```
/*Ques-PROGRAM TO ENTER THE KEY VALUE BY THE USER AND IF THE KEY
VALUE IS FOUND UPDATE THE LIST BY DELETING THE KEY VALUE(BY SINGLY
LL).*/


#include<stdio.h>
#include<stdlib.h>


struct node
{
  int data;
  struct node *next;
}*start;


void create()
{
  int n;
  start=NULL;
  struct node *newnode,*temp;
  printf("\nEnter number of element you want to enter:");
  scanf("%d",&n);
  for(int i=0;i<n;i++)
  {
    newnode=(struct node*)malloc(sizeof(struct node));
    printf("\nEnter data:");
    scanf("%d",&newnode->data);
    newnode->next=NULL;
    if(start==NULL)
```

```
    {
      start=temp=newnode;
    }
    else
    {
      temp->next=newnode;
      temp=newnode;
    }
  }
}

void display()
{
  struct node *temp;
  temp=start;
  printf("\nThe elements are:");
  while(temp!=NULL)
  {
    printf("%d ",temp->data);
    temp=temp->next;
  }
}

void keyvalue()
{
  int f=0;
```

```
struct node *prev,*temp;
int key;
printf("\nEnter the key value:");
scanf("%d",&key);
temp=start;
while(temp!=NULL)
{

  if(key==temp->data)
  {
    if(temp==start)
    {
      temp=prev=start;
      printf("Key Value Found.");
      start=start->next;
    }
    else if(temp->next==NULL)
    {
      printf("\nKey Value Found.");
      prev->next=0;
    }
    else
    {
      printf("\nKey Value Found.");
      prev->next=temp->next;
    }
```

```
      free(temp);
      f=1;
      break;
    }
    else
    {
      prev=temp;
      temp=temp->next;
    }
  }
  if(f==0)
  {
    printf("\nKey Value Not Found.");
  }
  display();
}

int main()
{
        create();
        display();
        keyvalue();
}
```

/*Ques-PROGRAM TO ENTER THE KEY VALUE BY THE USER AND IF THE KEY VALUE IS FOUND UPDATE THE LIST BY DELETING THE KEY VALUE(BY SINGLY CIRCULAR LL).*/

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

struct node
{
  int data;
  struct node *next;
}*start,*tail;

void create()
{
  int n;
  start=0;
  struct node *newnode;
  printf("Enter number of elements:");
  scanf("%d",&n);
  for(int i=0;i<n;i++)
  {
    newnode=(struct node*)malloc(sizeof(struct node));
    printf("\nEnter data:");
    scanf("%d",&newnode->data);
    if(start==0)
    {
```

```
      start=tail=newnode;
    }
    else
    {
      tail->next=newnode;
      newnode->next=start;
      tail=newnode;
    }
  }
}

void display()
{
  struct node *temp;
  printf("\nElements are:");
  temp=start;
  while(temp->next!=start)
  {
    printf("%d ",temp->data);
    temp=temp->next;
  }
  printf("%d\n",temp->data);
}

void keyvalue()
{
```

```
struct node *temp,*prev;
int key,f=0;
printf("\nEnter the key value:");
scanf("%d",&key);
temp=start;
while(temp->next!=start)
{
  if(key==temp->data)
  {
    printf("\nKey Value Found.");
    if(temp==start)
    {
      start=start->next;
      tail->next=start;
    }
    else
    {
      prev->next=temp->next;
    }
    free(temp);
    f=1;
    break;
  }

  else
  {
```

```
      prev=temp;
      temp=temp->next;
    }
  }if(key==temp->data)
      {
        printf("\nKey Value Found.");
        prev->next=start;
        f=1;
        free(temp);
      }
  if(f==0)
  {
    printf("\nKey Value Not Found.");
  }
  display();
}

int main()
{
  create();
  display();
  keyvalue();
}
```

```
/*Ques-PROGRAM TO ENTER THE KEY VALUE BY THE USER AND IF THE KEY
VALUE IS FOUND UPDATE THE LIST BY DELETING THE KEY VALUE(BY DOUBLY
LL).*/


#include<stdio.h>
#include<stdlib.h>


struct node
{
  int data;
  struct node *prev;
  struct node *next;
}*start;


void create()
{
  int n;
  start=0;
  struct node *newnode,*temp;
  printf("Enter number of elements:");
  scanf("%d",&n);
  for(int i=0;i<n;i++)
  {
    newnode=(struct node*)malloc(sizeof(struct node));
    printf("\nEnter data:");
    scanf("%d",&newnode->data);
    newnode->prev=0;
```

```
    newnode->next=0;
    if(start==0)
    {
      start=temp=newnode;
    }
    else
    {
      temp->next=newnode;
      newnode->prev=temp;
      temp=newnode;
    }
  }
}

void display()
{
  struct node *temp;
  temp=start;
  printf("\nThe elements are:");
  while(temp!=0)
  {
    printf("%d ",temp->data);
    temp=temp->next;
  }
}
```

```
void keyvalue()
{
  struct node *temp,*prevnode;
  int key,f=0;
  printf("\nEnter the key value:");
  scanf("%d",&key);
  temp=start;
  while(temp!=NULL)
  {
    if(key==temp->data)
    {
      printf("\nKey Value Found.");
      if(temp==start)
      {
        start=start->next;
      }
      else if(temp->next==NULL)
      {
        prevnode->next=0;
      }
      else
      {
        prevnode->next=temp->next;
        temp->next->prev=prevnode;
      }
```

```
      free(temp);
      f=1;
      break;
    }
    else
    {
      prevnode=temp;
      temp=temp->next;
    }
  }
  if(f==0)
  {
    printf("\nKey Value Not Found.");
  }
  display();
}

int main()
 {
  create();
  display();
  keyvalue();
}
```