//Circular singly linked list

#include<iostream>

using namespace std;

struct node {

int data;

struct node \*next;

};

// Function to create a new node using 'new' keyword

struct node \*add(int data) {

struct node \*temp = new struct node;

temp->data = data;

temp->next = temp; // Circular, so it points to itself

return temp;

}

// Function to add a node at the beginning of the circular linked list

struct node \*addAtBeg(struct node \*head, int data) {

struct node \*newP = new struct node;

newP->data = data;

newP->next = head;

struct node \*temp = head;

while (temp->next != head)

temp = temp->next;

temp->next = newP;

//head=newp;

return newP;

}

int main() {

struct node \*head;

head = add(45);

cout << head->data << endl;

head = addAtBeg(head, 34);

cout << "After inserting new node: " << endl;

cout << head->data;

return 0;

}

* Circular Doubly linked list
* **Applications of linked list**