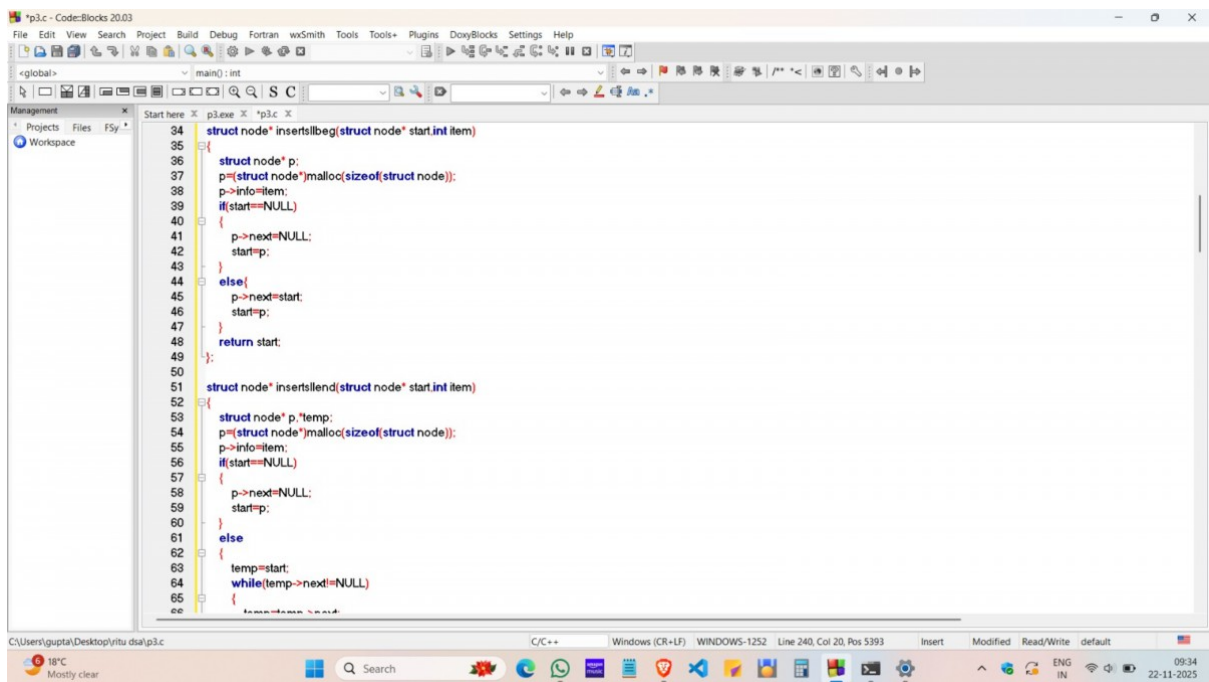
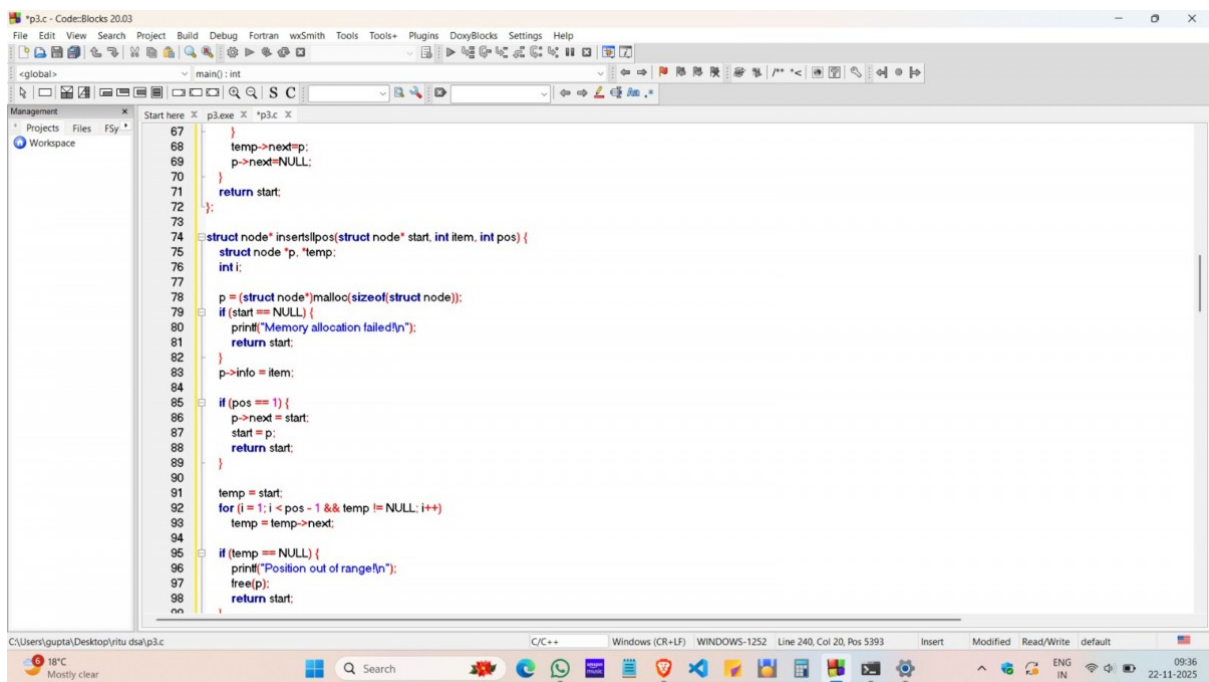


