

DAY - III

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Q. Insert at any position

Example:-

\* Input:  $7 \rightarrow 5 \rightarrow 4 \rightarrow 3 \rightarrow 2$ ;

data = 6

at position = 3.

$\Rightarrow$  Output :-  $7 \rightarrow 5 \rightarrow 6 \rightarrow 4 \rightarrow 3 \rightarrow 2$ .

\* Input:  $3 \rightarrow 5 \rightarrow 7 \rightarrow 10$ ,

data = 9

position = 5

Output :-  $3 \rightarrow 5 \rightarrow 7 \rightarrow 10 \rightarrow 9$ .

Program to insert at any position:

~~struct~~

```
#include <bits/stdc++.h>
```

```
struct Node {
```

```
    int data;
```

```
    struct Node* next;
```

```
};
```

```
int size = 0;
```

```
Node* get Node (int data)
```

```
{  
    Node* newNode = New Node ();
```

```
    new Node -> data = data;
```

```
    new Node -> next = NULL;
```

```
    return new node;
```

```
}
```

// function to insert a node at any position

```
void insert pos (Node**, int pos, data)
```

```
{
```

```
    if (pos < 1 || pos > size + 1)
```

```
        cout << "
```

```
    else {
```

```
        while (pos --) {
```

```
            if (pos == 0) {
```

```
                Node* temp = get Node (data);
```

```
                temp -> next = *current;
```

```
                *current = temp;
```

```
            }
```

else

current = (\*current) -> next;

}

size++;

}

};





2

2

Delete at beginning node in linked list

⇒

Begin!

If ~~if~~ (head != NULL)

to delete ~~to~~ ← head.

head ← head.next

unalloc (to delete)

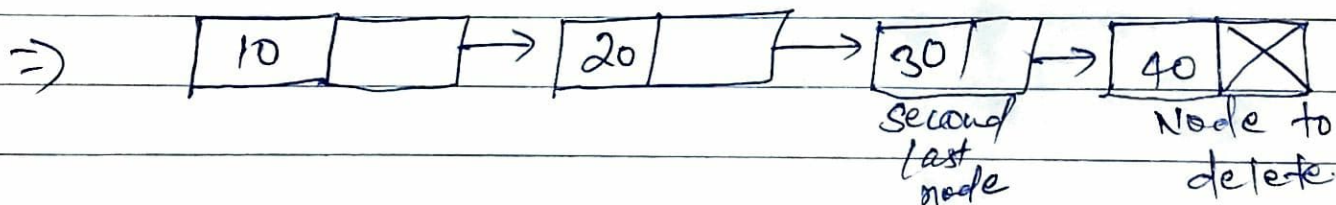
End if

End.

==

\* Delete at end node in linked list.  
second last node.

head.



Second last Node → next = NULL.

