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#include<stdio.h>
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#include<stdlib.h>
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struct Node {
    int key;
    struct Node * next;
};

void likedlist(struct Node * Mainhead) {
    struct Node * ptr = Mainhead;
    do {
        printf("Element is %d\n", ptr -> key);
        ptr = ptr -> next;
    } while (ptr != Mainhead);
}

struct Node * insertfirst(struct Node * Mainhead, int key) {
    struct Node * ptr = (struct Node * ) malloc(sizeof(struct Node));
    ptr -> key = key;
    struct Node * p = Mainhead -> next;
    while (p -> next != Mainhead) {
        p = p -> next;
    }
    p -> next = ptr;
    ptr -> next = Mainhead;
    Mainhead = ptr;
    return Mainhead;
}

int main() {
    struct Node * Mainhead;
    struct Node * two;
    struct Node * three;
    struct Node * four;
    Mainhead = (struct Node * ) malloc(sizeof(struct Node));
    two = (struct Node * ) malloc(sizeof(struct Node));
    three = (struct Node * ) malloc(sizeof(struct Node));
    four = (struct Node * ) malloc(sizeof(struct Node));
    Mainhead -> key = 8;
    Mainhead -> next = two;
    two -> key = 1;
    two -> next = three;
    three -> key = 4;
    three -> next = four;
    four -> key = 7;
    four -> next = Mainhead;
    printf("before insertion\n");
    likedlist(Mainhead);
    Mainhead = insertfirst(Mainhead, 35);
    Mainhead = insertfirst(Mainhead, 41);
    Mainhead = insertfirst(Mainhead, 96);
    printf("after insertion\n");
    likedlist(Mainhead);
    return 0;
}
```