PROGRAM- 4 AND 5



```
34 struct node* insertAtBeg(struct node* start, int item)
35 {
36     struct node* p;
37     p = (struct node*) malloc(sizeof(struct node));
38     p->info = item;
39     if (start == NULL)
40     {
41         p->next = NULL;
42         start = p;
43     }
44     else
45     {
46         p->next = start;
47         start = p;
48     }
49     return start;
50 }
51 struct node* insertAtEnd(struct node* start, int item)
52 {
53     struct node* p, *temp;
54     p = (struct node*) malloc(sizeof(struct node));
55     p->info = item;
56     if (start == NULL)
57     {
58         p->next = NULL;
59         start = p;
60     }
61     else
62     {
63         temp = start;
64         while (temp->next != NULL)
65         {
66             temp = temp->next;
67         }
68         temp->next = p;
69         p->next = NULL;
70     }
71     return start;
72 }
73 struct node* insertAtPos(struct node* start, int item, int pos) {
74     struct node* p, *temp;
75     int i;
76     p = (struct node*) malloc(sizeof(struct node));
77     if (start == NULL) {
78         printf("Memory allocation failed\n");
79         return start;
80     }
81     p->info = item;
82     if (pos == 1) {
83         p->next = start;
84         start = p;
85         return start;
86     }
87     temp = start;
88     for (i = 1; i < pos - 1 && temp != NULL; i++)
89         temp = temp->next;
90     if (temp == NULL) {
91         printf("Position out of range\n");
92         free(p);
93         return start;
94     }
95     temp->next = p;
96     p->next = temp->next;
97     return start;
98 }
```



```
67 }
68 temp->next = p;
69 p->next = NULL;
70 }
71 return start;
72 };
73 struct node* insertAtPos(struct node* start, int item, int pos) {
74     struct node* p, *temp;
75     int i;
76     p = (struct node*) malloc(sizeof(struct node));
77     if (start == NULL) {
78         printf("Memory allocation failed\n");
79         return start;
80     }
81     p->info = item;
82     if (pos == 1) {
83         p->next = start;
84         start = p;
85         return start;
86     }
87     temp = start;
88     for (i = 1; i < pos - 1 && temp != NULL; i++)
89         temp = temp->next;
90     if (temp == NULL) {
91         printf("Position out of range\n");
92         free(p);
93         return start;
94     }
95     temp->next = p;
96     p->next = temp->next;
97     return start;
98 }
```

*p3.c - Code::Blocks 20.03

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<global> insertilpos(struct node* start, int item, int pos): node

