#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*link;

};

struct node \*head;

void beginsert ();

void count();

void display();

void main ()

{

int choice =0;

while(choice != 4)

{

printf("\n1.Insert in begining\n2.count\n3.Display\n4.Exit\n");

printf("\nEnter your choice:");

scanf("\n%d",&choice);

switch(choice)

{

case 1: beginsert();

break;

case 2:count();

break;

case 3: display();

break;

case 4: exit(0);

break;

default:

printf("Please enter valid choice..");

}

}

}

void beginsert()

{

struct node \*ptr;

int item;

ptr = (struct node \*) malloc(sizeof(struct node \*));

if(ptr == NULL)

{

printf("\nOVERFLOW");

}

else

{

printf("\nEnter value:");

scanf("%d",&item);

ptr->data = item;

ptr->link = head;

head = ptr;

}

}

void count()

{

int c=0;

struct node \*ptr;

ptr = head;

if(ptr == NULL)

{

printf("Stack Empty");

}

else

{

while (ptr!=NULL)

{

if(c%2==0)

printf("\n%d",ptr->data);

c++;

ptr = ptr -> link;

}

printf("\nNumber of nodes:%d",c);

}

}

void display()

{

struct node \*ptr;

ptr = head;

if(ptr == NULL)

{

printf("Stack Empty");

}

else

{

while (ptr!=NULL)

{

printf("\n%d",ptr->data);

ptr = ptr -> link;

}

}

}



