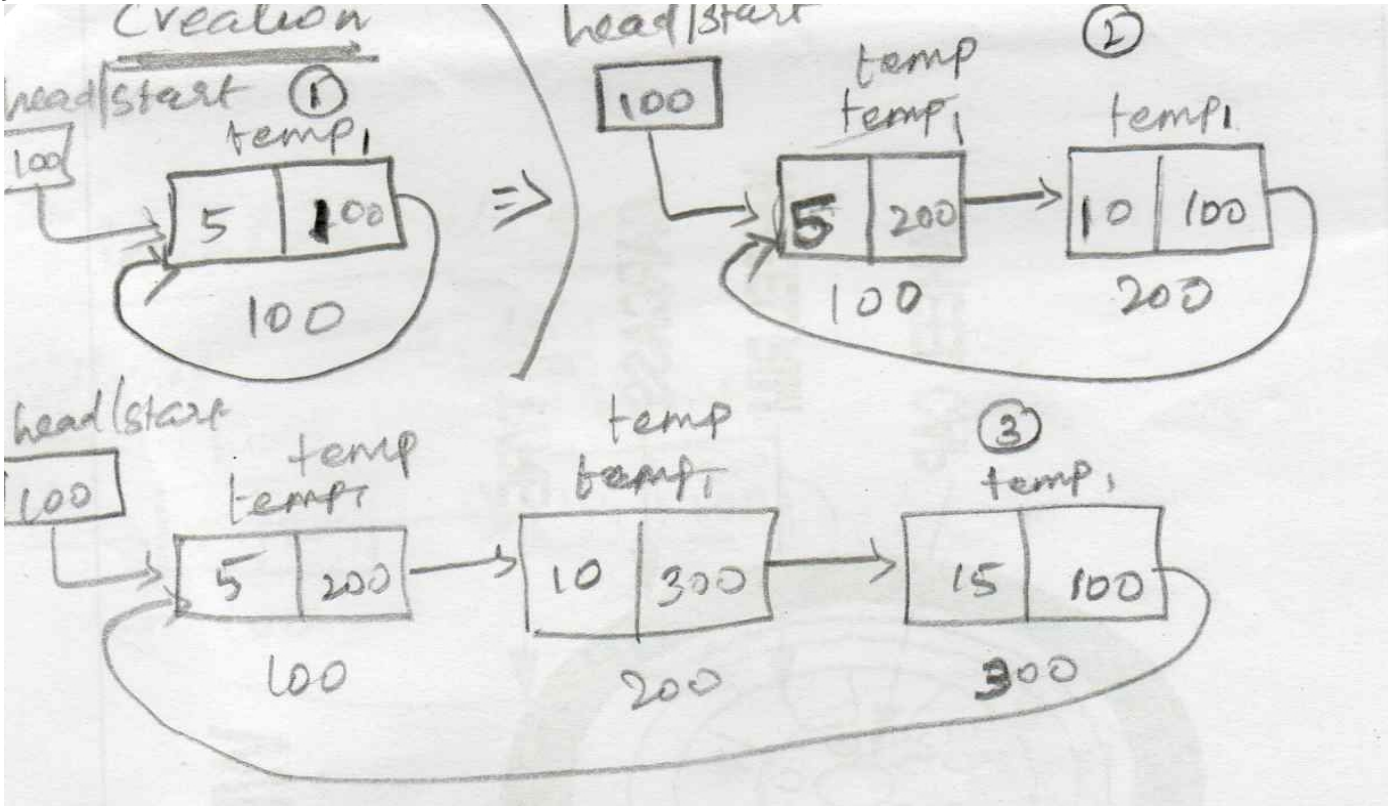
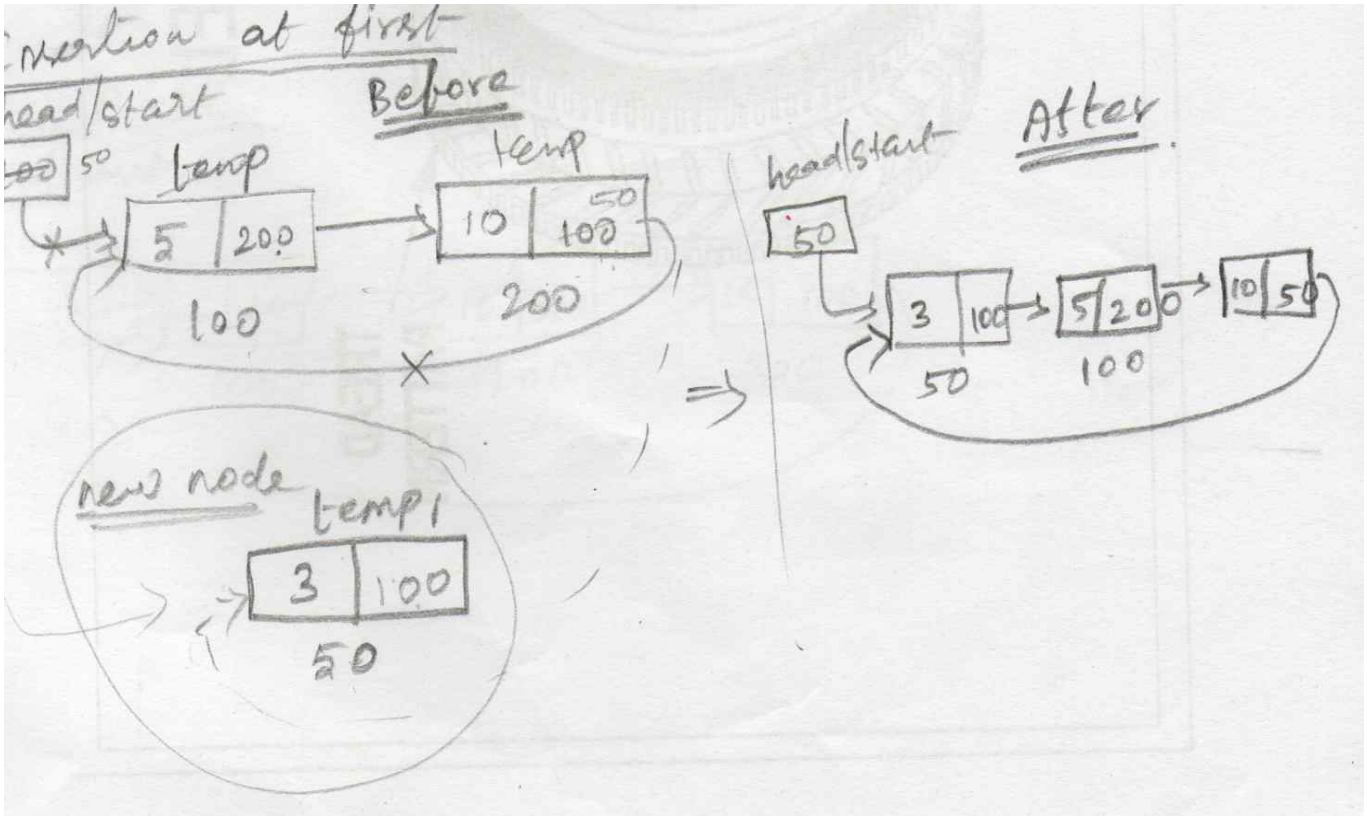
CREATION OF NODE IN CLL

```
void create(int)
{
if(head==null)
{
temp=(struct node *)malloc (size of (struct node));
printf("enter the elements");
scanf("%d",&temp->data);
temp->next=head // links the address field to NULL
head=temp;
}
else
{
temp1=(struct node *)malloc (size of (struct node));
printf("enter the elements");
scanf("%d",&temp1->data);
temp->next=temp1;