Management Projects Files FSy Workspace

```
97 free(p);
98 return start;
99 }
100 p->next = temp->next;
101 temp->next = p;
102 return start;
103 }
104
105 struct node* deletesilbeg(struct node* start)
106 {
107     struct node* temp;
108     if(start==NULL)
109     {
110         printf("Linked list is empty");
111         return start;
112     }
113     else
114     {
115         temp=start;
116         printf("Deleted element from beginning is:%d",temp->info);
117         start=start->next;
118         free(temp);
119     }
120     return start;
121 };
122
123 struct node* deletesilend(struct node* start)
124 {
125     struct node* temp;
126     if(start==NULL)
127     {
128         printf("Linked list is empty");
129     }
130 }
```

C:\Users\gupta\Desktop\ritu dsa\p3.c C/C++ Windows (CR+LF) WINDOWS-1252 Line 101, Col 20, Pos 2070 Insert Modified Read/Write default 18°C Mostly clear 09:37 22-11-2025

*p3.c - Code::Blocks 20.03

File Edit View Search Project Build Debug Fortran wxSmith Tools Tools+ Plugins DoryBlocks Settings Help

<global> insertilpos(struct node* start, int item, int pos): node

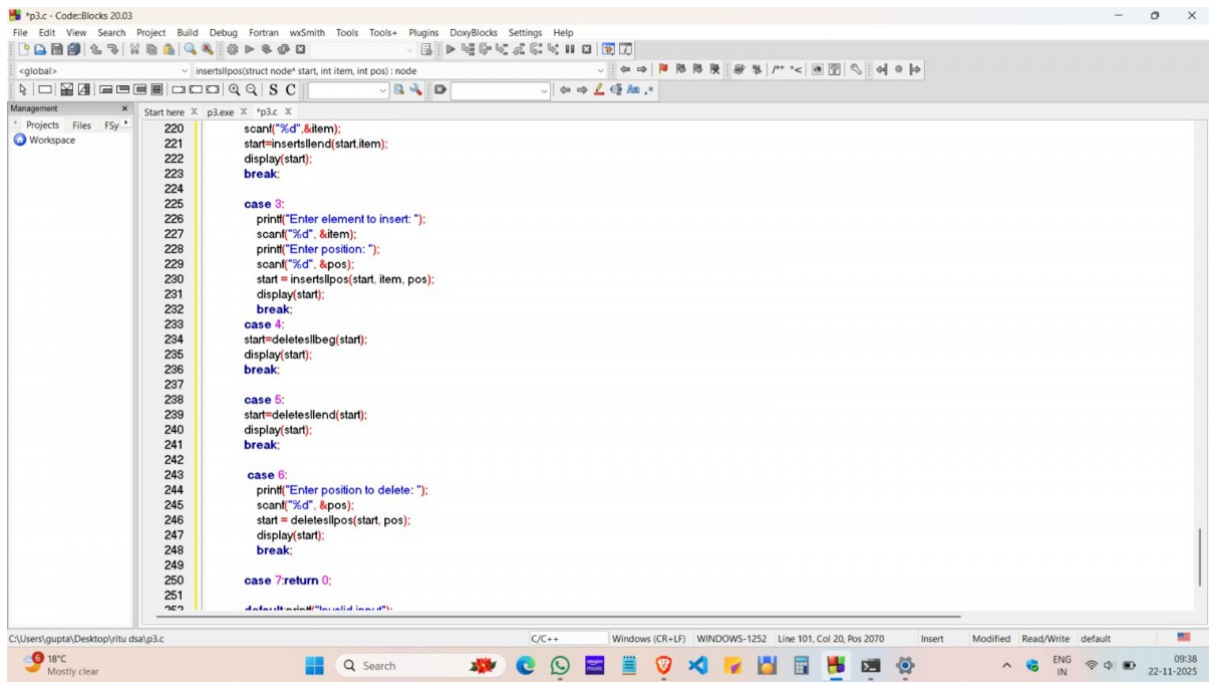
Management Projects Files FSy Workspace

```
130 }
131 }
132 else if(start->next==NULL)
133 {
134     temp=start;
135     printf("Deleted element from end is:%d",temp->info);
136     free(temp);
137     start=NULL;
138     return start;
139 }
140 else{
141     temp=start;
142     while(temp->next!=NULL)
143     {
144         follow=temp;
145         temp=temp->next;
146     }
147     follow->next=NULL;
148     printf("Deleted element from end is:%d",temp->info);
149     free(temp);
150 }
151 return start;
152 };
153
154 struct node* deletesilpos(struct node* start, int pos) {
155     struct node* temp;
156     int i;
157
158     if (start == NULL) {
159         printf("Linked list is empty\n");
160         return start;
161     }
162 }
```

