**TASK 3**

**PHONEBOOK**

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**CODE:**

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

struct node

{

char firstname[20];

char lastname[20];

int number;

struct node \*next;

};

struct node \*start=NULL;

struct node \*getnode()

{

return((struct node \*)malloc(sizeof(struct node)));

}

void display(struct node \*start)

{

struct node \*temp;

temp=start;

while(temp!=NULL)

{

printf("%s\n",temp->firstname);

printf("%s\n",temp->lastname);

printf("%d\n",temp->number);

temp=temp->next;

}

}

void insert()

{

struct node \*temp,\*nn;

nn=getnode();

temp=start;

while(temp->next!=NULL)

{

temp=temp->next;

}

printf("Enter First name:\n");

scanf("%s",&nn->firstname);

printf("Enter Last name:\n");

scanf("%s",&nn->lastname);

printf("Enter number:\n");

scanf("%d",&nn->number);

temp->next=nn;

nn->next=NULL;

display(start);

}

struct node \*create()

{

struct node \*temp,\*nn;

if(start!=NULL)

insert();

else

{

nn=getnode();

start=nn;

temp=start;

printf("Enter First name:\n");

scanf("%s",&nn->firstname);

printf("Enter Last name:\n");

scanf("%s",&nn->lastname);

printf("Enter number:\n");

scanf("%d",&nn->number);

nn->next=NULL;

display(start);

}

}

void del()

{

struct node \*pretemp,\*temp;

char \*f,\*l;

temp=start;

pretemp=start->next;

printf("Enter name :");

scanf("%s",&f);

scanf("%s",&l);

while(temp!=NULL)

{

if((pretemp->firstname==f)&&(pretemp->lastname==l))

{

printf("%s ",temp->firstname);

printf("%s ",temp->lastname);

printf("%s ",temp->number);

temp->next=pretemp->next;

free(pretemp);

break;

}

else

{

temp=temp->next;

pretemp=pretemp->next;

}

}

}

int main()

{

int op,ch;

do{

printf("\*\*\*\*\*\*PHONEBOOK\*\*\*\*\*\*\*\*\n ");

printf("1.Create\n2.Insert\n3.Display\n4.Delete\n");

printf("Enter your choice:");

scanf("%d",&ch);

switch(ch)

{

case 1: create();

break;

case 2: insert();

break;

case 3: display(start);

break;

case 4: del();

break;

}

printf("Do you want to quit ? 1 -YES / 0 -NO:");

scanf("%d",&op);

}while(op!=0);

return 0;

}

**OUTPUT:**

**Graphical user interface

Description automatically generated with low confidenceA picture containing graphical user interface

Description automatically generatedA picture containing graphical user interface

Description automatically generated**