#include <iostream>

#include <stdio.h>

#include <conio.h>

#include <stdlib.h>

Using namespace std;

Struct node

{

Int data;

Struct node \*next;

};

Struct node \*head;

Void insert\_begin();

Void deletion\_begin();

Void deletion\_end();

Void elementdisplay();

Int main()

{

Insert\_end();

Deletion\_begin();

Deletion\_end();

Return 0;

}

Void insertion\_end()#insert at end of linked list

{

Int item;

Struct node \*nptr,\*temp;

Nptr= (struct node \*)malloc(sizeof(struct node));

Cout << “Enter a element:”;

Cin >> item;

Nptr->data = item;

Temp=head;

If (head == NULL)

{

Head=nptr;

Head->next = NULL;

}

Else

{

While(temp->next!=NULL)

{

Temp=temp->next;

}

Temp->next=nptr;

Nptr->next=NULL;

}

}

Void deletion\_begin()#deletion of element at beginning of list

{

Struct node \*nptr;

If(head->next==NULL)

{

Nptr=head;

Head=NULL;

Dealloc(nptr);

}

Else

{

Nptr=head;

Head=nptr->next;

Dealloc(nptr);

}

}

Void deletion\_end()

{

Struct node \*nptr,\*nptrtemp;

If(head->next==NULL)

{

Nptr=head;

Head=NULL;

Free(nptr);

}

Else

{

Nptr=head;

While(nptr->next!=NULL)

{

Nptrtemp=nptr;

Nptr=nptr->next;

}

Nptrtemp->next=NULL;

Dealloc(nptr);

}

}

Void elementdisplay(){

Struct node \*nptr;

Nptr=head;

If(head == NULL)

{

Cout << “List is empty”;

}

Else

{

Cout << “The values in list are:”;

While(nptr!=NULL)

{

Cout << nptr->data;

Nptr=nptr->next;

}

}

}