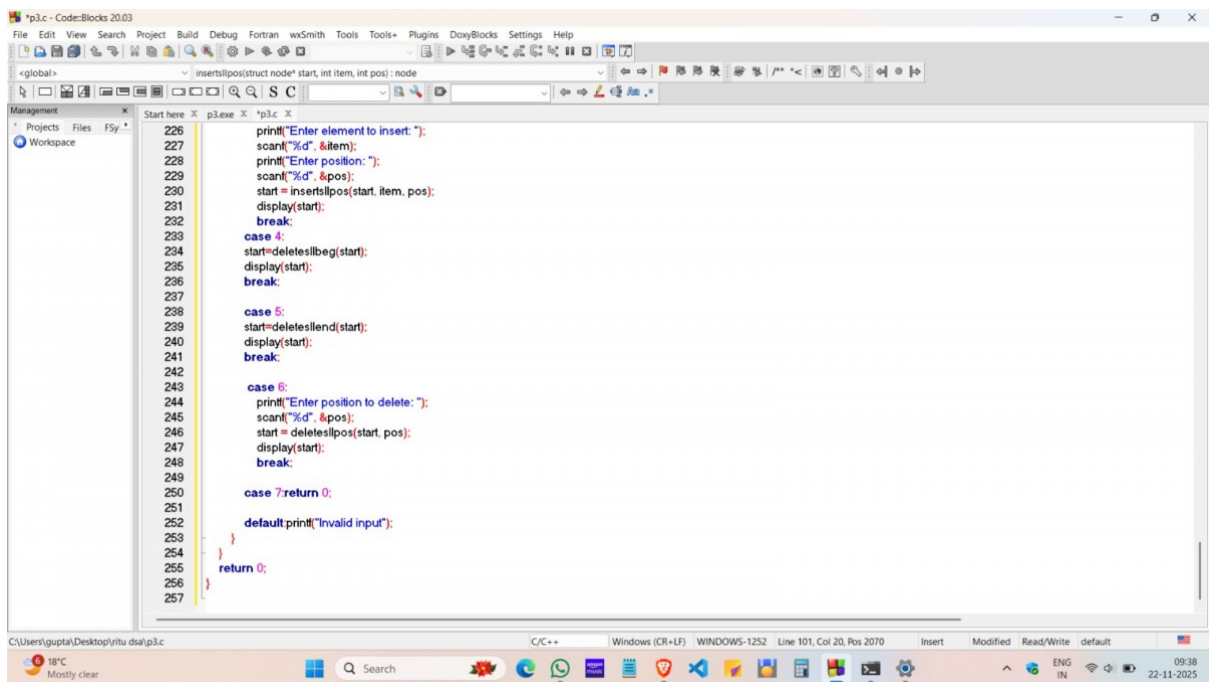
C:\Users\gupta\Desktop\ritu dsa\p3.c C/C++ Windows (CR+LF) WINDOWS-1252 Line 101, Col 20, Pos 2070 Insert Modified Read/Write default 18°C Mostly clear 09:37 22-11-2025

```
*p3.c - Code::Blocks 20.03
File Edit View Search Project Build Debug Fortran wxSmith Tools Tools+ Plugins DoryBlocks Settings Help
<global>
InsertAtPos(struct node* start, int item, int pos): node
Management
Projects Files FSy
Workspace
Start here X p3.exe X *p3.c X
160     return start;
161 }
162
163     temp = start;
164
165     if (pos == 1) {
166         start = start->next;
167         printf("Deleted element is %d\n", temp->info);
168         free(temp);
169         return start;
170     }
171
172     follow = start;
173     for (i = 1; i < pos && temp != NULL; i++) {
174         follow = temp;
175         temp = temp->next;
176     }
177
178     if (temp == NULL) {
179         printf("Position out of range or invalid\n");
180         return start;
181     }
182
183     follow->next = temp->next;
184     printf("Deleted element is %d\n", temp->info);
185     free(temp);
186     return start;
187 }
188
189 void display(struct node *start) {
190     struct node *temp = start;
191     printf("\nLinked List: ");
192     while (temp != NULL) {
193         printf("%d-> ", temp->info);
194         temp = temp->next;
195     }
196     printf("NULL\n");
197 }
198
199 int main() {
200     struct node *start=NULL;
201     int choice,item,pos;
202     printf("Creation of linked list\n");
203     start=create();
204     display(start);
205     while(1)
206     {
207         printf("\n*****MENU*****\n");
208         printf("1.Insert at the beginning\n2.Insert at the end\n3.Insert at a given position\n4.Delete at the beginning\n5.Delete at the end\n6.Delete at the given position\n7.Exit\n");
209         scanf("%d",&choice);
210         switch(choice)
211         {
212             case 1:printf("Enter item to insert at beginning:");
213                 scanf("%d",&item);
214                 start=insertbeg(start,item);
215                 display(start);
216                 break;
217             case 2:printf("Enter item to insert at end:");
218                 scanf("%d",&item);
219                 start=insertend(start,item);
220                 display(start);
221                 break;
222             case 3:printf("Enter position to insert item:");
223                 scanf("%d",&pos);
224                 start=InsertAtPos(start,item,pos);
225                 display(start);
226                 break;
227             case 4:printf("Delete at beginning\n");
228                 start=deletebeg(start);
229                 display(start);
230                 break;
231             case 5:printf("Delete at end\n");
232                 start=deleteend(start);
233                 display(start);
234                 break;
235             case 6:printf("Delete at given position\n");
236                 start=deletepos(start,pos);
237                 display(start);
238                 break;
239             case 7:printf("Exit\n");
240                 return 0;
241             default:printf("Invalid choice\n");
242         }
243     }
244 }
```

```
*p3.c - Code::Blocks 20.03
File Edit View Search Project Build Debug Fortran wxSmith Tools Tools+ Plugins DoryBlocks Settings Help
<global>
InsertAtPos(struct node* start, int item, int pos): node
Management
Projects Files FSy
Workspace
Start here X p3.exe X *p3.c X
190     struct node *temp = start;
