#include <stdio.h>

#include <stdlib.h>

struct Node {

int data;

struct Node \*next;

};

struct Node \*insertAtBeginning(struct Node \*head, int value) {

struct Node \*newNode = (struct Node \*)malloc(sizeof(struct Node));

newNode->data = value;

newNode->next = head;

return newNode;

}

struct Node \*insertAtEnd(struct Node \*head, int value) {

struct Node \*newNode = (struct Node \*)malloc(sizeof(struct Node));

newNode->data = value;

newNode->next = NULL;

if (head == NULL) {

return newNode;

}

struct Node \*current = head;

while (current->next != NULL) {

current = current->next;

}

current->next = newNode;

return head;

}

struct Node \*deleteNode(struct Node \*head, int value) {

if (head == NULL) {

return NULL;

}

if (head->data == value) {

struct Node \*temp = head;

head = head->next;

free(temp);

return head;

}

struct Node \*current = head;

while (current->next != NULL && current->next->data != value) {

current = current->next;

}

if (current->next != NULL) {

struct Node \*temp = current->next;

current->next = current->next->next;

free(temp);

}

return head;

}

**OUTPUT:**

**10 -> 200 -> 305 -> NULL**

**200 -> 305 -> NULL**

**--------------------------------**

**Process exited after 0.03265 seconds with return value 0**

**Press any key to continue . . .**