

1.// insertion of the data in the linkedlist

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

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

```
struct Node {
```

```
    int data;
```

```
    struct Node* next;
```

```
};
```

```
void insertAtBeginning(struct Node** head, int value) {
```

```
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
```

```
    newNode->data = value;
```

```
    newNode->next = *head;
```

```
    *head = newNode;
```

```
}
```

```
void insertAtEnd(struct Node** head, int value) {
```

```
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
```

```
    struct Node* temp = *head;
```

```
    newNode->data = value;
```

```
    newNode->next = NULL;
```

```
    if (*head == NULL) {
```

```
        *head = newNode;
```

```
    return;
```

```
}
```

```
while (temp->next != NULL) {
```

```
    temp = temp->next;
```

```
}
```

```
temp->next = newNode;
```

```

}

void insertAtPosition(struct Node** head, int value, int position) {

    if (position <= 0) {

        printf("Invalid position\n");

        return;

    }

    if (position == 1 || *head == NULL) {

        insertAtBeginning(head, value);

        return;

    }

    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));

    newNode->data = value;

    struct Node* temp = *head;

    int count = 1;

    while (count < position - 1 && temp->next != NULL) {

        temp = temp->next;

        count++;

    }

    if (count < position - 1) {

        printf("Invalid position\n");

        return;

    }

    newNode->next = temp->next;

    temp->next = newNode;

}

```

```

void displayLinkedList(struct Node* head) {

    struct Node* temp = head;

    if (temp == NULL) {

        printf("Linked list is empty.\n");

        return;

    }

    while (temp != NULL) {

        printf("%d -> ", temp->data);

        temp = temp->next;

    }

    printf("NULL\n");

}

int main() {

    struct Node* head = NULL;

    insertAtBeginning(&head, 10);

    insertAtBeginning(&head, 20);

    insertAtBeginning(&head, 30);

    printf("Linked list after insertion at the beginning: ");

    displayLinkedList(head);

    insertAtEnd(&head, 40);

    insertAtEnd(&head, 50);

    printf("Linked list after insertion at the end: ");

    displayLinkedList(head);

    insertAtPosition(&head, 25, 2);

    insertAtPosition(&head, 35, 4);

```

```
printf("Linked list after insertion at specific positions: ");  
displayLinkedList(head);  
return 0;  
}
```

output:

Linked list after insertion at the beginning: 30 -> 20 -> 10 -> NULL

Linked list after insertion at the end: 30 -> 20 -> 10 -> 40 -> 50 -> NULL

Linked list after insertion at specific positions: 30 -> 25 -> 20 -> 35 -> 10 -> 40 ->  
50 -> NULL