```
Deletion at beginnig:
#include<iostream>
using namespace std;
class Node{
private:
int data;
Node *next;
public:
Node *head;
Node(){
head=NULL;
}
void insert_beg(int n){
if(head==NULL){
head=new Node();
head->data=n;
head->next=NULL;
}
else{
 Node *p;
 p=new Node();
 p->data=n;
```

```
p->next= head;
 head=p;
}
}
void del_beg(){
if(head==NULL){
cout<<"No Nodes Exist"<<endl;
}
else{
 Node *ptr;
 ptr = head;
head = head->next;
 delete(ptr);
 ptr = NULL;
}
}
void display()
{
Node *ptr;
ptr=head;
if(ptr==NULL)
cout << " \nNo data is in the list.."<<endl;</pre>
```

```
return;
}
else{
while(ptr!=NULL){
cout<<ptr->data<<endl;
ptr=ptr->next;
}
}
 }
};
int main()
{
Node n;
  n.insert_beg(1);
  n.insert_beg(3);
  n.insert_beg(5);
  n.insert_beg(50)
 n.del_beg();
  n.display();
return 0;
}
```

```
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C:\Users\saqıb\OneDrive\Documents\Del_at_Beg[1].exe

Process exited after 0.2393 seconds with return value 0

Press any key to continue . . .
```

Deletion at specific data value:

```
#include<iostream>
using namespace std;
class Node{
private:
int data;
Node *next;
public:
Node *head;
Node(){
head=NULL;
}
void insert_beg(int n){
if(head==NULL)
{
head=new Node();
head->data=n;
head->next=NULL;
```

```
}
else
{
 Node *p;
 p=new Node();
 p->data=n;
 p->next= head;
 head=p;
}
}
void insert_at_value(int pos,int n){
if(head==NULL)
{
head=new Node();
head->data=n;
head->next=NULL;
}
else
{
 Node *ptr;
 ptr=head;
```

```
while(ptr->data!=pos)
 ptr=ptr->next;
       }
 Node *p;
 p=new Node();
 p->data=n;
 p->next= ptr->next;
 ptr->next=p;
 }
}
void Del_at_value(int pos){
if(head==NULL)
{
  cout<<"empty";
}
else
{
 Node *ptr;
 ptr=head;
 while(ptr->next->data!=pos)
 ptr=ptr->next;
       }
```

```
ptr->next=ptr->next->next;
//
                 Node *p;
//
                 p=ptr->next;
//
                 ptr->next=ptr->next->next;
//
                 p->next=NULL;
//
                 delete p;
 }
}
void display()
{
Node *ptr;
ptr=head;
if(ptr==NULL)
{
cout << " \nNo data is in the list.."<<endl;</pre>
return;
}
else{
while(ptr!=NULL){
cout<<ptr->data<<endl;</pre>
ptr=ptr->next;
}
}
  }
```

```
};
int main()
{
Node n;
  n.insert_beg(20);
  n.insert_beg(30);
  n.insert_beg(3);
  n.insert_at_value(30,50);
  n.display();
  n.Del_at_value(30);
  cout<<"After deleting the value 30:\n";
  n.display();
   n.Del_at_value(20);
  cout<<"After deleting the value 20:\n";
  n.display();
return 0;
}
```

```
C:\Users\saqib\OneDrive\Documents\Del_at_specfic_data_value[1].exe

3
30
50
20
After deleting the value 30:
3
50
20
After deleting the value 20:
3
50
20
Process exited after 0.3038 seconds with return value 0
Press any key to continue . . . _
```

Deletion at end:

```
#include<iostream>
using namespace std;
class Node{
private:
int data;
Node *next;

public:
Node *head;

Node(){
head=NULL;
}
```

```
void insert_end(int n){
if(head==NULL)
{
head=new Node();
head->data=n;
head->next=NULL;
}
else
{
 Node *p,*ptr;
 ptr=head;
while(ptr->next!=NULL)
 {
       ptr=ptr->next;
}
 p=new Node();
 p->data=n;
 p->next= NULL;
 ptr->next=p;
}
}
void del_end(int n){
```

```
if(head==NULL)
{
head=new Node();
head->data=n;
head->next=NULL;
}
else
{
 Node *p,*ptr;
 ptr=head;
while(ptr->next->next!=NULL)
 {
       ptr=ptr->next;
}
p=ptr->next;
ptr->next=NULL;
delete p;
}
}
void display()
{
```

```
Node *ptr;
ptr=head;
if(ptr==NULL)
{
cout << " \nNo data is in the list.."<<endl;</pre>
return;
}
else{
while(ptr!=NULL){
cout<<ptr->data<<endl;</pre>
ptr=ptr->next;
}
}
 }
};
int main()
{
Node n;
  n.insert_end(1);
  n.insert_end(2);
  n.insert_end(20);
  n.insert_end(30);
  n.display();
  n.del_end(30);
  cout<<"after deletion at the end:\n";
  n.display();
  n.del_end(20);
```

```
cout<<"after deletion at the end:\n";
n.display();
return 0;
}</pre>
```

```
C:\Users\saqib\OneDrive\Documents\Del_end[1].exe

1
2
20
30
after deletion at the end:
1
2
20
after deletion at the end:
1
2
Process exited after 0.1592 seconds with return value 0
Press any key to continue . . .
```