C-Program to implement LINKED LIST with functions insertion & deletion with specified position

#include<stdio.h>

#include<conio.h>

#include<alloc.h>

#include<process.h>

struct node

{

int info;

struct node \*link;

};

typedef struct node \*NODE;

NODE getnode()

{

NODE x;

x=(NODE)malloc(sizeof(struct node));

if(x==NULL)

{

printf("mem full\n");

exit(0);

}

return x;

}

void freenode(NODE x)

{

free(x);

}

NODE insert\_rear(NODE first,int item)

{

NODE temp,cur;

temp=getnode();

temp->info=item;

temp->link=NULL;

if(first==NULL)

return temp;

cur=first;

while(cur->link!=NULL)

cur=cur->link;

cur->link=temp;

return first;

}

NODE delete\_rear(NODE first)

{

NODE cur,prev;

if(first==NULL)

{

printf("list is empty cannot delete\n");

return first;

}

if(first->link==NULL)

{

printf("item deleted is %d\n",first->info);

free(first);

return NULL;

}

prev=NULL;

cur=first;

while(cur->link!=NULL)

{

prev=cur;

cur=cur->link;

}

printf("item deleted at rear-end is %d",cur->info);

free(cur);

prev->link=NULL;

return first;

}

NODE insert\_pos(int item,int pos,NODE first)

{

NODE temp,cur,prev;

int count;

temp=getnode();

temp->info=item;

temp->link=NULL;

if(first==NULL&&pos==1)

{

return temp;

}

if(first==NULL)

{

printf("invalid position\n");

return first;

}

if(pos==1)

{

temp->link=first;

first=temp;

return temp;

}

count=1;

prev=NULL;

cur=first;

while(cur!=NULL&&count!=pos)

{

prev=cur;

cur=cur->link;

count++;

}

if(count==pos)

{

prev->link=temp;

temp->link=cur;

return first;

}

printf("invalid position\n");

return first;

}

NODE delete\_pos(int pos,NODE first)

{

NODE cur;

NODE prev;

int count,flag=0;

if(first==NULL || pos<0)

{

printf("invalid position\n");

return NULL;

}

if(pos==1)

{

cur=first;

first=first->link;

freenode(cur);

return first;

}

prev=NULL;

cur=first;

count=1;

while(cur!=NULL)

{

if(count==pos){flag=1;break;}

count++;

prev=cur;

cur=cur->link;

}

if(flag==0)

{

printf("invalid position\n");

return first;

}

printf("item deleted at given position is %d\n",cur->info);

prev->link=cur->link;

freenode(cur);

return first;

}

void display(NODE first)

{

NODE temp;

if(first==NULL)

printf("list empty cannot display items\n");

for(temp=first;temp!=NULL;temp=temp->link)

{

printf("%d\n",temp->info);

}

}

void main()

{

int item,choice,key,pos;

int count=0;

NODE first=NULL;

clrscr();

for(;;)

{

printf("\n 1:Insert\_rear\n 2:Delete\_rear\n");

printf(" 3:insert\_info\_position\n 4:Delete\_info\_position\n 5:Display\_list\n 6:Exit\n");

printf("enter the choice\n");

scanf("%d",&choice);

switch(choice)

{

case 1:printf("enter the item at rear-end\n");

scanf("%d",&item);

first=insert\_rear(first,item);

break;

case 2:first=delete\_rear(first);

break;

case 3:printf("enter the item to be inserted at given position\n");

scanf("%d",&item);

printf("enter the position\n");

scanf("%d",&pos);

first=insert\_pos(item,pos,first);

break;

case 4:printf("enter the position\n");

scanf("%d",&pos);

first=delete\_pos(pos,first);

break;

case 5:display(first);

break;

default:exit(0);

break;

}

}

getch();

}