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Exp 5

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Code:
#include <stdio.h>
#include <stdlib.h>
#include <malloc.h>
typedef struct node
  int data:
  struct node *next;
} node:
node *createList();
node *Insert_beg(node *head, int x);
node *Insert end(node *head, int x);
node *Insert mid(node *head, int x);
node *Delete beg(node *head);
node *Delete end(node *head);
node *Delete_mid(node *head);
void PrintList(node *head);
void main()
  int choice, insert option, delete option, x;
  node *head = NULL;
  printf("Welcome to the implementation of the singly linked list! \n");
  do
  {
     printf("Please select an operation to perform from the below list \n");
     printf(" 1. Create a List \n 2. Insert a node \n 3. Delete a node \n 4. Print
the existing list \n 5. Exit \n");
     printf("Enter your choice: ");
     scanf("%d", &choice);
     printf("\n \n");
     switch (choice)
     case 1:
       head = createList();
       break;
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case 2:
        do
        {
          printf("Select a position where you to want to insert new node \n"):
          printf(" 1. Beginning of the List \n 2. At the end of the list \n 3. Insert
in between \n 4. Exit the insert operation \n"):
          printf("Enter your choice: ");
          scanf("%d", &insert option);
          switch (insert option)
          case 1:
             printf("Enter the data to be inserted: ");
             scanf("%d", &x);
             head = Insert beg(head, x);
             break:
          case 2:
             printf("Enter the data to be inserted: ");
             scanf("%d", &x);
             head = Insert end(head, x);
             break;
          case 3:
             printf("Enter the data to be inserted: ");
             scanf("%d", &x);
             head = Insert mid(head, x);
             break:
          case 4:
             printf("Insert operation Exit");
             break;
          default:
             printf("Please enter a valid choide: 1, 2, 3, 4");
        } while (insert option != 4);
        printf("\n \n");
        break:
     case 3:
        do
          printf("Select a position from where you to want to delete the
element \n");
          printf(" 1. Beginning of the List \n 2. At the end of the list \n 3.
Somewhere in between \n 4. Exit the delete operation \n");
          printf("Enter your choice: ");
          scanf("%d", &delete_option);
          switch (delete option)
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case 1:
             head = Delete beg(head);
             break;
          case 2:
             head = Delete_end(head);
             break;
          case 3:
             head = Delete mid(head);
             break:
          case 4:
             printf("Delete Operation Exit");
             break:
          default:
             printf("Please enter a valid choide: 1, 2, 3, 4");
        } while (delete option != 4);
       printf("\n \n");
        break;
     case 4:
        PrintList(head);
        break;
     case 5:
        printf("Exit: Program Finished !!");
        break;
     default:
        printf("Please enter a valid choide: 1, 2, 3, 4, 5");
  } while (choice != 5);
node *createList()
  node *head, *p;
  int i, n;
  head = NULL;
  printf("Enter the number of nodes: ");
  scanf("%d", &n);
  printf("Enter the data: ");
  for (i = 0; i \le n - 1; i++)
     if (head == NULL)
       p = head = (node *)malloc(sizeof(node));
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else
       p->next = (node *)malloc(sizeof(node));
       p = p-next;
     p->next = NULL;
     scanf("%d", &(p->data));
  printf("\n \n");
  return (head);
}
node *Insert beg(node *head, int x)
  node *p;
  p = (node *)malloc(sizeof(node));
  p->data = x;
  p->next = head;
  head = p;
  return (head);
node *Insert end(node *head, int x)
  node *p, *q;
  p = (node *)malloc(sizeof(node));
  p->data = x;
  p->next = NULL;
  if (head == NULL)
     return (p);
  for (q = head; q->next != NULL; q = q->next)
  q->next = p;
  return (head);
node *Insert_mid(node *head, int x)
  node *p, *q;
  int y;
  p = (node *)malloc(sizeof(node));
  p->data = x;
  p->next = NULL;
  printf("After which element you want to insert the new element ?");
  scanf("%d", &y);
  for (q = head; q != NULL && q->data != y; q = q->next)
```

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if (q != NULL)
  {
     p->next = q->next;
     q->next = p;
  else
     printf("ERROR !! Data Not Found");
  return (head);
}
node *Delete beg(node *head)
{
  node *p, *q;
  if (head == NULL)
     printf("Empty Linked List");
     return (head);
  p = head;
  head = head->next;
  free(p);
  return (head);
node *Delete end(node *head)
  node *p, *q;
  if (head == NULL)
     printf("Empty Linked List");
     return (head);
  }
  p = head;
  if (head->next == NULL)
     head = NULL;
     free(p);
     return (head);
  for (q = head; q->next->next != NULL; q = q->next)
     p = q->next;
  q->next = NULL;
  free(p);
  return (head);
```

```
node *Delete mid(node *head)
  node *p, *q;
  int x, i;
  if (head == NULL)
     printf("Empty Linked List");
     return (head);
  }
  printf("Enter the data to be deleted: ");
  scanf("%d", &x);
  if (head->data == x)
  {
     p = head;
     head = head->next;
     free(p);
     return (head);
  for (q = head; q->next->data != x && q->next != NULL; q = q->next)
     if (q->next == NULL)
        printf("ERROR !! Data Not Found");
       return (head);
  p = q->next;
  q->next = q->next->next;
  free(p);
  return (head);
}
void PrintList(node *head)
  node *p;
  printf("[ ");
  for (p = head; p != NULL; p = p->next)
     printf("%d \t", p->data);
  printf("]");
  printf("\n \n");
}
```

Output:



