Assignment-3

1. Write a function "insert_anywhere" for inserting a node at any given position of the LL. Assume position starts from 0.

```
insert_anywhere(int item, int key)
{
struct node *new, *ptr;
ptr = start;
if (ptr->data != key)
{
ptr = ptr->link;
}
else
{
new = (struct node *) malloc (sizeof(struct node));
new->link = ptr->link
new->data = item;
ptr->link = new;
return;
}
```

the beginning of the Linked List

```
delete_beg()
{
struct node *ptr;
if (start == NULL)
{
printf("Empty");
return;
}
else
{
printf("Deleted element is: %d", *start);
ptr = start->link;
start->link = Null;
start = ptr;
return;
}
```

Write a function "delete_ends" for deleting a node from the end of LL.

```
delete_ends()
{
struct node *ptr, *ptr1;
ptr = start;
if(start == NULL)
{
printf("List empty");
return
}
else {
while (ptr->link != Null)
{
ptr1 = ptr;
ptr = ptr->link;
}
ptr1->link = NULL;
}
printf("Deleted element is: %d", *ptr);
}
```