

WAP to Implement Singly Linked List with following operations

- a) Create a linked list.
- b) Deletion of first element, specified element and last element in the list.
- c) Display the contents of the 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;  
    struct node* last;  
    int item;  
    printf("enter -999 to exit\n");  
    scanf("%d",&item);  
    while(item!=-999){  
        p=(struct node*)malloc(sizeof(struct node));  
        p->info=item;  
        if(start==NULL){  
            p->next=NULL;  
            start=p;  
            last=p;  
        }  
    }
```

```

else{
    p->next=NULL;
    last->next=p;
    last=p;
}
scanf("%d",&item);
}
return start;
}

```

```

struct node * deletefirst(struct node * start){
    struct node * temp;

    if(start==NULL){
        printf("linked list is empty\n");
    }
    else if(start->next==NULL){
        temp=start;
        start=NULL;
        free(temp);
    }
    else{
        temp=start;
        start=start->next;
        free(temp);
    }
    return start;
}

```

```
}
```

```
struct node * deletelast(struct node * start){
```

```
    struct node * prev,*temp;
```

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

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

```
    }
```

```
    else if(start->next==NULL){
```

```
        temp=start;
```

```
        start=NULL;
```

```
        free(temp);
```

```
    }
```

```
    else{
```

```
        temp=start;
```

```
        while(temp->next!=NULL){
```

```
            prev=temp;
```

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

```
        }
```

```
        prev->next=NULL;
```

```
        free(temp);
```

```
    }
```

```
    return start;
```

```
}
```

```
struct node * delelement(struct node * start,int element){
```

```
    struct node *prev, *temp;
```

```
if(start == NULL){  
    printf("linked list is empty \n");  
    return start;  
}
```

```
temp = start;
```

```
if(temp->info == element){  
    start = start->next;  
    free(temp);  
    return start;  
}
```

```
while(temp != NULL && temp->info != element){  
    prev = temp;  
    temp = temp->next;  
}
```

```
if(temp == NULL){  
    printf("element not found\n");  
}  
else{  
    prev->next = temp->next;  
    free(temp);  
}
```

```
    return start;
}
```

```
void displaylk(struct node*start){
    struct node*temp;
    if(start==NULL){
        printf("linked list is empty\n");
    }
    else{
        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;
    int ele;
    int val;
    while(1){
        printf(" Linked list operations \n");
        printf(" 1)Create linked list \n" );
        printf(" 2)delete at first \n" );
        printf(" 3)delete at last \n" );
```

```
printf(" 4)delete element \n" );
```

```
printf(" 5)Display \n" );
```

```
printf(" 6)Exit \n ");
```

```
printf("Enter your choice \n");
```

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

```
switch(choice){
```

```
    case 1:
```

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

```
        break;
```

```
    case 2:
```

```
        head=deletefirst(head);
```

```
        break;
```

```
    case 3:
```

```
        head=deletelast(head);
```

```
        break;
```

```
    case 4:
```

```
        printf("enter value to delete: \n");
```

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

```
        head=delelement(head,ele);
```

```
        break;
```

```
    case 5:
```

```
        displaylk(head);
```

```
break;
```

```
case 6:
```

```
printf("Exiting program \n");
```

```
return 0;
```

```
default:
```

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

```
}
```

```
}
```

```
return 0;
```

```
}
```

## Output:

```
PS C:\Users\n6787\OneDrive\Desktop\c> cd "c:\Users\n6787\OneDrive\Desktop\c\big.c"; if ($?) { gcc linked2.c -o linked2 }; if ($?) { .\linked2 }
Linked list operations
1)Create linked list
2)delete at first
3)delete at last
4)delete element
5)Display
6)Exit
Enter your choice
1
enter -999 to exit
5
4
3
2
1
-999
Linked list operations
1)Create linked list
2)delete at first
3)delete at last
4)delete element
5)Display
6)Exit
Enter your choice
2
Linked list operations
1)Create linked list
2)delete at first
3)delete at last
4)delete element
5)Display
6)Exit
Enter your choice
3
```

```
Linked list operations
1)Create linked list
2)delete at first
3)delete at last
4)delete element
5)Display
6)Exit
Enter your choice
4
enter value to delete:
4
Linked list operations
1)Create linked list
2)delete at first
3)delete at last
4)delete element
5)Display
6)Exit
Enter your choice
5
elements are
3
2
Linked list operations
1)Create linked list
2)delete at first
3)delete at last
4)delete element
5)Display
6)Exit
Enter your choice
6
Exiting program
```