191     printf("\nLinked List: ");
192     while (temp != NULL) {
193         printf("%d-> ", temp->info);
194         temp = temp->next;
195     }
196     printf("NULL\n");
197 }
198
199 int main() {
200     struct node *start=NULL;
201     int choice,item,pos;
202     printf("Creation of linked list\n");
203     start=create();
204     display(start);
205     while(1)
206     {
207         printf("\n*****MENU*****\n");
208         printf("1.Insert at the beginning\n2.Insert at the end\n3.Insert at a given position\n4.Delete at the beginning\n5.Delete at the end\n6.Delete at the given position\n7.Exit\n");
209         scanf("%d",&choice);
210         switch(choice)
211         {
212             case 1:printf("Enter item to insert at beginning:");
213                 scanf("%d",&item);
214                 start=insertbeg(start,item);
215                 display(start);
216                 break;
217             case 2:printf("Enter item to insert at end:");
218                 scanf("%d",&item);
219                 start=insertend(start,item);
220                 display(start);
221                 break;
222             case 3:printf("Enter position to insert item:");
223                 scanf("%d",&pos);
224                 start=InsertAtPos(start,item,pos);
225                 display(start);
226                 break;
227             case 4:printf("Delete at beginning\n");
228                 start=deletebeg(start);
229                 display(start);
230                 break;
231             case 5:printf("Delete at end\n");
232                 start=deleteend(start);
233                 display(start);
234                 break;
235             case 6:printf("Delete at given position\n");
236                 start=deletepos(start,pos);
237                 display(start);
238                 break;
239             case 7:printf("Exit\n");
240                 return 0;
241             default:printf("Invalid choice\n");
242         }
243     }
244 }
```



```
220     scanf("%d", &item);
221     start=insertsllend(start,item);
222     display(start);
223     break;
224
225     case 3:
226         printf("Enter element to insert: ");
227         scanf("%d", &item);
228         printf("Enter position: ");
229         scanf("%d", &pos);
230         start = insertsllpos(start,item,pos);
231         display(start);
232         break;
233     case 4:
234         start=deletesllbeg(start);
235         display(start);
236         break;
237     case 5:
238         start=deletesllend(start);
239         display(start);
240         break;
241
242     case 6:
243         printf("Enter position to delete: ");
244         scanf("%d", &pos);
245         start = deletesllpos(start,pos);
246         display(start);
247         break;
248
249     case 7: return 0;
```



```
226     printf("Enter element to insert: ");
227     scanf("%d", &item);
228     printf("Enter position: ");
229     scanf("%d", &pos);
230     start = insertsllpos(start,item,pos);
231     display(start);
232     break;
233     case 4:
234         start=deletesllbeg(start);
235         display(start);
236         break;
237     case 5:
238         start=deletesllend(start);
239         display(start);
240         break;
241
242     case 6:
243         printf("Enter position to delete: ");
244         scanf("%d", &pos);
245         start = deletesllpos(start,pos);
246         display(start);
247         break;
248
249     case 7: return 0;
250
251     default: printf("Invalid input");
252 }
253
254 return 0;
255 }
```

