## LAB 6 -SINGLY LINKED LIST

```
#include<stdio.h>
#include<stdlib.h>
struct node{
int info;
struct node *link;
};
typedef struct node *NODE;
NODE getnode(){
NODE x;
x=(NODE)malloc(sizeof(struct node));
if(x==NULL){
printf("Memory full\n");
exit(0);
return x;
void freenode(NODE x){
free(x);
NODE insert_front(NODE first,int item){
NODE temp;
temp=getnode();
temp->info=item;
temp->link=NULL;
if(first==NULL)
return temp;
temp->link=first;
first=temp;
return first;
```

```
NODE delete_front(NODE first){
NODE temp;
if(first==NULL){
printf("List is empty cannot delete\n");
return first:
temp=first;
temp=temp->link;
printf("Item deleted at front end is %d\n",first->info);
free(first);
return temp;
NODE insert rear(NODE first, int item){
NODE temp, cur;
temp=getnode();
temp->info=item;
temp->link=NULL;
if(first==NULL)
return temp;
cur=first;
while(cur->link!=NULL)
cur=cur->link;
cur->link=temp;
return first;
NODE delete rear(NODE first){
NODE cur, prev;
if(first==NULL){
printf("List is empty cannot delete\n");
```

```
return first;
if(first->link==NULL){
printf("Item deleted is %d\n",first->info);
free(first);
return NULL;
prev=NULL;
cur=first;
while(cur->link!=NULL){
prev=cur;
cur=cur->link;
printf("Item deleted at rear end is %d",cur->info);
free(cur);
prev->link=NULL;
return first;
NODE insert pos(int item, int pos, NODE first){
NODE temp, cur, prev;
int count;
temp=getnode();
temp->info=item;
temp->link=NULL;
if(first==NULL&&pos==1){
return temp;
if(first==NULL){
printf("Invalid position\n");
return first;
```

```
if(pos==1){
temp->link=first;
first=temp;
return temp;
count=1;
prev=NULL;
cur=first;
while(cur!=NULL&&count!=pos){
prev=cur;
cur=cur->link;
count++;
}
if(
count==pos){
prev->link=temp;
temp->link=cur;
return first;
printf("Invalid position\n");
return first;
NODE delete_pos(int pos,NODE first){
NODE cur;
NODE prev;
int count,flag=0;
if(first==NULL || pos<0){</pre>
printf("Invalid position\n");
return NULL;
```

```
if(pos==1){
cur=first;
first=first->link;
freenode(cur);
return first;
prev=NULL;
cur=first;
count=1;
while(cur!=NULL){
if(count==pos){
flag=1;
break;
count++;
prev=cur;
cur=cur->link;
if(flag==0){
printf("Invalid position\n");
return first;
printf("Item deleted at given position is %d\n",cur->info);
prev->link=cur->link;
freenode(cur);
return first;
void display(NODE first){
NODE temp;
```

```
if(first==NULL)
printf("List empty cannot display items\n");
for(temp=first;temp!=NULL;temp=temp->link){
printf("%d\n",temp->info);
void main()
int item, choice, key, pos;
int count=0;
NODE first=NULL:
for(;;){
printf("\n1:Insert rear\n2:Delete rear\n3:Insert front\n4:Delete
front\n5:Insert info position\n6:Delete info position\n7:Display
list\n8:Exit\n");
printf("Enter the choice: ");
scanf("%d",&choice);
switch(choice){
case 1:printf("Enter the item at rear end\n");
scanf("%d",&item);
first=insert rear(first,item);
break:
case 2:first=delete rear(first);
break:
case 3:printf("\nEnter the item at front end\n");
scanf("%d",&item);
first=insert front(first,item);
break:
case 4:first=delete front(first);
break;
```

```
case 5:printf("Enter the item to be inserted at given position\n");
scanf("%d",&item);
printf("Enter the position\n");
scanf("%d",&pos);
first=insert_pos(item,pos,first);
break;
case 6:printf("Enter the position\n");
scanf("%d",&pos);
first=delete_pos(pos,first);
break;
case 7:display(first);
break;
default:exit(0);
break;
}
}
}
```



