```c
#include <stdio.h>
#include <stdlib.h>

struct Node {
    int data;
    struct Node* next;
};

struct Node* head = NULL;

void create(int value) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node
        ));
    newNode->data = value;
    newNode->next = NULL;

    if (head == NULL) {
        head = newNode;
    } else {
        struct Node* temp = head;
        while (temp->next != NULL)
            temp = temp->next;
        temp->next = newNode;
    }
}
```

```
1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
6. Exit
Enter choice:
1
Enter value:
20

1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
6. Exit
Enter choice:
1
Enter value:
21

1. Create
2. Delete First Element
```

```c
void deleteFirst() {
    if (head == NULL) return;
    struct Node* temp = head;
    head = head->next;
    free(temp);
}

void deleteLast() {
    if (head == NULL) return;

    if (head->next == NULL) {
        free(head);
        head = NULL;
        return;
    }

    struct Node* temp = head;
    while (temp->next->next != NULL)
        temp = temp->next;

    free(temp->next);
    temp->next = NULL;
}
```

```
1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
6. Exit
Enter choice:
1
Enter value:
22

1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
6. Exit
Enter choice:
2

1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
```

```c
void deleteSpecific(int value) {
    if (head == NULL) return;

    struct Node* temp = head;
    struct Node* prev = NULL;

    if (temp->data == value) {
        head = temp->next;
        free(temp);
        return;
    }

    while (temp != NULL && temp->data != value) {
        prev = temp;
        temp = temp->next;
    }

    if (temp == NULL) return;

    prev->next = temp->next;
    free(temp);
}
```

```
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
6. Exit
Enter choice:
2

1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
6. Exit
Enter choice:
5
21 -> 22 -> NULL

1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
```

```c
void display() {
    struct Node* temp = head;
    while (temp != NULL) {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }
    printf("NULL\n");
}

int main() {
    int choice, value;

    while (1) {
        printf("\n1. Create\n2. Delete First Element\n3. Delete
            Specific Element\n4. Delete Last Element\n5. Display\n6
            . Exit\n");
        printf("Enter choice:\n");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                printf("Enter value:\n");
                scanf("%d", &value);
                create(value);
                break;
```

```c
    switch (choice) {
        case 1:
            printf("Enter value:\n");
            scanf("%d", &value);
            create(value);
            break;
        case 2:
            deleteFirst();
            break;
        case 3:
            printf("Enter value to delete:\n");
            scanf("%d", &value);
            deleteSpecific(value);
            break;
        case 4:
            deleteLast();
            break;
        case 5:
            display();
            break;
        case 6:
            return 0;
        default:
            printf("Invalid choice\n");
    }
```

```
6. Exit
Enter choice:
5
21 -> 22 -> NULL

1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
6. Exit
Enter choice:

3
Enter value to delete:
22

1. Create
2. Delete First Element
3. Delete Specific Element
4. Delete Last Element
5. Display
6. Exit
Enter choice:
5
21 -> NULL
```