temp1->next=head;
temp=temp1;
}
}
```



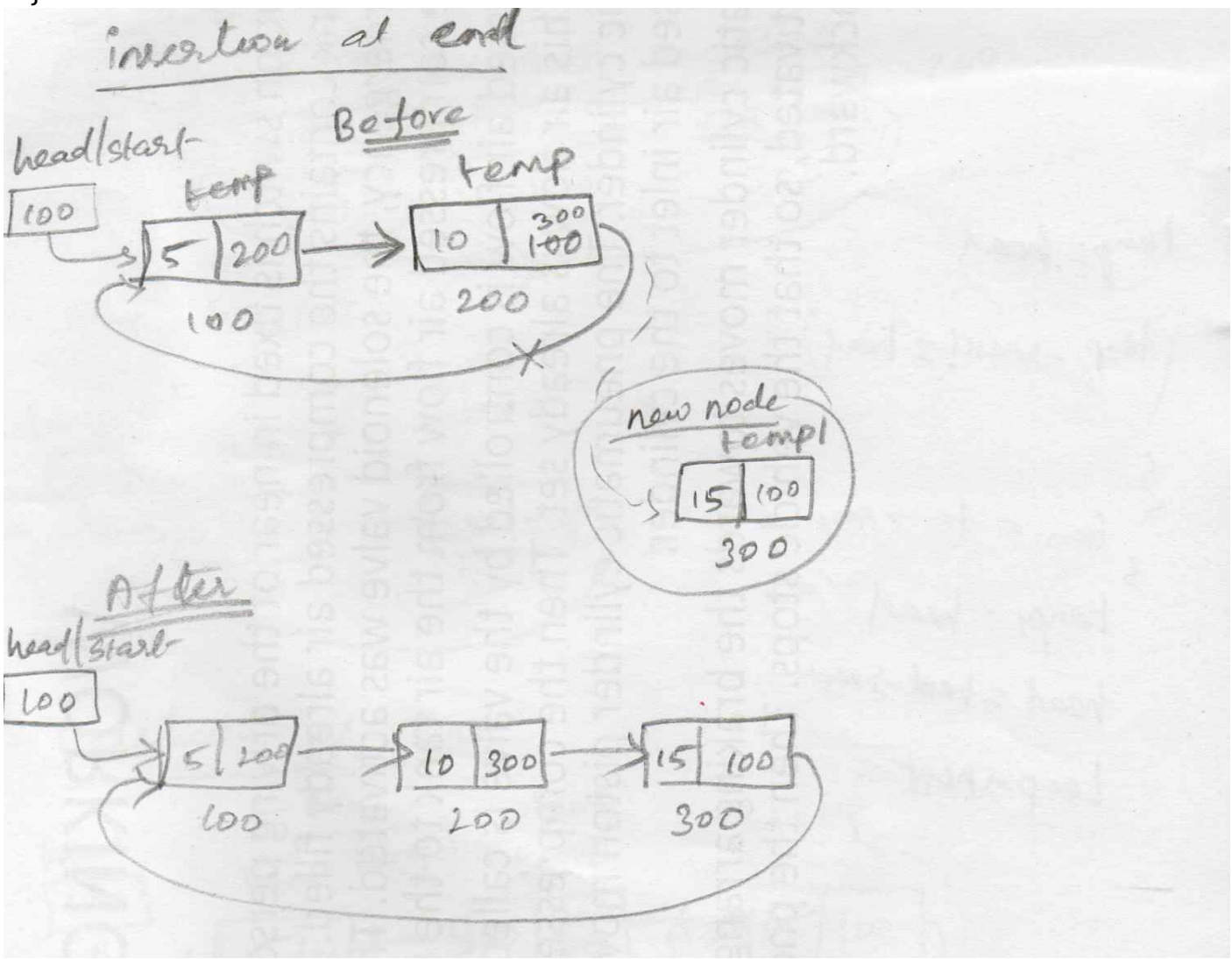
Insertion at beginning

```
void insertfirst(int)

{
head=temp;
struct node *temp1;
temp1=(struct node *)malloc (size of (struct node));
printf("enter the elements");
scanf("%d",&temp1->data);

while (temp->next! == head)
    {
       temp=temp->next;
    }
   temp->next=temp1;
   temp1->next=head;
   head=temp1
   }
```

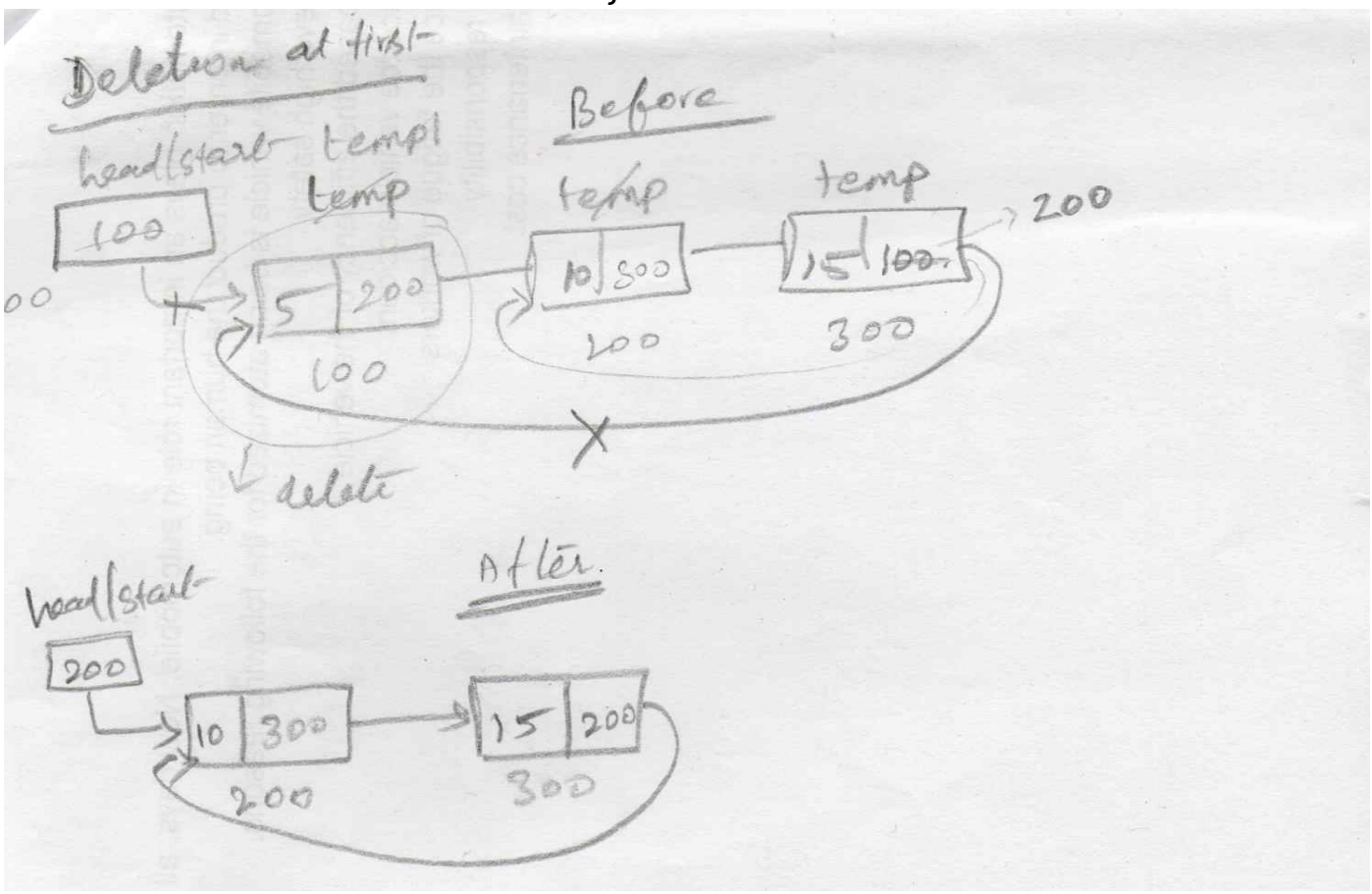


