}

void exit()
{
    // Exit
    // ...
}

```

