#include <iostream>

using namespace std;

//Declare Node

struct Node{

int num;

Node \*next;

};

//Declare starting (Head) node

struct Node \*head=NULL;

//Insert node at start

void insertNode(int n){

struct Node \*newNode=new Node;

newNode->num=n;

newNode->next=head;

head=newNode;

}

//Traverse/ display all nodes (print items)

void display(){

if(head==NULL){

cout<<"List is empty!"<<endl;

return;

}

struct Node \*temp=head;

while(temp!=NULL){

cout<<temp->num<<" ";

temp=temp->next;

}

cout<<endl;

}

//delete node from start

void deleteItem(){

if(head==NULL){

cout<<"List is empty!"<<endl;

return;

}

cout<<head->num<<" is removed."<<endl;

head=head->next;

}

int main(){

display();

insertNode(10);

insertNode(20);

insertNode(30);

insertNode(40);

insertNode(50);

display();

deleteItem(); deleteItem(); deleteItem(); deleteItem(); deleteItem();

deleteItem();

display();

return 0;

}