insertion at end (similar to insertion at first except head=temp1)

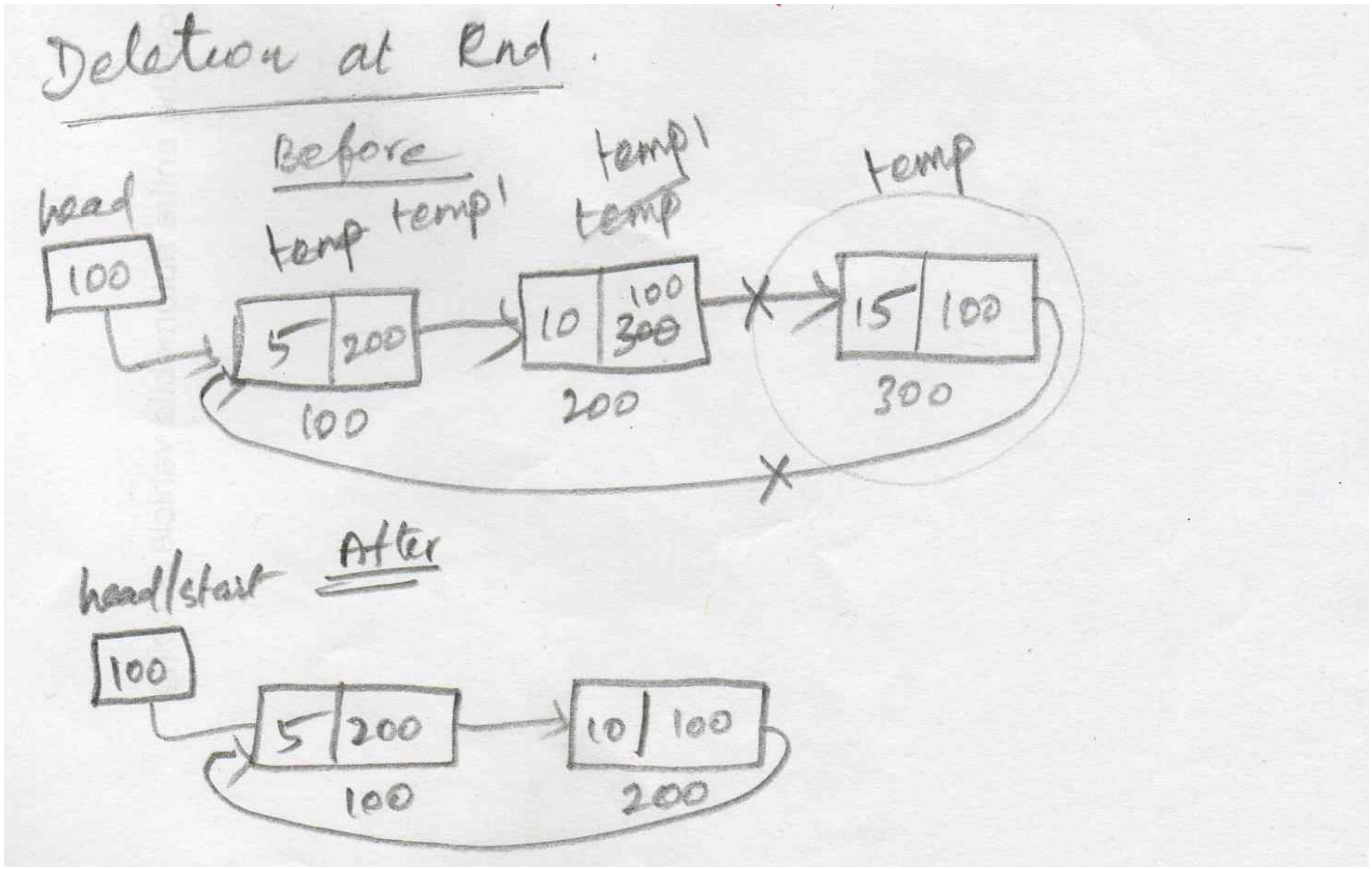
```
 void insertend(int)
{
head=temp;
struct node *temp1;
temp1=(struct node *)malloc (size of (struct node));
printf("enter the elements");
scanf("%d",&temp1->data);

while (temp->next! == head)
    {
       temp=temp->next;
}
   temp->next=temp1;
   temp1->next=head;

   }
```



```
void DeleteFirst()
{
        temp=head;
        while(temp ->next!= head)
        {
                temp = temp ->next;
        }
        temp1=head;
        head=head->next;
        printf("\n The deleted node is -> %d",temp1->num);
        temp->next=head;
        free (temp1);
                                }
```



```
void DeleteLast()
{
        temp=head;
        while(temp ->next!= head)
        {
            temp1= temp;
            temp = temp ->next;
        }
        temp1->next= head;
        printf("\n The deleted node is : %d",temp->num);
        free(temp);
}
```



Display :

```
void displayList()
{
   struct node *tmp;
  temp=head;
   if(head == NULL)
   {
      printf(" List is empty.");
   }
   else
   {
     while(temp->next != head)
      {
         printf("temp->data”);     // prints the data of current node
         temp = temp->next;       // advances the position of current node
      }
      printf("temp->data”);
   }
}
```