

SCLL - Add at first position

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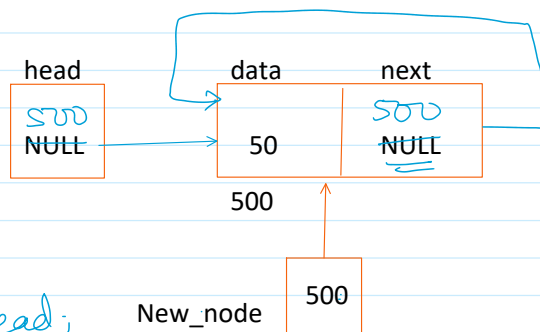
- ① Create the node
- ② Attach.

a) If list is Empty.

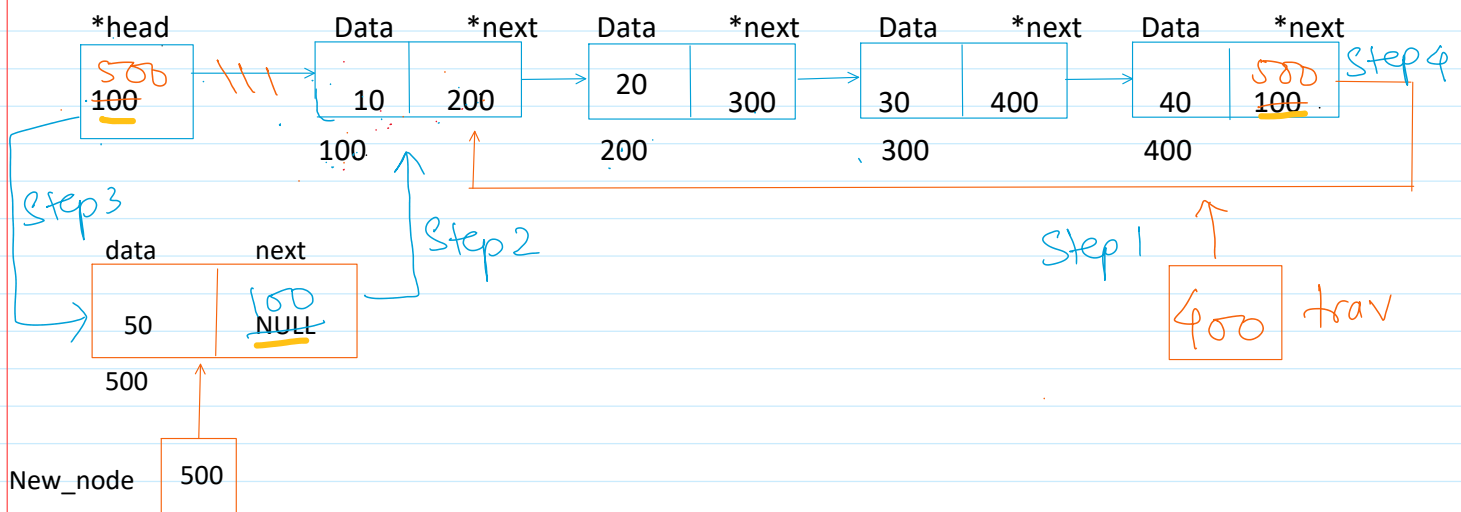
```
if(head == NULL)
{
```

```
    head = newnode;
    newnode → next = head;
```

```
}
    OR
    newnode → next = newnode;
```



b) If the list Contains multiple nodes:



① Traverse till the last node

```
struct node * trav = head;
while(trav → next != head)
{
    trav = trav → next;
}
```

② Attach the newnode to 1st node.

```
newnode → next = head;
```

③ update the head pointer.

```
head = newnode;
```

④ update the next pointer of last node.

④ update the next pointer of last node.

$trav \rightarrow next = head;$

OR

$trav \rightarrow next = newnode;$