OUTPUT:

```
'C:\Users\gupta\Desktop\virtu' x + v
Creation of Linked List:
Enter element to be inserted (to stop enter -999): 2
3
4
5
-999
Linked List: 2 -> 3 -> 4 -> 5 -> NULL

*****MENU*****
1.Insert at the beginning
.2.Insert at the end
.3.Insert at a given position
.4.Delete at the beginning
.5.Delete at the end
.6.Delete at the given position
.7.Exit
1
Enter item to insert at beginning:1
Linked List: 1 -> 2 -> 3 -> 4 -> 5 -> NULL

*****MENU*****
1.Insert at the beginning
.2.Insert at the end
.3.Insert at a given position
.4.Delete at the beginning
.5.Delete at the end
.6.Delete at the given position
.7.Exit
2
Enter item to insert at end:6
Linked List: 1 -> 2 -> 3 -> 4 -> 5 -> 6 -> NULL

*****MENU*****
```

```
'C:\Users\gupta\Desktop\virtu' x + v

*****MENU*****
1.Insert at the beginning
.2.Insert at the end
.3.Insert at a given position
.4.Delete at the beginning
.5.Delete at the end
.6.Delete at the given position
.7.Exit
3
Enter element to insert: 4
Enter position: 3
Linked List: 1 -> 2 -> 4 -> 3 -> 4 -> 5 -> 6 -> NULL

*****MENU*****
1.Insert at the beginning
.2.Insert at the end
.3.Insert at a given position
.4.Delete at the beginning
.5.Delete at the end
.6.Delete at the given position
.7.Exit
4
Deleted element from beginning is:1
Linked List: 2 -> 4 -> 3 -> 4 -> 5 -> 6 -> NULL

*****MENU*****
1.Insert at the beginning
.2.Insert at the end
.3.Insert at a given position
.4.Delete at the beginning
.5.Delete at the end
.6.Delete at the given position
.7.Exit
5
```

```
'C:\Users\gupta\Desktop\ritu' x + v
.2.Insert at the end
.3.Insert at a given position
.4.Delete at the beginning
.5.Delete at the end
.6.Delete at the given position
.7.Exit
5
Deleted element from end is:6
Linked List: 2 -> 4 -> 3 -> 4 -> 5 -> NULL

*****MENU*****
1.Insert at the beginning
.2.Insert at the end
.3.Insert at a given position
.4.Delete at the beginning
.5.Delete at the end
.6.Delete at the given position
.7.Exit
6
Enter position to delete: 2
Deleted element is 4
Linked List: 2 -> 3 -> 4 -> 5 -> NULL

*****MENU*****
1.Insert at the beginning
.2.Insert at the end
.3.Insert at a given position
.4.Delete at the beginning
.5.Delete at the end
.6.Delete at the given position
.7.Exit
7
Process returned 0 (0x0)   execution time : 49.951 s
Press any key to continue.
```