```c
#include<stdio.h>
#include<stdlib.h>
struct node
{
   int data;
   struct node *next;
};
struct node *head;
void begininsert()
{
   struct node*ptr;
   int item;
   ptr=(struct node*)malloc(sizeof(struct node*));
   if(ptr==NULL)
     printf("Overflow");
   else
   {
     printf("Enter the value to be inserted");
     scanf("%d", &item);
     ptr -> data=item;
     ptr-> next=head;
     head=ptr;
     printf("Node inserted");
   }

}
```

```c
void display()
{
    struct node *ptr;
    ptr=head;
    if(ptr==NULL)
        printf("Nothing to print");
    else
    {
        printf("Printing values\n");
        while(ptr!=NULL)
        {
            printf("\n %d", ptr->data);
            ptr=ptr->next;
        }
    }

}
void main()
{
    int ch;
    while(ch!=3)
    {
        printf("\nMenu\n");
        printf("1.Insertion \n 2.Display\n");
        printf("Enter your choice");
        scanf("%d", &ch);
        switch(ch)
        {
            case 1 :begininsert();
                    break;
```

```
        case 2 : display();
                break;




    }
  }
}
```