

Simplified Insert begin/end

Remove begin/end in a Linked List

Step 1: remove searchNode

Step 2: Make the following changes



Insert begin and delete begin

void removeNode()

```

{
if (pList->count!=0)
{
    pPrev=NULL;
    pLoc=pList->head;
    deleteNode();
}
else
    printf("Error: No data\n");
}

```

void addNode(int dataIn)

```

{
    int found,success;
    pPrev=NULL;
    success=insertNode(dataIn);
    if (success==1)    printf("Data Inserted Successfully\n");
    else    printf("Out of Memory... \n");
}

```

**Insert end and delete end****void removeNode()**

```

{
    int i;
    if (pList->count!=0)
    {
        pPrev=NULL;
        pLoc=pList->head;
        for(i=1;i<pList->count;i++)
        {
            pPrev=pLoc;
            pLoc=pLoc->link;
        }
        deleteNode();
    }
    else
        printf("Error: No data\n");
}

```

void addNode(int dataIn)

```

{
    int i,success;
    pPrev=NULL;
    pLoc=pList->head;
    for(i=1;i<=pList->count;i++)
    {
        pPrev=pLoc;
        pLoc=pLoc->link;
    }
    success=insertNode(dataIn);
    if (success==1)    printf("Data Inserted Successfully\n");
    else    printf("Out of Memory... \n");
}

```

**Insert begin and delete end****void removeNode()**

```
{
    int i;
    if (pList->count!=0)
    {
        pPrev=NULL;
        pLoc=pList->head;
        for(i=1;i<pList->count;i++)
        {
            pPrev=pLoc;
            pLoc=pLoc->link;
        }
        deleteNode();
    }
    else
        printf("Error: No data\n");
}
```

void addNode(int dataIn)

```
{
    int i,success;
    pPrev=NULL;
    success=insertNode(dataIn);
    if (success==1)    printf("Data Inserted Successfully\n");
    else    printf("Out of Memory... \n");
}
```

**Insert begin and delete end****void removeNode()**

```

{
    int i;
    if (pList->count!=0)
    {
        pPrev=NULL;
        pLoc=pList->head;
        for(i=1;i<pList->count;i++)
        {
            pPrev=pLoc;
            pLoc=pLoc->link;
        }
        deleteNode();
    }
    else
        printf("Error: No data\n");
}

```

void addNode(int dataIn)

```

{
    int i,success;
    pPrev=NULL;
    success=insertNode(dataIn);
    if (success==1)    printf("Data Inserted Successfully\n");
    else    printf("Out of Memory... \n");
}

```

Step 3: In main() Make the following changes

```

if (choice==2)
{
    removeNode();
}

```