

The screenshot shows a dark-themed code editor interface with a top navigation bar featuring File, Edit, Selection, View, and other standard icons. The left sidebar contains an Explorer section with a folder named 'DSA 4' containing 'e.exe' and 'll.c'. The main editor area displays the following C code:

```
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node* next;
};
struct Node* insert_at_beginning(struct Node* head, int data)
{
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    if (newNode == NULL)
    {
        printf("Memory allocation failed!\n");
        return head;
    }
    newNode->data = data;
    newNode->next = head;
    return newNode;
}
struct Node* insert_at_end(struct Node* head, int data)
{
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    if (newNode == NULL)
    {
        printf("Memory allocation failed!\n");
        return head;
    }
    newNode->data = data;
    newNode->next = NULL;
    if (head == NULL)
    {
        return newNode;
    }
    struct Node* temp = head;
    while (temp->next != NULL)
    {
        temp = temp->next;
    }
    temp->next = newNode;
    return head;
}
struct Node* delete_node(struct Node* head, int data)
{
    struct Node *temp = head, *prev = NULL;
    if (head == NULL)
    {
        printf("List is empty!\n");
        return head;
    }
    if (temp->data == data)
    {
        head = temp->next;
        free(temp);
        return head;
    }
    while (temp != NULL && temp->data != data)
    {
        prev = temp;
        temp = temp->next;
    }
    if (temp == NULL)
    {
        printf("Value not found!\n");
        return head;
    }
    prev->next = temp->next;
    free(temp);
    return head;
}
void traverse(struct Node* head)
{
    struct Node* temp = head;
    if (temp == NULL)
    {
        printf("List is empty!\n");
        return;
    }
    while (temp != NULL)
    {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }
    printf("NULL\n");
}
int main()
{
    struct Node* head = NULL;
```

This screenshot shows the continuation of the C code from the previous editor window. The code includes the main function and concludes with a copyright notice.

```
int main()
{
    struct Node* head = NULL;
    // Main logic continues here
}
/*
 * DSA 4
 * Author: [REDACTED]
 * Date: [REDACTED]
 */

```

The screenshot shows a Visual Studio Code (VS Code) interface with the following details:

- File Explorer:** Shows a project named "DSA 4" containing files "e.exe" and "ll.c".
- Code Editor:** Displays the content of "ll.c". The code defines a linked list structure and implements insertion at beginning, insertion at end, deletion of node 20, and traversal of the list.
- Terminal:** Shows the command-line output of the program execution. It includes:
 - Compiling with `gcc ll.c -o e`
 - Running the executable with `./e`, which prints the initial list: "10 > 5 > 20 > 30 -> NULL".
 - After inserting 20 at the beginning, the list is: "5 > 10 > 20 > 30 -> NULL".
 - After deleting node 20, the list is: "5 > 10 > 30 -> NULL".
- Status Bar:** Shows the current file is "ll.c", line 108, column 1, with 4 spaces, using UTF-8 encoding, and includes icons for Go Live and Win32.